



Crusaders' Chronicle

Volume I, Issue I, Year DIX

Day XXIV of the Ice Moon

Radiance calls Crusade † Western Realms Unite



With his Luminance, Peredur Sorin of Dumar calling for a crusade to drive back the rising tide of darkness in Zelfir, the heralds sped word to all the civilized kingdoms of Pendaan to join this noble cause. Like a giant waking from a long slumber, one by one, the great nations awoke to once again, greet their ancient enemy upon the field of battle. King Garrard, High Scholar and Sovereign of Dumar was the first to respond to the Archluminary's request and commanded a portion of his army to join the crusading knights from the Temple of Holy Radiance. As the news spread of Dumar's mobilization, the Kingdoms of Sarden, Felnar, Harradon, Arkenstone, and the Imperium responded with honorable resolution.

Roi Phillipe De'Bert of Sarden, Count Delios Drakomyr of Felnar, Lord Karndokh of Harradon, High Commander Serthia Kartua Maebamam of Arkenstone, and the Imperium's Haldaran of Zagora accepted

the Archluminary's request and ordered troops to Zelfir. This unprecedented unification of the western realms represents the first time a coalition of crusading armies has been seen in the Age of Light.

It is unclear if the eastern realms of Pendaan, including Purk, Cavenport, El'Idur, and the Dragon Dynasty could respond in time to join the crusade. In addition, the coalition remains hopeful the Free Cities and the Chalice Knights from Aegis Citadel will be able to join the campaign in Zelfir.

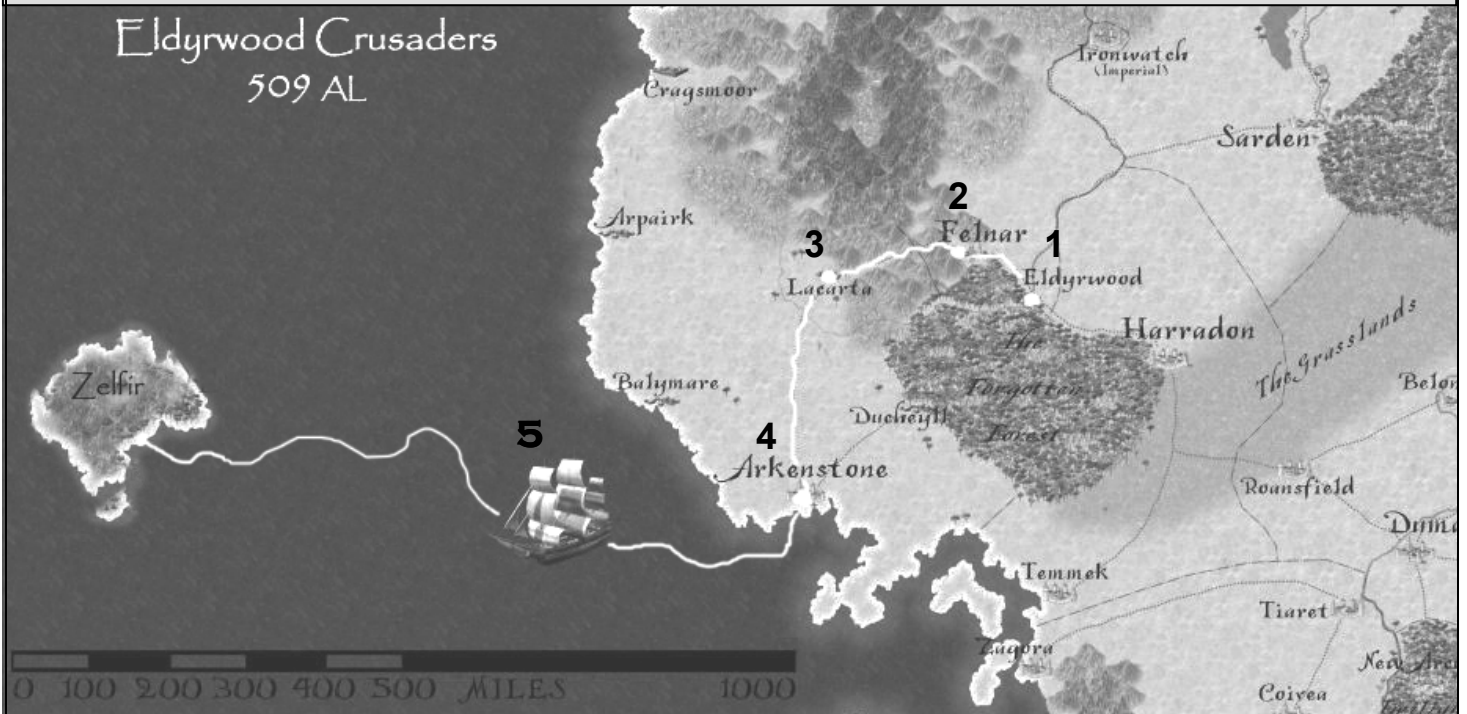
Her Royal Majesty Queen Bedessi of Zelfir may not know the extent of the arriving crusading army, but it is certain, regardless of the war's outcome, that the western realms responded with untold generosity. The crusade is more than a battle to rescue the people of Zelfir, it is a reminder of events past. May Radiance light a path to victory and Fortune reveal a destiny with Fate's favor.

