



Fengate: The Founding of a Frontier

Welcome adventurer's to the lands of Fengate!

Earlier this year, His Grace Duke Regeant and Count Devon Huntington asked that I put down on paper what I remember from the historical tomes about the history of the land of Fengate. As the tomes are no longer an option to consult, our historical references are somewhat limited. I gathered what information I had and began writing down what I could remember, reference and read from the wrinkled parchments covering my desk.

If any adventurer's around remember or know of items that need to be documented because they affected the Duchy, please send them to me. I will be more than willing to update and modify what it is that I have left.

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The Early Years

Early during the separation of the Dark Folk from their kin, and ancient citadel, known as Darkholm and devoted to the powers of the earth, was established. Over the centuries, an expansive realm was carved from the bowels of the unknown Western Wilderness. Fate looked upon their chaos tainted practices, and saw fit to return the swamp unto itself. A summoned meteor's arrival brought with it a cataclysmic toll. The impact destroyed portions of the western walls of the citadel Darkholm. The silt and mud swallowed what remained. An already inhospitable land became suitable only for amphibious, reptilian and aquatic creatures. Time passed, and not a whisper graced Darkholm's forgotten halls.

Eventually, resourceful lizardmen found the citadel's submerged structure. What was not beyond their ability to access was infested. Overpopulated, they raided nearby places to maintain their stores of food and supplies. Fearing an infernal beast to the East, they made war with the few Deep Folk of the Iron Crown Clan. The Deep Folk had begun to migrate into the area sometime in 296. They were part of the migrations after Kelanor II took the throne in Valindor and Saditar Stonesplitter took the throne in Bandoraparg. The Iron Crown Clan moved into the area in the name of expansion and hopefully claim an overdue inheritance. They became privy to the location of a mine, old even by their reckoning, and sought to tap its resources. With a map of Monitor's Watch, unwillingly surrendered by a lizardman scout, the Deep Folk decided to establish a stronghold in the Western "Iron Crown" Mountains.

In the year 326, the Iron Crown Clan began construction on Thane's Drift Hold. The stronghold was finished in the Phoenix of 526. With his Clan Council convened, Chieftain Jord Iron Crown set about making plans for the mine's engineering.

Gyonin Greybearde led the first trip into the Southern Iron Crown mountains where the mine lay. Resting one eve, Gyonin's companions awoke to the war cries of their leader. By the time they could join the fight, Gyonin's life had been claimed. Strewn about the area were the unclothed bodies of humans. One body, the last of Gyonin's conquests, was shifting from wolf form to that of a man. Gyonin's daughter went to claim her father's weapon. Knowing his demise was the only thing that would separate him from it, she found consolation in that it lay near a concealed cave opening. The access to the mine was found, its secrets known only to the Deep Folk, and the area around it was named Greybearde's Fall.

The mining party's return was muted further by information gleaned while they were away. A child astrologer had made her way into Thane's Drift, claiming to live in the unoccupied fens to the Northeast. She spoke of having seen the completion of the stronghold, as well as the coming of many hailing from the Kingdom of Evendarr. The

FenWytch recommended the services of a human forester, as liaison, once the expansionists came. He would be known by the name Ragnar Hollowman. Once their visitor was dismissed, the Clan Council began the debate about the formation of an alliance with newcomers. It was decided that a summit was the next step toward resolving the problem of sharing these lands.

By 580, two things of consequence had occurred.

First, the militaristic lizardmen had grown in power. Their proximity to the old chaos magicks had twisted and augmented their abilities and warfare with them raged year-round. The Iron Crown Clan desired the alliance with the settlers from Evendarr as the number of enemies they were facing was beyond even their formidable might.

Secondly, Laurel Ring, a newly founded Eastern town, belonged to the wayward farmers and hunters of Evendarr. These were Settlers that had already come out of the South, near Hawthorne's Bluff. Thinking to push further, the Fool's Marsh claimed many of those that thought to forge ahead. Those who survived tried to turn back to Evendarr, stumbling into the Spired Thickets along their way. Comforted by the spirits there, those who remained established a small community that would serve as Evendarr's waypoint to the West. Deterred by the mysterious mists northwest of their beloved wood, the citizens of Laurel Ring travelled no further. With the guidance of the Fae Princess, they upheld an honorable and benevolent community.

