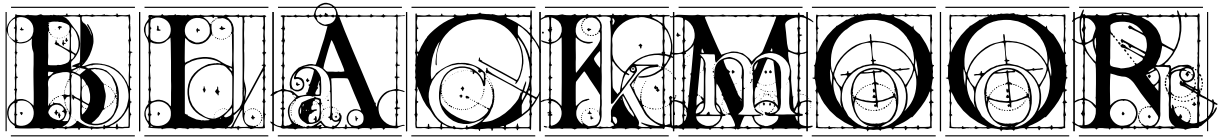


The Maiden's



Rafael San Miguel Thurn and *The Company of the Maiden*

Based on the works of Dave Arneson, Bob Bledsaw, James Mishler, David Ross,
Robert Conley, Dustin Clingman, Ari Marmell, Scott Moore, Harvard Faanes,
and many others.

First Draft: January 2010

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"One day, a few years back, I discovered that I was bored."

- It's with similar words that Dave Arneson, co-creator of world's most popular roleplaying game, used to describe why he began to put a work together that would, over the years, turn global gaming culture upside down.

One could say, more or less, that it was the same gentle boredom that drove me, when I, over twenty-five years after the publication of Mr Arneson's first texts on pen-and-paper roleplaying, began to familiarize myself with his pet work, his setup for his own gaming adventures, the fantastic realm of *Blackmoor*.

What follows, might be considered part of *D&D's* and *Blackmoor's* collective history:

Born out of a rather spontaneous idea, *The Grim Winter* became one of the most widely known play-by-post forum RPGs, even receiving the same hushed praise that only "The Great Old Ones", legendary PbP campaigns like *The Galen Saga*, *The World of Greyhawk*-gaming boards or *The Keep on the Borderlands PbP* had been able to claim earlier.

This was less my own accomplishment than the merit of my players; it was their ingenuity that saved the campaign from my often rather mediocre ideas, and it was their wit and dedication that kept the game worth refereeing for me.

So, now, over four years later, and a few days near the start of the campaign's big sequel, tentatively called *The Promised Land*, I thought we needed some reference document with all the dates, and explaining all the changes we had made over the course of our campaign - for my players to keep in mind, and for me to remember and to check back whenever I was unsure of how we had arranged something, mostly on the go.

And so, as the text grew, good Havard and good Greg (you know who you are) decided to put this out as a web enhancement, not only for our gaming group, but for the circle of those interested enough in Dave Arneson's wonderful world of *Blackmoor* to notice all those tiny differences between our game and the official material.

What you now hold in your hands or read at your computer screen is the expanded reference document that we use in our ongoing online campaign. We, the gaming group known as "The Company of the Maiden", recognize it is rather a sketch than a coherent and straight-to-the-point piece of gaming literature, and that it will probably need extensive revisions and additions until it is fully understandable by readers outside our gaming circle.

Nonetheless, we all hope you like it and find it of use!

If you have questions and ideas how to make our little piece of work here better, or if you simply want to game and to discuss with us, go find a place called "The Comeback Inn".

"Go where they speak Afridhi. And then go on, until they speak something else."

All the best, and have fun with our little booklet here!

Rafael San Miguel Thurn and "The Company of the Maiden", Jan. 2010

LEGAL NOTICE

And now on to the nasty stuff:

This is a work by fans and for fans, and no commercial use whatsoever of our material is intended. The document you are reading is intended for free and private distribution among the members of several internet message boards. It is not meant to be cut, edited, or redistributed via other media without the authors' direct permission.

- Which does mean that you should not steal, copy, or extract from it however you like, without telling who had the original idea.

It has been done to us before.

We didn't like it. NOT ONE BIT.

Be smart and save yourself, and us, any future trouble.

Just, if you have to use our stuff for your own work, commercial or not, give us some small credit like "Footnote 1: Written by Rafe and his crew".

Because we are very determined to protect our intellectual property when we find someone is abusing of it, and lawyers are cheaper than you might think.

