

## **Skyld 41st 1454 L.K.**

### **June 10th Recap**

The horn sounded on the morning of the 41st of Skyld 1454 L.K. The Crystal Bearers, who had been waiting for this very sound, knew the time had come. The time of winter, rest, and reflection was over. Now was the time of exploration, adventure and battle. The Crystal Bearers ventured forth from their outposts and temples.

The people of Fehu, learning from the past, sent a battle group out for a caravan run to earn some much needed dirks. In the course of escorting the caravan, some new arrivals joined the outpost. Some of the others of Fehu were stationed to guard the outpost and train the new arrivals. Those that were left took up random quests.

The caravan run rewarded them with dirks, as well as mysterious seeds from D'Eirstad. They also received rune tiles that were a mystery to them. With the dirks they got from the caravan runs they were able to purchase gnomes for the farms and mines. The seeds they sold to Tarq at the Crossroads Tavern. They also received word from D'Eirstad in the form of a letter.

**To: The people of Fehu**

*On Wyrd 24 of 420 A.F. Crystal Bearers exited the gate in D'Eirstad. Calling themselves the Oath Bound they assassinated Emperor Mathus Constantine Helions the XXXXI. Then they returned to Myth'gar through the gate. None of them were recognisable to the people of D'Eirstad.*

*While the Crystal Bearers are still protected by D'Eir's Garden, they are no longer welcome outside the gardens borders. This attack is being seen as an act of war on the part of the people of Myth'gar. Trade will be limited and defensive protocols will be enforced.*

*Regards,*

**Empress Ursula Constantine Helions the XIV**

The Crystal Bearers of D.O.U.G. had received a message that a special caravan was waiting at the Val'Haven gate. They quickly sent a battlegroup to secure it. When they got it back to the outpost inside was an old leather crown, and a message.

*Here is the Crown of the Myth Wood. Returned to it from Folkvangr. To claim the Crown one must complete the Trials of the Crown.*

- 1. One must control all Outposts, by Force or Diplomacy.*
- 2. One must have the consent of the Neutral locations of the Wood. (Templum Bellatorum, Black Tower, and Champion's Fall)*
- 3. A priest of the church of the six must crown you.*

*Give this crown to he who controls Templum Bellatorum, for safekeeping. As a neutral location, the leader of it may never wear the crown.*

*Sincerely,*  
**Balin Grumpkinsbane** the Second

While the D.O.U.G.ites considered their options, they began construction of defenses around their outpost. They made some mundane caravan runs. In this way, they too had dirks for getting gnomes for the farms and mines. With extra food resources they were able to open the Black Tower for the day.

The people of Black Home mimicked Fehu and broke up into several groups. One did caravan runs, one stayed back and guarded the outpost, one left to hire gnomes so they could gather resources. In the process of resource gathering, the group bought black candles from the Darkness to light the Shrines of the Six. They also liberated the Outpost shield from the undefended D.O.U.G.ite outpost. For diplomatic reasons they later returned it.

The Monsters of Ramen had not been idle over the winter months. They had expanded the walls of Ramen, focused heavily on its defenses. When the horn sounded they immediately set out to build chains of defense, and get the mighty sword Fairen'Gar reforged. They also had a desire to move the Shrine of the Blackheart to within the borders of Ramen.

The Monsters secured gnomes for resource gathering, and purchased candles from the Darkness. The gargoyle Visuvius headed to Templum Bellatorum to negotiate with Daimyo Azrael, and get his sword fixed.

Templum Bellatorum opened its gate at the sound of the horn. Daimyo Azrael had stated that Monsters and Cultists, due to their affiliation with the Blackheart and lack of honor, could not participate in honor duels. While this slowed the overall amount of honor duels that took place, still much honor was given to the Six that day.

Daimyo Azrael received word from Val'Haven by way of a letter.

**To: Daimyo Azrael**

*Word of your ascent to Daimyo of Templum Bellatorum has reached us. While we congratulate you on your elevation, we also have dire news. On Wyrd 24 of 373 F.K. Crystal Bearers exited the gate in Val'Haven. Calling themselves the Oath Bound they assassinated all Six of the Earls of the Council of Six. Then they returned to Myth'gar through the gate. None of them were recognisable to the people of Val'Haven.*

*While the Crystal Bearers are still protected by Eir's Garden they are no longer welcome outside the gardens borders. All trade will be limited and caravans searched thoroughly.*

*Regards,*  
**Thornhammer Wolfmantal**  
Advisor to the Earl of Defense

Aside from hosting the Honor Duels in Templum Bellatorum, the forge and its smith saw much work. Crystal Bearers came with requests to forge chains of protection,

to teach them how to smith, and even to reforge the mighty sword Fairen'Gar. All the while Knute Tzak had three gnome smiths watching and instructing him.

Once Hero'win Mytherin was summoned to the Black Tower she had many quests for the Crystal Bearers. The first was simple. She needed a lit white candle on each of the Shrines to the Six. While this seemed simple, it proved to be harder than anticipated. The Shrines to the Monarch, Anarch, Mystic, Recarnite, and the Arbiter were all easy to get to and place a lit candle. However the Shrine to the Sentinel was within Templum Bellatorum. Daimyo Azrael had forbidden anyone from lighting the shrine. He placed guards and was ever vigilant.

The aid of Tarq, barkeep of the Crossroads Tavern, was enlisted. He traveled to Templum Bellatorum on the pretext of visiting the Daimyo who often frequented the tavern. He was welcomed in with open arms, and when no one was looking, placed a lit candle at the shrine.

