

History of Garaboncz

A sleepy village

Two days south of the kingly court of Bermhaven there was once a small and unassuming village: Garaboncz. There was nothing special about the village. A scattering of neat but simple thatched cottages by the side of a road, a small inn, and a butcher. The village was also home to two wizards: Lord Jasper Thornbury and Sir Alistair Hargrave.

They were friends and studied the arcane together. But if you didn't already know where they lived you might have even missed their twin cottages. Apart from the occasional loud bangs and colorful flashes there was nothing outwardly special about them.



A rivalry begins



This of course changed at once when Sir Hargrave invented the weather clock. He conjured a brass tower protruding from the roof of his cottage. Atop the tower stood a weather wane, a magical crystal, and a series of intricate gears and levers. The crystal would glow and change color depending on the weather, while the gears and levers would move and adjust in response to the crystal's readings. Sir Hargrave would spend hours tinkering with the device, refining its mechanisms and perfecting its ability to predict the weather. Soon, the entire village would come to rely on the brass tower to know when to expect rain or sunshine. It was a true

marvel of clockwork engineering and magical innovation.

Lord Thornbury: Al, are you still wasting your time with that contraption?

Sir Hargrave: Just reading the weather forecast, Jas. With the newly calibrated vane stem it can predict for a whole week out.

Lord Thornbury: Hmm, that can be useful I presume.

Villager: If your lordship excuses me: useful is an understatement. It saved our annual village picnic! We were able to check the tower's predictions and avoid the rain. It was a huge success.

Lord Thornbury: (nervously) Yes, yes. Quite impressive. I'm sure I could build something just as good given time.

Villager: (with a sly smile) I'm sure your lordship could. I'm sure. But alas Sir Hargrave is always a step ahead of everyone when it comes to magical innovation.

Lord Thornbury: (visibly annoyed) Well, we will have to see about that

The invention of the ever-lantern

Lord Thornbury spent the next three weeks frantically inventing. He was determined to prove to himself and to the village that he was just as talented and innovative as Sir Hargrave. He spent long hours in his workshop, tinkering and experimenting with different combinations of clockwork gears and magical crystals. He consulted with other wizards and scoured ancient texts for ideas and inspiration.

Finally, after many late nights and endless cups of tea, Lord Thornbury emerged from his workshop with a gleaming brass and copper lantern. It was shaped like a traditional carriage lamp, with a crystal globe at its center that glowed with a warm, magical light. The crystal was connected to a series of clockwork gears that allowed it to adjust its brightness and color depending on the time of day and the weather.

Lord Thornbury installed the lantern on the front of his house, where it quickly became a popular attraction among the villagers. They marveled at its beauty and its functionality, and many of them asked Lord Thornbury how he had come up with such a wonderful invention.

He even invited Sir Hargrave to see it for himself, and the two wizards exchanged words of admiration and respect for each other's ingenuity.



Illuminating Garaboncz

After the success of his magical lantern, Lord Thornbury was approached by the inn-keeper of the village, who asked him to construct several more lanterns to be installed along the main road of the village. The inn-keeper believed that the additional illumination would make the road safer and more inviting for travelers, which would in turn bring more business to the inn.

Lord Thornbury was flattered by the request and eager to help, so he agreed to create the devices. He spent the next several weeks designing and building them, using the same principles as his original lantern but with some enhancements and improvements. He added additional clockwork gears and magical crystals, which allowed them to automatically adjust their brightness and color throughout the day and night.

Once the lanterns were complete, Lord Thornbury installed them along the main road of the village. They were an instant hit, providing warm, inviting light that made the road safer and more pleasant to travel on. The inn-keeper was thrilled with the results, and the inn quickly became busier as travelers flocked to the village to see the magical lights.

The lantern factory

The success of Lord Thornbury's magical devixes soon caught the attention of the Bermhaven's magistrate. Impressed by their beauty and functionality, she ordered five hundred of the lanterns for the city's streets and buildings.