That said, the rights to Blackmoor, and Wilderlands belong to Wizards of the Coast, and the estates of Dave Arneson and Bob Bledsaw respectively. The authors of this document do not intent to violate that claim, and, to the contrary, mean this present body of text as nothing but a homage to the founders of modern table-top roleplaying. We reserve, however, the rights for the use of our own creations in the context of the copyrighted material as well as in any other form.

A Very Sketchy Attempt At A Campaign Journal

So, you might ask, this is a memo for an ongoing campaign? – So, what about that campaign?

- Here is a very short overview of our collective gaming exploits, in the hope that it will make the texts afterwards more understandable to previously uninitiated readers.

The Grim Winter; or, The Third War of Ten

Started in December of 2005, and ended in March of 2009, *The Grim Winter* was The Company of the Maiden's first adventure and told the story of the final war between Blackmoor and it's archenemy, the theocracy of the Afridhi, set during the eponymous "grim winter" between the years 1031 and 1032 of the Northern Calendar.

By the end of the campaign, the forces of Blackmoor had overthrown the evil Afridhi, albeit suffering great losses due to the treachery of the dread Bascom Ungulian. On the climax of the campaign, that later would have been called *The Battle of the Longest Day* by northern historians, King Uther, who had ruled and defended the Kingdom of Blackmoor since the days of the first war with the Egg of Coot, was said to have been severely wounded and to have later been abducted by the infamous lich-wizard Ran. The Company of the Maiden is said to have been among the last ones who saw Uther alive.

In total, our PbP campaign spun more than 5000 (!!!) pages of *MS Word*, using *Times New Roman* with "12" as font size; thus, a re-edition of the work in the form of an edited campaign journal is highly unlikely. However, as we go on with the periodical revision of our booklet, future editions of "The Maiden's Blackmoor" will likely contain a more complete account of "the campaign that started it all".

The War Of The Thieves

Starting in summer of 2006, and ending in spring of 2008, this was a side campaign to *The Grim Winter*, but advancing more slowly than the main game so players who couldn't post as regularly as the rest didn't have to quit our game.

The War of the Thieves essentially told the further adventures of the thief Rowell and his companions, a group of NPCs the party had met during the first chapters of *The Grim Winter*, and featured an adventuring party participating in the Coven's (the Blackmoorian Thieves Guild's) conquest of the abandoned city of Mondburgh (based on Ernie and Luke Gygax' lost city of *Gaxmoor* for *Troll Lord Games'* setting of *Erde*). Though relatively short and admittedly not very coherent, the game had a huge impact on the development of our campaign and touched some of the topics that will alter be detailed in *The Promised Land*.

The Road To The Promised Land

Running from March 2009 until December of the same year, *The Road to the Promised Land* was a collaborative writing effort by the players of The Company of the Maiden and chronicled the years after the Third War of Ten, between the spring of 1032 NC and the summer of 1036 NC, six months before the beginning of *The Promised Land*.

On their quest to rebuild the war-ravaged lands of the Northern Marches, the split-up members of the "Maiden" survived a multitude of adventures, but ultimately could not prevent the second, and successful invasion by the Egg of Coot. By the end of this tale, many Blackmoorian cities had fallen to the enemy, while the Free People, led by Uther's and Risa Aleford's illegitimate son Mordred, had been able to bring the front line to halt between Newgate and Vestfold.

The short stories of which *The Road To The Promised Land* consists will appear as a serial on our different blog pages between 2010 and 2011. Watch out for them!

The Promised Land

Our upcoming campaign, starting in February 2010, reuniting the old cast of characters, and set shortly after the events of *The Road...*, beginning with "*the day on which Vestfold fell*"...

Word is that this will be the final stage, the last battle, and the end of days for the Kingdom of Blackmoor, as we know it...

The Lay of The Land

The adventures of the *Company the Maiden* are set in Dave Arneson's *World of Blackmoor*, at the same time and shortly after the books published by TSR and, later, *Zeitgeist Games* take place.