In 596, dark times came over the Iron Crown Clan. The Lizardmen were still intent on warring with the Deep Folk of the Iron Crown Mountains. Tribes of Orcs, Goblins and Ogres soon joined them. The Clan's Battle Spelunkers quickly put down the first major force.

Months later it was discovered that the tribes were just a precursor to a force of Dark Folk bent on claiming Thane's Drift for themselves. The tribes were meant to "soften" the stronghold's defenses. Initially, the Dark Folk started raiding but gradually began to build the size of their engagements with the Clan's forces. Eventually, open war was declared on the Dark Folk. The war quickly went bad for the Dark Folk once the full force of the Clan was put to use until a mysterious plague began to affect the stronghold. The affects were strange, random and seemed to change over time. One minute one of the Folk would be nauseated and the next, fly into a berserk rage. This plague began taking a terrible toll on the Iron Crown Clan. It was the first time in the history of the Deep Folk where Father might have to defend himself against Son or Mother against Daughter. In some cases, Family had to slay Family. Luckily, Callem Roseweaver, a human battle companion to Spelunker Warmaster Garric RuneHammer and a growing Master of Ulin's Magick in his own right, discovered it was magical in

nature. It took the combined efforts of Callem Roseweaver and an Earth Guild Master, Darlock Rockmuncher, to discover the plague came from certain magical weapons captured from the Dark Folk. The Dark Folk had planted these weapons in order to weaken the stronghold's forces. Callem and Darlock then created a ritual that would remove the plague. Darlock conducted the ritual and cleaned the stronghold. The Clan's forces regrouped and launched a counter-attack that broke the back of the Dark Folk forces and drove them out of the area. The decimated and weakened Clan then focused on rebuilding and debate arose anew regarding the upcoming summit.

Chieftain Jord's cousin, Mastermason and rogue by nature, Halderm, debated that safety and profit would be the boon of an alliance with the coming Easterners. Warmaster Garric Runhammer insisted that his encounters did not bode well for the security of their endeavor. The counsel of Clan-Friend Callem Roseweaver, Garric's battle companion, supported the declarations about those from the East. Troubled by her new position, and the loss of her father, Lady Arron Greybeard remained neutral throughout the Council's discourse. Ultimately, the opinion of Chieftain Jord convinced all present and the summit would go forward as originally planned.

In preparation for the summit, a village was founded Southeast of Thane's Drift. Rognar Hollowman oversaw its development. It was completed one year ahead of schedule, in Gryphon of 601. Nothing that Rognar, nor anyone else, could have done would have prepared the delegations for the slaughter that would occur upon their arrival.

On the eve of the summit, the Evendarr contingent arrived under attack. Rognar, along with a handful of warriors, came to their aid. Two delegates and Rognar were the only ones to walk away from the attack. Werewolves had staged somewhere near the Lake of the Moon, south of The Road of the Sunken Way. All that fell were either dragged away or raised as undead. Battle also raged from the North of town. The Deep Folk pushed through an ambush, with the aid of a pair of particularly hungry Gryphons, fighting their way to the safety of the walls of the village.

Chieftain Jord, his Warmaster Garric Runhammer and Clan-Friend Callem Roseweaver staved off the magicks of their assault. The villagers came to help, but were sorely outmatched. Similar to the attack to the East, the fallen were raised from the dead. Combat raged until dawn, its end heralded by Chieftain Jord's slaying of the lizardmen's Chaos wielding leader. Far to the West, the defense of Thane's Drift was likewise drawing to a close. The efforts of Halderm and Lady Arron had served to see the stronghold unscathed. The FenWytch had also managed to preserve the sanctity of the Earth circle, against the onslaught of swampland creatures.

The Alliance was formalized over countless tankards of Ale and Mead. The village has ever after been known as The Drunken Commons. Bearing news about the success of the summit, as well as an apparent conclave of necromancers, the Delegation from Evendarr returned home. The papers bearing the names of Thane's Drift's knighthood arrived safely, alongside the signed documents that acknowledged Fengate as part of the Kingdom of Evendarr. Just as Thane's Drift would serve as her capital, so would the ideals of the Deep Folk rule accordingly within this Duchy of Evendarr.

With the attack in September 609, a lot of tomes and parchments were lost in fires and damaged by water. Because of that, everything that we had from 602 until September 609 is gone. If anyone wishes to submit anything during this time of great and important deeds, please send them to me.