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Crusaders from Eldyrwood Join the Crusade



The residents and citizens of Eldyrwood are hardly an elite force within the crusading army, but the small village's contribution of sixty brave souls is significant relative to their resources. The travel log describes the 700 hundred mile journey from Eldyrwood to Arkenstone.

1. Eldyrwood

Merritt Daugherty, the Luminary of Felnar, provided a rousing speech to the assembled townsfolke and let the residents know of the tragic conflict in Zelfir. The Luminary asked each person to search their conscience and see if they would answer the call to join the crusade. The faithful of Radiance immediately accepted the Luminary's charge, with the majority of the enlisting soldiers coming from the Defenders of the Bridge. The militant order of Fortune, the Shield of Andronicus refused to let their Radiant allies wage war without them and also joined the crusade. Several mercenaries, adventurers, and healers also stepped forward. On the 16th day of the Frost Moon, the crusaders of Eldyrwood begin their trek to Arkenstone.

2. Felnar

The hike to Felnar can be compared to threshing the fall harvest... laborious and uneventful. The 100 mile stretch of the Northern Trade Road, connecting Eldyrwood to Felnar, is well kept with dozens of small hamlets strung in between. Keeping a brisk pace, the crusaders caravan reached Felnar on the 21st day of the Frost Moon. Soldiers of the Felnar army greeted the crusaders at the gatehouse and escorted them to the Sanctuary of Radiance. Within the defensible temple, all crusaders were granted

were forced to leave, but Eldyrwood's crusaders are well respected for their recent victories against the Vilderkin.

3. Lacarta

Led by Maharat Al'Haman of the Order of the Shining Sword, the crusaders departed Felnar on the 23rd day of the Frost Moon. Over 100 crusaders departed for Lacarta, but the hilly terrain and frigid weather created difficult conditions. For over a week the expedition carefully traversed the steep hills and winding trails of the Lacartan Highlands. After traveling 180 miles of difficult terrain the expedition reached Lacarta on the 3rd day of the Dark Moon. The crusaders piled into a modest Radiant temple and enjoyed a night with a roof over their heads. At dawn, the journey continued to Arkenstone.

4. Arkenstone

The roadway is fairly flat, but traveling 275 miles during the winter months taxes even the most rugged soldier. For two weeks the crusaders endured the harsh winds and damp weather before they spotted Arkenstone on the 18th day of the Dark Moon. The crusaders are too fatigued to appreciate the wondrous architecture of Arkenstone or the breathtaking coastline. The crusaders are escorted to the Temple of Brilliant Effulgence to rest and await orders.