Our Blackmoor, is, however, not „*Dave Arneson's Blackmoor*“ in the sense of the later, TSR and *Wizards of the Coast*-sanctioned publication: We prefer a rawer, more Howardian approach to the setting, linking it closely to the version of *Judges Guild's* version of Blackmoor, as published in the *First Fantasy Campaign* in 1979.

Basically...

TO THE WEST, the Valley of Ancients extends over thousands of miles, until it eventually reaches the realm of the *Wilderlands of High Fantasy*, as described in the booklets and boxes published by *Judges Guild* in the 1970s. Though they are supposed to be really, really far away, the *Wilderlands* are the only non-Blackmoor locations directly referenced within the game. Toleen, a party member, is supposedly from the Roglaras peninsula, and several on several occasions there is talk about Viridistan and the Green Emperor.

Most immediately, the *Wilderlands* feature as the place of the closing frame to the campaign:

Over sixty years in the future of the present games, a descendant of the NPC Joseph, a little boy by the time of *The Grim Winter*, now living on the island of Dragonscar, is seen reading the accounts of the party's adventures.

It should be of special notice that Paul Jacquay's *Caverns of Thracia*, one of *Judges Guild's* most memorable gaming modules and originally supposedly being set somewhere within the boundaries of the *Wilderlands of High Fantasy* has been relocated to Blackmoor's Duchy of Ten and is referenced as one of mankind's first stronghold in the northern lands, though in ages long past...

TO THE SOUTH of the described campaign setting, and in harmony with the published material on Blackmoor, lies the Great Kingdom of Thonia. Since few, if any details on the kingdom of Thonia have ever left Dave Arneson's writing desk, the interpretations throughout our games have reached from a nod to Robert J Kuntz' *Maze of Zayene* series, over Carl Sargent's (Greyhawkian) Great Kingdom as described in the amazing, yet unpublished *Ivid the Undying*, to more unconventional interpretations like Kenzer's *The Kingdoms of Kalamar*.

To be honest, this is still pretty much a work in progress: Blackmoor's Great Kingdom will be explored by The Company of the Maiden in the sequel to *The Grim Winter*, and the details will be adjusted as the story then demands it.

TO THE EAST of our Blackmoor extends a giant ocean; what might lie behind it has not yet had any relevance for the adventurers; however, and hereby creating a link to another PbP-game several members of the Company were involved in, it is assumed that, far to the southeast, the desert lands of Khemit lie, taken from Gary Gygax' famous adventure *Necropolis*: There, another valiant group of adventurers is exploring *The Tomb of Rahotep*...

TO THE NORTH of the lands explored by the Company of the Maiden lies, first and foremost, the realm of Blackmoor's most notorious enemy, the Egg of Coot. Nobody really knows what lies up the Firefrost Channel, except for the beasts of the Malfera Forest, maybe. For *The Grim Winter*, though, we assumed that the Afridhi homeland was located somewhere north of the map; since the barbarian warriors in our campaign have fled southwards after the defeat of their armies against the kingdom of Blackmoor, the lands close to the World of Blackmoor's north pole are most likely deserted of most human life now...

The River of Time

The Age of Ghenrek

When Gods walked among Men.

The time of the Sar-Aigu, the Chtons, and the Macrabs.

There are no existing records about this time and age.

*No mortal being, however schooled, smart, or enlightened,
can know about this at the present point in history.*

The Age of the First Men

The mythical era of the High Elves and the Dragon Kings, and of the rise of Man.

Only the very eldest immortal beings surviving to this day hail from this period.