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September 609

While celebrating the knighting of the only Ducal Knight of Fengate, a great devastation happened to the lands of Fengate. During one gathering of adventurer's there were simultaneous attacks within the Duchy at all of the major cities. The Duke himself, Garric Runehammer, had to leave in mid celebration when whispering winds came to him that Thane's Drift was under attack. His Grace, along with his friend and oldest dwarf in the mountain Darlock Rockmuncher, travelled as quickly as possible to fight for the pride of his Clan. In another area of the Duchy, the city of Rosewood rose from the ground, creating a huge hole and dropping bits and pieces of earth along its trail, drifted slowly towards the South towards the swamps. It was said that surviving members of Rosewood were seen leaping off the walls to their deaths instead of waiting to deal with the fate that was approaching them. Hassenbrook, the main trading post of the Duchy, was attacked and devastated by a glowing red-eyed skeletal figure within a suit of armor, controlling all of the undead that it came into contact with. It was said that all people who were killed by the vile undead, were raised to help them clean out the city. At the same time, all contact with Hope's Crossing was lost as the last message from there came from a guard on the Fae Trees of Fengate. His description of the happenings was that of spiders and other townfolk attacking the other. Count Callem Roseweaver, Ulin of Ulins' Guild, Clan-Friend of Iron Crown and Runehammer Dwarven Clans and Count of White Sands, along with Baroness Mara Anni, Baroness of the Barony of Frostmoore, have not been seen or heard from since the attacks.

By all accounts from throughout the land, Thane's Drift, the capital of the great Duchy of Fengate, was attacked and overridden by their longtime enemy, The Dark Folk. By witness accounts of the few who resurrected, The Dark Folk seemed to have killed everyone within the mountain, even His Grace Duke Garric Runehammer. There is no word from within the mountain as the rumored "tunnel" precaution leading into the majestic Great Hall was set off, burying the mountain and closing it off to the surface. To conclude the coordinated, singular assault on the lands, the newly built County Seat came under attack by the last remaining forces of Zumbia, and the Deep Trolls. With the help of the brave adventurer's who were nearby in Kindling Grove, Zumbia and his forces were killed and Count Devin Huntington was rescued.

October 609

Simeon Silvercord, Count of Felmyst and Marquess of Fengate, announced himself as the rightful leader and ranking Noble to the Duchy of Fengate. Until it is proven that His Grace Duke Garric Runehammer is indeed dead, Marquess Silvercord announced that he will be known as Ducal Reagent for the Duchy of Fengate. It was decided by the Council of Nobles, led by Ducal Reagent Silvercord, that the Duchy must get one of their cities back from the massacre that happened the previous month. He decided that the adventurer's of Fengate will attempt to recover Hassenbrook because of its center of trade and river routes. A few days later, Ducal Reagent Silvercord was recalled to Therendry by his liege lord, Duke Ellis Pinetree.

November/December 609

Count Devin Huntington requests the retaking of the city of Hassenbrook must begin. The call to arms is made and adventurers from all over the lands went to battle the countless undead creatures, some of which have never been seen before in the lands of Fengate. Finally, towards the end of December 609, the adventurers of Fengate prevail and retake Hassenbrook from the clutches of the undead horde that was housed there.

January 610

The rebuilding of Hassenbrook begins. Baron Malcolme McKenzie, with his new Lord, Lord Basarabe, arrived in Hassenbrook with newly formed Baronial troops to begin the rebuilding of the city of Hassenbrook.

March 610

Ducal Reagent Silvercord relinquishes his Ducal Reagent title to Count Devin Huntington, Count of Smokey Ridge County. Count Devin Huntington is now known as Ducal Reagent Devin Huntington, while still retaining his duties as Count of Smokey Ridge County. Marquess Silvercord will retain his title of Marquess of Fengate and will be head of the council of Nobles for the Duchy.

May 610

A group of adventurers lead by Sir Haven were transported to Hope's Crossing. Reports of spiders and enslavements were rampant so the scouting party watched and viewed what they were up against. They found the main tavern of Hope's Crossing covered in spiderwebs and being guarded by the local town guards. The adventurers stormed the tavern. The forces of the spiders were overwhelming. The majority of the adventurer's were dying or captured by the overwhelming forces of the spiders. The captured group came awake and broke free of the cocoons they were encased in. After getting all their forces up, they searched the catacombs under the tavern. There, they found Count Callem Roseweaver. He was found encased in a cocoon web and drained of most of his blood and life. Bringing the Count to consciousness, the attempt was made to retreat back to the open portal leading back to Hassenbrook. The adventurer's ran into resistance of spiders and enslaved guards and were told to take their people and leave, which they did.