When each shrine was lit a large Soul Crystal was the reward. When all the crystals were returned to Hero'win as proof of completion, she was able to unlock a chest within the tower. In the chest was one of the six ancient relics of the Myth Wood, the Weyd'Bha, or Book of Fates. Once known as the Chain Book.

On claiming the book Hero'win bonded with it and could read the mysterious writings within. The book spoke of a soul forge and the forming of a Magi Order. For this to happen she would need the combined aid of all three of the Hammers of Unmaking. She would also need the Shrine of the Mystic to be moved within the boundaries of the Black Tower.

She sent Crystal Bearers to help her make a deal with the Grand Forger, holder of the Gold Fist hammer of Unmaking. The Forger would get a lit Rune Forge if they would aid her. They agreed. She sent Crystal Bearers to help her make a deal with Knute Tzak, holder of the Anvil hammer of Unmaking. She would give him the blueprints for a traveling forge for his aid. He agreed. She sent Crystal Bearers to help her make a deal with Nectar the smith of Black Home and the holder of the Claw hammer of Unmaking. She would expedite his translation of the first page of Anjmor De'Knotts smithing technique for his aid. He agreed.

Hero'win also sent Crystal Bearers to help her make a deal with Daimyo Azrael. If he would have his hunter move the Shrine of the Mystic to the Black Tower, she would give Templum Bellatorum the technique of bonded weapons to those who honored the Six enough. He agreed. The Shrine to the Mystic was moved to the Black Tower. This changed the Black Tower into the Temple of the Magi, and gifted those that call the temple home greater magical powers.

When all three smiths and their hammers were brought together at the now Temple of the Magi, the powers of the hammers were employed. A forge was made that could remake Soul Crystals. However, in making this forge the wielders of the hammers

of Unmaking ran afoul of the law of balance that affects all things with the Myth Wood. The price for this was that the Hammers of Unmaking could now only be used within sight of a lit Rune Forge or the Soul Crystal Forge.

Many of the people of Fehu aided Hero'win in her quests. They also furthered diplomatic relations with Templum Bellatorum and the people of D.O.U.G. They continued with trade, however the monsters of the Wood had begun attacking caravans. So hunting monsters became a quest for the people of Fehu as well.

The D.O.U.G.ites aided Hero'win in her quests. They also made alliances with both Fehu and Ramen. They collected the parts necessary to build a wall smashing device. They traded monster parts and seeds with Tarq for his murder garden. However they had a great deal of trouble holding onto their Outpost shield. The people of Black Home managed to take, and use it as leverage against them.

The people of Black Home aided Hero'win in her quests. They also complete the making of a Horn of Reinforcement. They completed the building of a church to the Black Heart within their Outpost. Then they sent raiding parties out. They managed to take the D.O.U.G.ites outpost shield, but failed in the sacking of Fehu.

The Monsters of Ramen too helped Hero'win in her quests. They aided Templum Bellatorum as guards for the Hunter as he moved Shrines around. For this aid as well as a financial contribution, Templum Bellatorum had the Hunter move the Shrine of the Blackheart into Ramen. This had the effect of changing the Ramen outpost into a Temple to the Blackheart. Tempelbrent Kopp O'Nudler was formed and gifted the monsters that called the temple home random positive or negative bonuses from the Six. They also took part in several attacks on Fehu, and numerous caravans.

The warriors of Templum Bellatorum were not idle. They assisted D.O.U.G with getting all necessary parts for the Wall Smasher. They traveled to the Crossroads Tavern to sell flowers, but also to have Tarq be held accountable for the candle mischief. 50 dirks later and all was forgiven. Knute was busy in his forge repairing weapons, and forging chains of protection for both D.O.U.G and Ramen. Daimyo Azrael lent aid to Hero'win in the form of the Hunter, and his ability to move shrines. This aid was also given to the Monsters of Ramen.

As the day was drawing to a close the people of D.O.U.G found themselves in a bind. They had no Outpost Shield and therefore no Outpost. The people of Black Home held it safely behind their walls. The D.O.U.G.ites made great strides in building the Wall Smasher in hopes of attacking Black Home. However, before the Wall Smasher was complete they had too few men left standing to form a Battle group. They had their alliance with Fehu to fall back on. Yet Fehu too was being relentlessly attacked by the cultists of Black Home.

It was then that the Monsters of Ramen stepped in. Visuvius acting as a negotiator between Black Home and D.O.U.G was able to get the cultists to return the

Outpost Shield to D.O.U.G. in return for as much of the Wall Smasher as they had completed. For the survival of D.O.U.G. they agreed to these terms.

The monsters now in possession of the parts of the Wall Smasher, completed it. Then with their allies from Black Home the monsters laid siege to Fehu. The monsters attacked the west gates of Fehu with the Wall Smasher, and the cultists took up position at the north gate.

As the west gate was destroyed, the protectors of Fehu made an attempt to take the collected resources of Fehu from its outpost chest and flee through the northern gates. Before they could make their escape the monsters had stormed the Outpost and slaughtered all within.

The Outpost shield of Fehu was given to the Cultists of Black Home. Its resources and dirks were taken by the monsters. D.O.U.G. was given back its Outpost shield, but shortly after the return Black Home again tried to take it. Before Black Home could be successful, the horn sounded once again. The day had ended.