*If you dig your way to the deepest bottom of the deepest dungeon in the most remote of all places,
you might maybe find a small and tiny glimpse that this time once existed.*

-8600 BCCC [-1200 NC]	Founding of the city state of Kelnore
<small>Dates meant as approximations.</small>	
-5000 BCC [-8400 NC]	Era of the Reptilions in the Northern Marches Founding of Thracia I in the area that will later be known as “The Duchy of Ten”
-3700 BCCC [-7100 NC]	End of the Kelnoran Empire
-3500 BCCC [-6900 NC]	Last record of the High Elven city of Aroro’ Esti in the Northern Marches
-600 BCCC [-4000 NC]	Dragon Wars in the Roglaroon
- 500 BCCC [-3900 NC]	Destruction of Thracia I and Fall of the Immortal King
- 200 BCCC [-3600 NC]	Sealing of Insellageth, the City of the Dragonfather
-100 BCCC [-3500 NC]	Kingdom of Altania on the Pazidan recorded as the first human-ruled realm in the known world

The Age of Auld

The roots of modern civilization.

The time of the first written records, and the time of the first human legends.

*Ruins of this age are today revered as sanctuaries,
and people who lived by then are worshipped as saints or as gods.*

<p>0 BCCC [-3403 NC]</p> <p><small>Dates meant as approximations.</small></p>	<p><u>Corrected Creation Date</u></p> <p>Beginning of “Balozkinar's Corrected Commoner's Calendar”, the most popular human calendar out of Thonian territory, counting from the alleged creation of the world.</p>
<p>101 BCCC [-3302 NC]</p>	<p>Founding of the City State of Viridistan</p>
<p>115 BCCC [-3288 NC]</p>	<p>First written record of the kingdom of Karak</p>
<p>120 BCCC [-3282 NC]</p>	<p>Founding of Valon</p>
<p>322 BCCC [-3080 NC]</p>	<p>According to the lyrical epics of the Ursai, mythical of the forging of “Mjolnir”, the “Hammer of Gods”</p>
<p>800 BCCC [-2503 NC]</p>	<p>First crossing of the Valley of the Ancients by Valonian settlers</p>
<p>1101 BCCC [-2302 NC]</p>	<p>Founding of Thracia II, over the ruins of Thracia I</p>
<p>1204 BCCC [-2200 NC]</p>	<p>First records of regular Valonian trade with human settlements east of the Valley of the Ancients; territory of modern Thonia described as a realm ruled by an alliance of sorcerer-kings, united as “<i>The Red Coven</i>”</p>
<p>1560 BCCC [-1843 NC]</p>	<p>First record of the Ironwood Forest as home of the Cumasti Elves</p> <p>First records of Starport as the capital of the Red Coven’s realm</p>
<p>3147 BCCC [-400 NC]</p>	<p>Birth of the Elven knight Maroon</p>
<p>3075 BCCC [-328 NC]</p>	<p>Founding of Normoot, later known “<i>The City State of the Invincible Overlord</i>”</p>

3205 BCCC [-198 NC]	First record of a Karakhian expedition to Skothar: First accounts of settlements near today's Marban and Marcovia
3388 BCCC [-15 NC]	<i>Legendary date of birth of Robert of Geneva</i> Records of an upheaval against the Red Coven, in the entire realm of their rulership

The Age of Geneva

The rise of the Great Kingdom.

*The kind of tales that bards sing their songs about,
and that are told when children ask about the making of the world.*

Numerous accounts and chronicles exist, though their knowledge is reserved to the greatest sages.

0 NC	<p><u>Founding of Thonia and Beginning of the Northern Calendar</u></p> <p>An alliance on tribal Altanian chieftains overthrows the sorcerer-king of Castle Arnesia and declares Robert, chieftain of the Geneva clan, king of the “Thonians”, meaning “Armored Riders” or “Knights” in Old Altanian. [3403 BCCC]*</p> <p><small>*From now on, the BCCC/Wilderlands-related calendar will only be used if the date is of uttermost importance for both settings, not if the entry deals with BM-related lore only.</small></p>
3 NC	First recordings of a settlement at the location of modern Blackmoor Town
4 NC	<p>The Cumasti knight Maroon binds his soul to the magic sword that will bear the same name</p> <p>The magic sword is then given to one of Robert’s warlords.</p>
17 NC	<p>Blackmoor Town made royal residence</p> <p>Inauguration of “The Round Table” as council of human and non-human chieftains from all of Robert's realm. (Except for the Westryn, who have yet to reveal themselves to the world)</p>
21 NC	Killing of Robert’s sons by the Green Knight
26 NC	<p>Robert’s final victory over the Red Coven</p> <p>Starport remaining as the last dominion of the red wizards, a tributary state to the new kingdom of Thonia</p>
38 NC	Death of Robert in a military campaign against the Orcs of Ohmfet
100 NC approx.	<p>Thracia II abandoned by its human population</p> <p>Former Thracians go on to found settlements at today's Starmorgan</p>