Lord Thornbury was surprised and delighted by the large order, but he also knew that he would need help to fulfill it. He spent the next several weeks hiring and training additional tinkerers and spell casters to assist him in building the lanterns. He set up a small factory in the village to mass-produce the lanterns, using a combination of clockwork machinery and magical techniques.

As the lanterns were completed, they were shipped off to Bermhaven, where they were installed on the city's streets and buildings. The citizens of Bermhaven were thrilled with the new lanterns, which provided warm, inviting light and added a touch of magic to their city. The magiatrate was so pleased with the lanterns that suhe ordered even more, and Lord Thornbury's small factory became a bustling hub of activity.

The first wizarding school

The success of Lord Thornbury's magical lanterns put the village of Garaboncz on the map as a hub of magical innovation and wizardry. People from all over the kingdom were drawn to the village, eager to learn about magic and clockwork engineering. Many of them sought out Sir Hargrave and Lord Thornbury, hoping to learn from their expertise and ingenuity.

In response to the influx of eager students, Sir Hargrave decided to start teaching a class on magical innovation and clockwork engineering. He recruited Lord Thornbury to assist him, and together they taught a group of students the principles and techniques they had used to create their inventions.

The class was a huge success, with students from all over the kingdom coming to Garaboncz to learn from Sir Hargrave and Lord Thornbury. The two wizards enjoyed teaching and sharing their knowledge, and they were gratified to see their students thriving and creating their own magical inventions.

Airhearth Airworks



As the reputation of Garaboncz as a hub of magical innovation and wizardry spread around the kingdom, it attracted the attention of other inventors and thinkerers. Among them was a young lady named Lady Seraphina Airheart, who was known for her passion for magical flying contraptions. She had been working on her own inventions for years, but she knew that she needed access to specialized talent and resources in order to take her work to the next level. She decided to visit Garaboncz to see for herself what the city had to offer, and she was not disappointed. She was welcomed by Sir Hargrave and Lord Thornbury, and she quickly realized that she

had come to the right place to pursue her dreams of building the world's first airship.

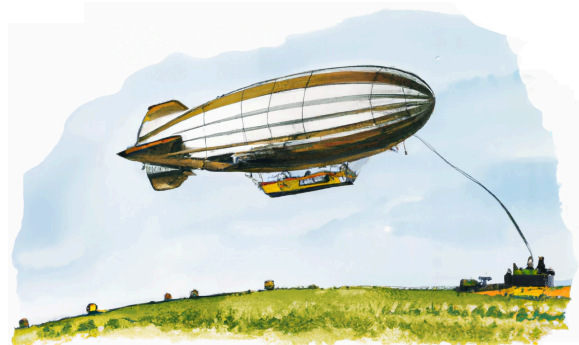
Lady Airheart decided to set up her own factory and airfield on the outskirts of the town. She recruited skilled workers and craftsmen from the village, and she began to work on her designs. She spent long hours in her workshop, tinkering and experimenting with different combinations of clockwork gears, magical crystals, and lifting bags.

First airship flight

As the months passed, Lady Airheart's airship began to take shape. It was a marvel of engineering and magic, with a sleek, streamlined design and powerful, magical engines. She tested and refined the airship, and she was finally ready to unveil it to the world.

She invited Sir Hargrave, Lord Thornbury, and the students of their wizarding school to witness the historic event. She climbed aboard the airship, took the controls, and prepared for takeoff.

The airship rose into the sky, its powerful magical engines propelling it higher and higher. Lady Seraphina expertly guided the airship, navigating through the clouds and soaring above the village of Garaboncz. She waved down at the cheering crowd below, and she felt a sense of triumph and accomplishment. She had done it - she had built the world's first airship, and she had flown it to success.



The students of the wizarding school celebrated Lady Seraphina's achievement with a dazzling display of fireworks spells. They lit up the sky with colorful explosions and magical patterns, showering the airship with sparks and light. Lady Seraphina grinned and waved, basking in the adoration of the crowd.

Lost in the fog

After the successful flight of her airship, Lady Seraphina Airheart was determined to continue pushing the boundaries of magical innovation and engineering. She and her team at the airship factory worked tirelessly to improve and refine the airship, and they were soon ready to take it on a longer journey.