September 610

In September there was held a grand series of tournaments presided over by the most august personage of Thane Callum Roseweaver at the city of Hassenbrook. There were many games designed to test the participants skill at arms, magic and endurance; following Dwarven tradition there was also a competition of drinking. Many thanks are given to the esteemed Archmage Alaric Gyvontane, here on sabbatical from Evendarr's Lake Hollym, for providing the exotic enchantments that made the certain tournament events possible. These festivities were a celebration for the elevation of the Thane to the Evendarrian station of Duke presided over by a Knight of Evendarr, Sir Garrett Blackstone. This coronation, an act that was done to officially establish the titles of His Grace and Thane in the saddened absence of his predecessor Garric Runehammer.

Shortly after departing a small excursion of adventurers was led through a portal outside of the tavern which deposited them into the Grand Hall of Thane's Drift, the Dwarven Capital within Fengate. Here, a Barracoor Lord sat atop the late Thane's throne, and watched over the defilement of the once proud city while he was served by the zombied remains of his late adversary Garric Runehammer and entertained by the frivolities of a macabre. Seeing the atrocities conducted and ordered, the adventurers swiftly mustered their strength and struck forth at the perpetrators; pushing forward to the very steps of the throne before the un-named Baracoor Lord siezed the Runehammer from his servant and ordered his jester and minions to deal with the invading adventurers. Grossly outnumbered and slowly being surrounded by viocacium that moved through the very rock, the courageous band fought valiantly and subdued the zombie that had once been their proud and stalwart Thane. The Baracoor Lord, rather than meet justice for his actions on the field of battle, struck out at the pillars of the

hall, shattering them and called to his vocacious minions to transport him and his jester to safety as the building crumbled around them. Not to be dissuaded by the hasty retreat or the roof collapsing above them, the adventurers recovered the dusty remains of the fallen Garric Runehammer and left through the portal they had come through.

His most august and impressive Thane Garric Runehammer's remains will be laid to rest in the traditional fashion of the Dwarves once Thane's Drift is re-taken so that he may be placed along-side his fore-bears and kinsmen in a position of respect and countenance that is due to him.

October 610

Our newly proclaimed Duke ordered the re-taking of the White Sands County Seat which had been under the control of the 'Spider Queen' for many months and had seen a handful of excursions into its surrounding environs over the past couple of gatherings. The expedition to retake Hopes Crossing was led by Sir Haven Jongelour, Ducal Knight to His Grace Callum Roseweaver and aided by the Duke's messenger, the Cursor Sammael. In order to re-take the City, a foothold was established at a small farm outside of Hopes Crossing; from which the gathered adventurers would push forth in their efforts to expunge the Queen and her spider children.

These efforts would proceed throughout much of Friday night and Saturday until an outright attack could be launched. For this attack to commence the adventurers crawled through caves beneath the city itself and shattered, cut, and froze their way through a veritable maze of webbing that was both pasty white and oozing with a viscous red substance that seemed to inflict people with random alchemical effects if it were touched. Rumor has it that a new tidbit of wisdom sprang forth in the caves: stay out of the way of a rampaging barbarian, for they are large, muscular, and surprisingly quick on their feet.

Once through the caves, the gatherers faced an even tougher opponent in the Spider Queen than they had first thought. Not only could this woman strike at you for a Flamebolt's worth of damage with simply her claws, but it seemed that when her claws were capable of piercing flesh they would induce alchemical affects upon the victim. Between her ability to enslave people through her claws, a plethora of Earthen and Celestial Spells, and an odd ability to desecrate herself with only one of her arms; she was able to fight off the adventurers for a fair amount of time before her giant spider companion was taken down and she herself forced to run.

She did not run far however, and was quickly staggered to the point of unconsciousness. She was then dragged back to a warded dwelling where she could be interrogated. Though the details of this interrogation are sketchy, it seems that the Spider Queen

succeeded in ripping free of her restraints to then incapacitate her solitary bondsman; whom, quite cunningly, she left unconscious in the relative quiet of the cabin behind a locked ward while she made her escape, under the pretense that he had been slain and was going to die.

When it was determined that the gentleman wasn't going to resurrect a group left the town to track the Spider Queen past the end of the gathering.