134 NC	First record of Westryn sightings in the human realms
289 NC	Valon and Dearthwood temporarily conquered by Orcs from the Valley of the Ancients; first recorded contact between a kingdom of the Pazidan region and the North
431 NC	First recordings of Dwarven settlements in the Stormkiller Mountains
510 NC	Records of punitive expeditions against followers of the demonic Id cult in the territory of Blackmoor and the Old Land
512 NC	Destruction of the Id cult and its temple, one day west of Blackmoor Town. During the Blackmoorian assault on the temple, the magic sword <i>Maroon</i> is lost.
525 NC	First Valonian records of a “Duchy of the Peaks”, north of the Great Glacier, around the city of Starport, also named “the city of the flying ships” in that chronicle [3928 BCCC]
599 NC	Skandaharian invasion of northern Thonia Skandaharian conquest of Marban Marmellus of the Skandaharians weds the last heiress of the Genevan tribe, becomes “Great King of Thonia and the Northern Marches”
613 NC	Founding year of “ <i>The Coven</i> ”, the Thonian Guild of Thieves, in allusion to the historic alliance of mages; “Coven” favors feudalism, as opposed to the centralistic Thonian monarchy
619 NC	Destruction of the Westryn enclave of Kol’gobsula in the Stormkiller Mountains, by a Dwarven army from the Regency of the Mines
649 NC	Birth of Menander Ithamis, later High Lord of Ringlo Hall
679 NC	Upheaval against the Skandaharian line of kings Skandaharians pushed out of Thonian territory, after the revelation of the dragon Chamber on the Thonian's side

The Time of the Great Wars

When the old order was irreversibly destroyed, and the ages of legend faded away.

*The historical base for the Blackmoorian society's modern structure;
everyone knows about this, though only studied historians will know in detail.*

693 NC	Records of Kargas Dolahunt, “the wizard prophet”, speaking at the royal courts of Valon and Thonia
697 NC	First records of the sinking of World's north pole Gnoll tribes from the arctic regions begin to wander south [4100 BCCC]
700 NC	Founding of Starmorgan by former Thonian supporters of the Skandaharian Great Kings; the exiled “Unwanted Ones” declare the lands west of the Misauga river their territory, settle over the ruins of old Thracian fortresses
702 NC	Port Dacoit founded by the Coven
725 NC	After riots against the nobility in the southern Thonian cities, the High Thonian family clans of the Degerns, the Campbells, and the Rothermans join the “Unwanted” noble families in their exile
775 NC	First records of Frogman sighting in the moorlands south of Vestfold
795 NC	<i>Beginning of the First War of Ten</i> Thonian military expedition against both the Realm of the Unwanted and Duchy of the Peaks Thonian destruction of Starmorgan
805 NC	<i>End of The First War of Ten</i> The army of “The Unwanted” defeats the forces of Thonia <i>Founding of the Duchy of the Ten Heroes</i> over the ruins of old Starmorgan
815 NC	<i>Beginning of the Mage Wars</i> Rise of independent Mage-Kings in several different spots of Thonian territory; central royal Thonian administration has to be suspended