They decided to fly the airship to the capital city of Bermhaven, where they could showcase their invention to a wider audience. Lady Seraphina and a selected crew of skilled workers from the factory boarded the airship and prepared for takeoff. They set off on their journey, making good progress and enjoying the spectacular views from the air.

But as they flew further from Garaboncz, they encountered unexpected fog and clouds that obscured their vision and made it difficult to navigate. They circled blindly for hours, trying to

find their way back to their intended route. But eventually, they ran out of fuel and were forced to make an emergency landing.

Lady Seraphina expertly piloted the airship, using all of her skill and knowledge to guide it safely to the ground. But unfortunately, she was unable to see clearly, and the airship crashed. Thankfully, nobody was seriously injured, but the prototype airship was badly damaged and needed to be transported back to the factory on oxen drawn carts.

The beginning of the nav-ball development

After the crash Sir Hargrave and Lord Thornbury were determined to help her.

Sir Hargrave set to work on a smaller, more portable version of the weather tower, and soon he had created a magical device that Lady Seraphina could take with her on her airship.

Lady Seraphina was grateful for Sir Hargrave's assistance, but she knew that the real challenge she faced was navigation. Flying an airship was difficult enough when she could see the ground and landmarks below, but flying in fog or clouds made it almost impossible to know where she was. She expressed her concerns to Sir Hargrave and Lord Thornbury, and the three of them began to work on a new solution.

They spent long hours in their workshops, experimenting and tinkering with different combinations of clockwork gears and magical crystals. They were determined to find a way to navigate an airship even when it was impossible to see the ground or earthly landmarks. But despite their best efforts, they found that creating a magical navigation system was not as easy as they had hoped.

There were many failed experiments and setbacks, and some of the other hired tinkerers even believed that it was impossible to create such a device. Lady Seraphina was undeterred, however, and she continued to work tirelessly on the navigation system.

From town to a city

As the centuries passed, Sir Hargrave, Lord Thornbury, and Lady Seraphina Airheart continued to work on the prototype nav-ball.

During this time, the once-sleepy village of Garaboncz transformed into a bustling city. The growth of the wizarding school and the airship factory attracted a steady stream of new residents, and the city became a hub of magical research and innovation.

Merchants and artisans of all kinds flocked to meet the increasing demand for magical components and supplies. Apothecaries and alchemists set up shops alongside arcane traders, offering their mystical wares to the masses.

The druid circle, ever attuned to the ebb and flow of nature, saw an opportunity to not only cater to this demand, but also to nurture the land. They established hot houses within the city, where they could cultivate a wide variety of exotic plants.

But the druids did not stop there. In a secluded corner of the city, they planted a magical forest. This enchanted grove provided a haven for the rarest and most sought-after ingredients, as well as serving as a sacred space for the druids to practice their ancient arts.

Meanwhile, a group of necromancers set their sights on the city. They built a towering basalt structure, decorated with intricate carvings of skulls and bones. This became their stronghold, a place where they could practice their dark arts without fear of persecution.

Despite the concerns of some, the necromancers were allowed to maintain their tower within the city limits. They proved to be powerful allies in the ongoing struggle against the forces of darkness, and their presence was tolerated as long as they upheld the laws of the land.

Clockwork public transportation

The members of the tinkers guild were known throughout the city for their incredible skill in clockwork engineering. They were constantly tinkering and experimenting, always pushing the boundaries of what was possible with their intricate mechanisms.

So it was no surprise when they announced that they had created a system of clockwork omnibuses. These intricate machines could ferry passengers around the city with incredible speed and efficiency, allowing people to move about with ease. Springs, cogs and levers provided both their motive force and also took care of the steering.

An unexpected issue soon arise: clockwork buses were so precise and exact in their movements that their wheels, always traveling the same path, cut deep grooves in the pavement. This was not only unsightly, but it also posed a hazard to students commuting with penny-farthing cycles.