November 610

The Month of November began with a plan devised to incapacitate and capture the Spider Queen who had taken refuge in the underground tunnels beneath the duchy. These far-reaching tunnels and caves, often referred to as the Underdark are home to the civilized Dwarves and Vornae, along with a number of other creatures and uncivilized peoples. The adventurers who had taken to following the Spider Queen had tracked her to a tunnel which only had two known openings; the one where they were currently, and one closer to Hopes Crossing. By collapsing the one opening, they quickly returned to the city and began preparations. By arming several large explosive traps they hoped to weaken the Dark-skinned dark-haired Spider Queen sufficiently that they could deal with her quickly. This however was not the case, the Spider Queen traveled with an entourage of undead she seemed to have acquired in her underground travels along with a Dark Elven Scout from a patrol. Once the traps had detonated, the 'Queen' retreated to the safety of a circle of power along with her Dark Elven companion to heal.

While this occurred the four remaining members of the Dark Elven patrol caught up and speaking with their comrade quickly entered into combat against the adventurers from the surface. These five, along with the Spider Queen, fought against the assembled adventurers for some time; felling and dragging back a number of them as hostages. Finally a seeming truce was called in order to arrange for their retrieval and safe-passage secured for the Queen out of the area.

While this truce was being discussed, the Vornae Patrol took council of its own to ascertain what had transpired. This council was brief and ended with sword blows being exchanged between two of their members and the Scout who had at first been escorting the Spider Queen lay bleeding to death on the ground. While the Scout was fed an enslavement antidote and healed before being questioned by his kinsmen, the truce was finalized and the hostages returned.

While the Vornae patrol finished their business, the Queen was allowed to leave without further molestation by the gathered adventurers. The patrol would return later to confront the Spider Queen regarding the enslavement of their comrade, but no

information is known at this time as to the final outcome of that confrontation or any ramifications of it.

The remainder of the gathering was taken up with tasks to get the city of Hopes Crossing back on its feet, though a curious personage made frequent stops in during Saturday. This person, known simply as "Skully" was met the previous month; was at first a floating skull who was trying to find his body, professed to have had no memories of his life or actions from when he had a body, or for just how long he had been searching for his body. Late in the October gathering a hobgoblin body was found for him to use until his own could be found.

In November it seemed he had not had any luck in finding his body, and late Saturday it came apparent that his body had indeed been found was actively seeking in its own way for its head. The body came into the tavern and fought for some time before finally falling to the combined might of the gatherers. This encounter in the tavern escalated when Skully entered and ended up cutting his own head off so he could re-attach himself to his erstwhile body.

From all reports, at the time of joining a circle of power quickly formed around the two and all visible signs of damage washed away. Moments later a black skeletal horse appeared beside him and the circle disappeared as he simply commanded the gathered adventurers to clear out of his path. This figure, who was later called the Horseman, ignored several attempts to converse with him by those who had spoken to him at length previously.

A battle quickly ensued outside of the tavern between the Horseman, his steed, and several lesser undead. While the Horseman fought skillfully and soundly, he was eventually defeated by the combined forces arrayed against him. It is unknown whether the Horseman will rise again in the coming months.

December 610

In December a small gathering of adventurers was held in Hopes Crossing in hopes of celebrating the New Year. At this gathering an Alchemist by the name of Elric Ostane experienced an uncontrolled reaction during an experimental formal magic, resulting in numerous portals being created around town. These portals led to various different planes and sub-planes.

Mid-day Saturday a gypsy carnival arrived and began to set up their wares while tickets were sold for the main event to be held that evening. It turned out that this carnival was run by a pair of Vampires and the 'main event' was the drinking of a love-stricken Barbarian's blood. This resulted in a swift intervention, forcing the Vampires

to flee into the under-dark while their wagons and other assorted possessions burned to the ground.

Late Saturday there was an incursion into the city by curiously malformed elemental constructs. These constructs were neither a danger or a nuisance, but were subsequently destroyed. Amongst the battles a dragon whelp who could do no more than blow bubbles was slain by a Bronze Drake Scavenger.

Through the actions of a green-skinned individual many keepsakes and heirlooms were lost. These items were thankfully recovered and returned to their owners after a quick thinking Tavern Mistress refused to relinquish a strange batch of cookies from her care.

It has also been confirmed that, yes indeed, Bumbles do bounce.