831 NC	<p><i>Battle at the Iron Hills</i></p> <p>Mage-King Raddan defeated by Dwarven and Elven forces</p> <p>First recorded use of cannons in a battle on an open field</p>
847 NC	<p><i>Thonian capital moved from Blackmoor to Mohacs</i></p> <p>Partial reestablishment of the old royal order</p> <p>Sealing of <i>The Red Wizards' Coven</i> at Starport to the outside world</p>
851 NC	<p>Records of a “Witches Coven of Dearthkettle Keep” destroyed by Tenian forces; death Frederick the Cryer, one of Ten’s founding dukes, at the hands of the witches</p>
879 NC	<p>Alliance of two powerful Mage-Kings with the Thonian royal family, signaling the end of the civil war;</p> <p>“Wizard of the Wood“ and “Wizard of the Vale“ afterwards become titles of Thonia’s court mages</p>
880 NC	<p>Ascension of Hautulin Seheitt, later known as “Green Emperor”, to the throne of the City State of Viridistan</p> <p>[4283 BCCC]</p>
895 NC	<p><i>End of the Mage Wars</i></p> <p>Thonian royal court and administration fully reestablished at Marban</p>
910 NC	<p>Founding of the Wizards' Cabal in Vestfold</p>

The Age of the Egg

The final struggle of the Great Kingdom and rise of the barbarians.

The days of your fathers and grandfathers.

Everyone knows about them, and in-detail knowledge is common, if not always reliable.

925 NC	Menander Ithamis crowned Lord of the Cumasti Elves
970 NC	First sighting of the Egg's fortress west of Ohmfet
985 NC	Birth of Uther Andahar
992 NC	Ran becomes archduke of the Duchy of the Ten Heroes
995 NC	<i>Begin of the Egg of Coot's First War against Blackmoor</i>
998 NC	<i>Youvenoum 16: The Battle of a Thousand Tears</i> <i>Awakening of the Dungeons beneath Castle Blackmoor</i> Egg's forces take Castle Blackmoor, thanks to the Weasel Most of the Andahar and Fant families slain.
999 NC	Failure of a Thonian expedition into the Valley of the Ancients, in search of a famed magical "city of the gods"
1000 NC	<i>Events of "Adventures in Blackmoor"</i> Crossing of the Firefrost Channel by Zugzul and his Afridhi
1003 NC	Afridhi arrival at the Hak Begin of Afridhi raids against all neighboring tribes
1004 NC	Currents in the Firefrost Channel noted to be cold; significant weather changes taking place
1006 NC	<i>Afridhi invasion of the Duchy of Ten, known as "The Second War of Ten"</i>

1007 NC	Uther Andahar made commander of the garrison above Blackmoor dungeon
1009 NC	Afridhi invasion of the Vales halted by joining armies from Thonia and Valon
1011 NC	Land north of Ohmfet sinks below sea level; Skandaharian city of Emden abandoned in consequence
1012 NC	<i>Afridhi raid on Ran's Tower</i> Ran supposedly slain by William of the Heath, "The Blue Rider"
1013 NC	<i>Afridhi Conquest of Hanford</i> The entire land northwest of the Misauga nominally under Zugzul's rule <i>End of the "Second War of Ten"</i>

The Age of Uther

The time of the North's greatest king, and time of the greatest perils mankind had to face since the age of legend.

The immediate past.

1014 NC	<i>The Northern Revolt</i> Skandaharian invasion of the Old Land Afridhi invasion of the Lakes When Thonia refuses to send supporting troops, Uther Andahar leads Blackmoor's soldiers into the field against the attackers; crowned king on the battlefield at South Pim
1015 NC	Crowning of Iyx II. as the Great King of Thonia, on the day of his birth
1018 NC	<i>Battle of Blackmoor</i> Blackmoorian forces heroically defend the city against Afridhian marauders; Uther's greatest victory
1018 NC	<i>Battle of the Crystal Peaks</i> Treaty of peace between Blackmoor and Thonia
1019 NC	<i>Events of "The Garbage Pits of Despair"</i> Sol Zvenzen, heir to the barony of Newgate, reported dead
1023 NC	<i>Declaration of the End of the War against the Egg</i>
1024 NC	<i>Taking of Maus by the Coven</i> Rowell the Blade and his Companions slay the baron of Maus, later rumored to have been a Thrall of the Egg
1025 NC	<i>Events of "Temple of the Frog"</i>
1027 NC	<i>Events of "Ties that Bind"</i>