This problem remained unsolved for an embarrassingly long time. But not for the lack of trying. The best tinkers of the city spent their energies in vain to create a chaotic clockwork. Sadly all experimental devices have failed in one of two ways: Either they were not chaotic enough, or they broke down in operation. Some even managed to do both!

The solution has arrived from an unexpected angle. A young druid named Edward Crumbleworth gate-crashed the special symposium of the tinkerer's guild and shouted: "Babbling Baboons!" Weather or not he meant this as a suggestion or as an insult is uncertain. The young Edward later could not recall the event, but claimed that he often had brilliant insights while blackout drank.

What is certain is that this has led to the solution: the clockwork system guides the bus while a properly attired monkey yanks a steering wheel left and right providing the required amount of chaos. To this day those not familiar with the system often mistake the sight: They see a distracted monkey at the steering wheel and mistakenly believe the omnibus is driven by him or her.



Rifts between us

The city of Garaboncz grew and flourished, there were of course some tensions and setbacks along the way.

As the demand for magical potions and ointments grew, so too did the problem of substandard products. Many unscrupulous alchemists began to cut corners, offering cheap and ineffective remedies that put the lives and wellbeing of customers at risk.

In response, the city's responsible alchemists banded together to form a guild. They pledged to uphold the highest standards of quality and purity in their creations, and to prevent themselves from undercutting one another on price.

A group of pranksters, consisting mainly of freshman evocation students has flooded the necromancer's crypt with a magical deluge. They were so successful at this that nobody, not even the most powerful mages, were able to stop the torrential outpouring.

In the spirit of "what you can't change you might as well profit from" the city authorities re-routed this artificial watercourse and channeled it to drive a series of enormous paddle wheels powering various industries. The locals call this water feature the "Bone Stream" after all the white bleached bones the stream carries out from the crypt to this day.

Rise of airship fleets, mercantile...

As the years passed, Lady Seraphina Airheart's airship business continued to grow and expand. She and her team at the Airhearth Airworks worked tirelessly to improve and refine their airship designs, and soon they were ready to begin offering regular passenger and cargo services to the major cities of the continent.

The Airhearth Airworks quickly became a major player in the transportation industry, and Lady Seraphina's airships were renowned for their speed, reliability, and comfort. She was hailed as a pioneer in the field of airship technology, and her airships were a common sight in the skies above Garaboncz and beyond.

The success of the Airhearth Airworks also brought many new opportunities to the city of Garaboncz. As the demand for airships grew, so did the need for skilled workers and specialized supplies. This led to a boom in the city's economy, and many new businesses and industries sprang up to support the growing airship industry.

... or otherwise

As the Airhearth Airworks grew and expanded, the strategic importance of airpower was recognized by the military leaders in Bermhaven. They established an airship navy, and they began to invest heavily in airship technology and training.

The Bermhaven airship navy quickly became a formidable force, and they used their airships to great effect in various military campaigns. The airships were fast and agile, and they proved to be a valuable asset in a variety of different battlefield situations.

The success of the Bermhaven airship navy caught the attention of other nations, and soon airships were being used by militaries around the world. Lady Seraphina Airheart was instrumental in this development, as her airship designs and innovations were widely admired and copied by other airship manufacturers.

The nav-ball classified

After many years of research and experimentation, Sir Hargrave, Lord Thornbury, and Lady Seraphina Airheart finally succeeded in developing a magical navigation system for airships. This was a major breakthrough, as it allowed airships to navigate even in the thickest fog or clouds.

The navigation system was complex and expensive to produce, however, and it was only used on navy airships due to the importance and high cost of the navigation instruments. Despite this, the magical navigation system proved to be a valuable asset to the Bermhaven airship navy, and it helped them to achieve many victories in their military campaigns.

The success of the magical navigation system brought great fame and recognition to Sir Hargrave, Lord Thornbury, and Lady Seraphina Airheart. They were hailed as pioneers in the field of airship technology, and their work was celebrated throughout the kingdom.

The people of Garaboncz were proud of their achievements, and they continued to thrive and prosper as a result of their innovative spirit and dedication to magical research and engineering.