

World of Warcraft Classic RP
Hydraxian Waterlords-EU

SURVIVORS OF LORDAERON

Here lies King Terenas Menethil II -- Last True King of Lordaeron

Great were his deeds -- Long was his reign -- Unthinkable was his death

"May the Father lie blameless for the deeds of the son.
May the bloodied crown stay lost and forgotten."

-- Introduction: A Time for Fear --



-- The Year 25 (617 by the King's Calendar) --

The days of the Year 25, 617 by the King's Calendar, were begun, and three years were passed since the dark queen of the Forsaken stretched out her hand from the labyrinthal maze, whose dark halls and evil delves dug all across the Tirisfal Glades. As this sleeping giant marshals black-garbed legions beneath the crumbling City of Men, preparing to emerge, hungry wolves contend for dominion over the ill-fated kingdom: zealous Scarlet Crusaders, whose emblems of blood and fire distinguish not friend from foe fight the numberless hosts of the Scourge, whose undead armies threaten to consume the world. A numbing fear grips all survivors of the Plague; fear of corpse, and fear of fever, fear of the uncanny portents that surface at night. Those who survive Lordaeron are forever haunted by the experience. It is a time for fear.

The **Survivors of Lordaeron** is a roleplaying initiative meant to facilitate the strife of the scattered remnants of Lordaeron, and the trauma of its displaced human population as it engages in a struggle to survive. Largely, this initiative caters to surviving humans from the kingless realm, as well as other characters whose stories connect with the ongoing tale. The initiative will be accessible through mainly a discord server to help mediate the shared experience of the concepts.

-- Southshore: A Haven --

When the Orcs drove the Humans of Stormwind from their homes, the small coastal port was their haven, their beacon of hope into the Menethils' land. When the war raged a second time, it was razed and burnt with the soil; only to rise, rebuilt. To this day, the hard-working people of Southshore celebrate Hordefall, in memory of when the Alliance of Lordaeron triumphed over its orcish enemies.

Once more in the Year 25, this bright township holds out the torch of hope for the beleaguered Realms of Men. As the survivors of Lordaeron flee the drudgery of enslaved Undead, help arrives from Stormwind, whose marshal power has come into the hamlet, to return the favour due, and stave off the darkness of Tarren Mill.

Southshore is the mercantile center of Hillsbrad, with its small privateer fleet keeping the waterways safe, allowing merchant ships to dock, and trade to flourish. Good governance plays an active part in success and survival alike, with the town council taking an active role in all things, under the guidance and wisdom of its Magistrate Henry Maleb. The Commander of the Alliance Forces, Marshal Redpath, fields what few troops the town has efficiently, so that the nearby farms can thrive.

In relation to the rest of Lordaeron, **Southshore** is without a doubt, the safest settlement for the human survivors, being one of the very last relics of the old kingdom, and being under the protection of the new Alliance. It is a natural location in which to create and sustain a hub for recurring roleplay to flourish.

-- Concepts & Guilds --

The initiative enters the RP with a multitude of core concepts and guilds brought into the community.

LORDAERON SENTRIES

They have pledged to serve the stone-wrought memory of the Last True King of Lordaeron, to ward over his lands and protect his surviving people from unliving and red usurpers, to carry on the memory of King Terenas Menethil II from one great Alliance to another.

These are the Ninth Lordaeron Sentries, whose name echoed amongst conscriptions of the old days, and later served in the army of Othmar Garithos before he entered the Doomed City, never to return. Led by an enigmatic Knight-Champion known to Men as the "Blackstripe", the sentries of the Ninth work tirelessly to patrol and make safe the lands of old, and have found that they owe to serve and safeguard the people of Southshore, against the horrors that took the kingdom. When not bearing warfare down upon their enemies elsewhere, the Sentries' main duty is to protect Southshore from ere long its belt of watchtowers positioned around the town.

The **Lordaeron Sentries** is a **concept** that is a part of the **Southshore** guild made and ran by **roman#4526**, as sentry guards and knights protecting the coastal town of Southshore from its enemies. They work from the tower defenses, to serve the local authorities. Message **cowboy clown#0001** for further information.

LORDAMERE RANGERS

There, in the forlorn divide of east and west lay two great bodies of water, one of which, was Lordamere, the vast freshwater lake with whom several of the kingless realms had once aligned. South-and-west; the silver pines, North; the lament of Lordaeron, surrounded by great walls of stone.

Out of the dangerous wildlands of the Silverpine Forest come the rangers of the lice and the arrow. Once, these wayfarers and journeyers would guide the Men of the Fenris Isle through the deep woods of Lordaeron. They hunted wild beasts, and foraged for the King's men, to whom they lent bow, bodkin, and sword, in time of great need. As rangers of a kingless realm, these guardians and wardens of old hold vigil over the last of Lordaeron, where they owe heritage to the splendour of its greatest freshwater lake, and the dream of a new tomorrow. Since the capture of the Fenris Keep, and the loss of Lordamere at the hands of the necromancer Thule Ravenclaw, and his Rot Hide Gnolls, its rangers have found worth in aiding the human survivors in Southshore against the cold hands that seek to eradicate the coastal town.

The **Lordamere Rangers** is a **guild** of rangers in Lordaeron, consisting of wayfaring bowmen who have pledged themselves to help protect and range for the town of Southshore. Message **Kråksmörgås#9210** for further information.

SOUTHSHORE

Enduring through the dark times, Southshore stands as a low-lit flame of hope for the Alliance in wilted and war-torn Lordaeron. Survivors of the Third War, as well as bold adventurers, and staunch farmers, call this coastal port-town home, and with bold hearts and willing hands, it may stand the test of time.

[Southshore](#) is a **guild**, made and ran by [roman#4526](#), for the self-driven hub to be made out of the endeared coastal town.

THE LAZY OAK

In the coastal hamlet known to Men as Southshore, locals and travellers from afar come together at the inn of 'The Lazy Oak', for lodgings, fare, and for the bounty board. A rivulet of life, respite, and room junctures in this center of Lordaeron's last haven.

[The Lazy Oak](#) is a **guild** made and ran by [mudkip#9121](#) to provide RP centered around the Southshore inn, from the day-to-day inn RP to local bounty contracts in the region.