<p>1029 NC</p>	<p><i>Events of “The Redwood Scar”</i></p> <p>Gawaine, a knight from Glendower, leads a band of adventurers to the defense of Cicatri Dale; all but Gawaine are slain during the operation</p>
<p>1030 NC</p>	<p><i>Events of “The City of Gods”</i></p> <p><i>Events of “The Duchy of Ten”</i></p> <p><i>Present day of Zeitgeist’s Blackmoor</i></p> <p><i>Present day of Necromancer’s Wilderlands of High Fantasy [4433 BCCC]</i></p>
<p>1031 NC</p>	<p>Early spring: <i>Begin of “The Epic of Hadeen”</i></p> <p><i>An event from Zeitgeist Games’ Blackmoor MMRPG, considered partly canonical in our continuity</i></p>

The Age of the Maiden

A time, shaped by a new generation of heroes.

Our time.

1031 NC

Eaiwe 14

Incident at the Maiden's Tavern

Start of "The Grim Winter"

Eaiwe 18

The Company of the Maiden at Ungulian's Camp

Eaiwe 23

The Coven's forces at the lost city of Sacwhynne annihilated by Ran's forces

Start of "The War of the Thieves"

Eaiwe 24

Rowell's arrival at the lost city of Sacwhynne

Eaiwe 25

Incident at the Tombstone Mines

Eaiwe 29

Draussa at the Clockwork Fortress

Hotien 2

The Company of the Maiden at the Ursai Camp

Hotien 3

The Company of the Maiden in the Spirit Woods

Hotien 4

Ursai "Council of the Great Fire"

Hotien 5

The Battle of Dustcape

	<p><i>Jekumal 19</i> The Battle of Silverbell</p>
<p>1032 NC</p>	<p><i>Asum 1</i> The Company of the Maiden at Morrison's Roadhouse</p> <p><i>Asum 17</i> The Company of the Maiden at Uther's camp</p> <p><i>Asum 18</i> <i>The Battle of the Longest Day</i></p> <p><i>Asum 19</i> The Company of the Maiden at the Well of Souls</p> <p><i>Asum 21</i> Conquest of Starmorgan</p> <p><i>Asum 24</i> End of the Third War of Ten</p> <p><i>Asum 29</i> Festival of Sparks in Starmorgan <i>End of "The Grim Winter"</i></p> <p><i>Asum 30</i> <i>Parting of the Company of the Maiden</i> Harwan made Blackmoor's consul in Starmorgan Erdath made Blackmoor's consul of Silverbell Sven Ithamis made new baron of Glendower Mordred Aleford made squire of Sven Ithamis</p> <p><i>Christlina 10</i> Karl in the ruins of Thracia</p>

	<p><i>Christlina 24</i> Founding of Luthiensport over the ruins of Robinsport</p> <p><i>Youvenoum 1</i> Assur Trader presents himself at the Thonian court in Marban</p> <p><i>Nuol 1</i> Claiming of the lost city of Sacwhynne, now “Mondburgh”, by the Coven <i>End of “The War of the Thieves”</i></p> <p><i>Nuol 5</i> Hrrd before the Regency Council</p> <p><i>Kulian 18</i> Recovery of the magic sword Allurid from the dungeons of Castle Blackmoor</p> <p><i>Kulian 20</i> Arrival of Sven Ithamis in Glendower</p> <p><i>Duminia 21</i> Inauguration of Silverbell’s new belltower.</p> <p><i>Jekumal 19</i> Tolleen with the Orcs of the Firefrost Channel</p>
<p>1033 NC</p>	<p><i>Kavain 5</i> Erdath’s and Hrrd’s discovey of the lost city of Aroro’ Esti</p> <p><i>Tihumia 21</i> Erdath’s return from the Netherworld</p> <p><i>Kulian 6</i> The begin of the Egg’s fourth invasion with a raid on Coot’s Watch</p>

	<p><i>Kuilan 28</i> First taking of Glendower by the minions of the Egg</p> <p><i>Duminia 12</i> An assault force of the Alliance nations takes back Glendower and Coot's Watch</p> <p><i>Duminia 24</i> Wedding of Tolleen and Mant in Silverbell's new belltower.</p> <p><i>Eaiwe 1</i> Erdath introduced into the order of Eldritch Knights.</p> <p><i>Jekumal 12</i> Sven Ithamis and Mordred Aleford in the dungeons of Glendower</p> <p><i>Jekumal 32</i> Fall of Rusagern, the last fortress of the former Afridhi theocracy</p>
<p>1034 NC</p>	<p><i>Nuol 6</i> Recognition of Mordred as Uther's heir by the Regency Council Declaration of Uther's death</p> <p><i>Tihumia 10</i> Second taking of Glendower by the forces of the Egg</p> <p><i>Fukakas 13</i> The Duchy of Ten renamed the New Duchy; Harwan made first Duke</p> <p><i>Fukakas 16</i> Fall of Blackmoor Town to the forces of the Egg</p> <p><i>Fukakas 18</i> Event later known as "The Carrion Incident" at Williamsfort</p>

<p>1035 NC</p>	<p><i>Youvenoum 1</i> Stargloom Division of Eldritch Knights formed in Silverbell</p> <p><i>Duminia 19</i> The Battle of Khundanla</p> <p><i>Duminia 21</i> Retaking of Williamsfort by the Zvenzen clan</p> <p><i>Jekumal 1</i> Elven offensive against Castle Blackmoor</p>
<p>1036 NC</p>	<p><i>Youvenoum 20</i> The event known as “Karl Winters’ infamous bachelor party“</p> <p><i>Youvenoum 21</i> Wedding of Karl and Jhiilira in Ringlo Hall</p> <p><i>Nuol 17</i> The Fall of Maus</p> <p><i>Kavain 12</i> The Battle of Ringlo Hall</p> <p><i>Kavain 20</i> Battle of the Coot’s Nest</p> <p><i>Tihumia 1</i> Return of Sol Zvenzen to the Northern Marches, after twenty years of absence</p> <p><i>Tihumia 16</i> Iron Army crosses the Thonian Rand to Blackmoor</p>

	<i>Kulian 3</i> Iyx II. flees the imperial court at Marban
1037 NC	<i>Asum 21</i> Fall of Vestfold <i>Start of "The Promised Land"</i>

<p><i>The Future</i> Things to come. <i>Metagaming rawks!!!</i></p>	
1055 NC	<i>Events of “Return to the Temple of the Frog”, an adventure published on the website of “Wizards of the Coast”</i>
1059 NC	At the Halls of the Fangs, in the heart of the region known as The Vale, the Ursai prince known to humans only as “Bobby” is seen telling the story of “The Grim Winter” to his cubs
1109 NC	On the distant Isles of the Dawn, in the city of Dragonscar, a chronicle of The Company of the Maiden's adventures surfaces... [4511 BCCC]
1113 NC	<p><i>Events of “The Demons of Spring”:</i> Rediscovery of the City of the Dragonfather</p> <p><small>[Rafael’s homegame, set in Blackmoor’s Great Kingdom, and in the same continuity as <i>The Grim Winter</i>, based on the <i>D&D Fast Play Adventures</i> written by Jeff Grubb, and loosely referencing to the events of the <i>Maiden’s Age</i>; might well be set in a different timeline, depending on the outcome of <i>The Promised Land</i>]</small></p>

To be continued...

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