5. Zelfir

The crusading army secures vessels from every merchant house and prepares for a long voyage to Zelfir. Hopefully, the crusaders of Eldyrwood will return to tell their tales.

Know thy Foe

In Zelfir the opponents will most likely be a combination of Nel'ru, Enselari loyal to the Elders, Lesser Fiends, Greater Fiends, and Fiend Elves from Diekan Doria.

Imps and Quasits (no barrier)

Imps and Quasits are considered the "Lesser Fiends" of discord. However, these creatures are fearless soldiers and do not understand the concept of self-preservation. Imps are warrior soldiers and Quasits are the casters within the lesser ranks of fiends. These creatures have barriers and they are susceptible to any holy attack (blade, bolt, or water).



Nel'ru (barrier – only broken by Magic)

Their name means "Mind-eater" and they are the leaders of the opposition to Queen Bedessi. The Nel'ru arrived in Zelfir at the dawn of the Age of Light and never left. The deceptive creatures bred with the Enselari and continue to create "Elders" by using the "Wasting Touch" upon them. The Nel'ru can either appear as normal Enselari or as faceless creatures with glowing hands. The Nel'ru are very powerful sorcerers and mentalists, but their ability to read minds make them even more formidable opponents. The Nel'ru usually employ protective barriers that can only be removed by an Enchanted Weapon. Void Weapon and Holy Weapon have are not effective against the Nel'ru barriers, but it is unclear if Void Bolt would affect the creature. Repel Fiend and all Mentalism spells are ineffective against

the creatures. Finally, beware the spell-casting ability of the Nel'ru since the creature delights in throwing endless Enslave spells. In summary, do not engage unless you 1) you have a spell shield and 2) you or someone you are traveling with has the ability to remove their barrier with an Enchanted Weapon.

Fiend Elves (no barrier)

The Fiend Elves of Diekan Doria will undoubtedly assist their masters and send forces to Zelfir. The Fiend Elves are similar to any other mortal race, with the exception of their ability to resist slumber and charming spells. Fiend Elves are skilled warriors and eagerly utilize the foulest sorcery. In summary, be mindful of casters with barriers, but do not hesitate to engage.

Sulfur Fiends (barrier – broken by Holy, Magic, Void)

These creatures are challenging, but not insurmountable. Sulfur Fiends are resistant to fire, can throw fire, and even swing fiery blades. They are lethal combatants and all either have innate barriers or can cast magical barriers. Holy, Magic, and Void attacks will rip through an innate barrier on a Sulfur Fiend. It has been suggested, but never validated, that a Sulfur Fiend's barrier can also be removed through an Ice attack.

Bestials (no barrier)

These elite warriors of the Baarteyu have thick leathery skin and boney plates that are equivalent to a set of heavy armor. These creatures rarely have barriers, but it may take 30 sword blows to fell one Bestial. These creatures are skilled fighters that can break bones or slay a man with a single swing of a weapon.

Gaunts (barrier – broken by Magic or Holy)

These winged creatures cast sorcery and are protected by barriers that can only be broken by Magic or Holy attacks. Void will not break the barrier on these very dangerous creatures.

Serpent Fiends (barrier – Cleanse, Holy, Magic)

These serpentine creatures typically have barriers that can be broken by a Cleanse Spell, Holy attack, or Magic attack. Serpent Fiends can lick their weapons to add poison venom to the next attack. Their scaly hides are immune to both archery and thrown weapons. It will take 10-15 sword blows to fell this vile creature.

Baarteyu (barrier – unknown counter)

Considering the Fiend Goddess, the Queen of Gaunts, The Lord of Arid, Lord of Sulfur, and the Lord of Serpents have all been linked to Zelfir it is difficult to determine who is leading the forces of darkness. If you find yourself facing a Baarteyu, pray for divine intervention or send for powerful reinforcements.

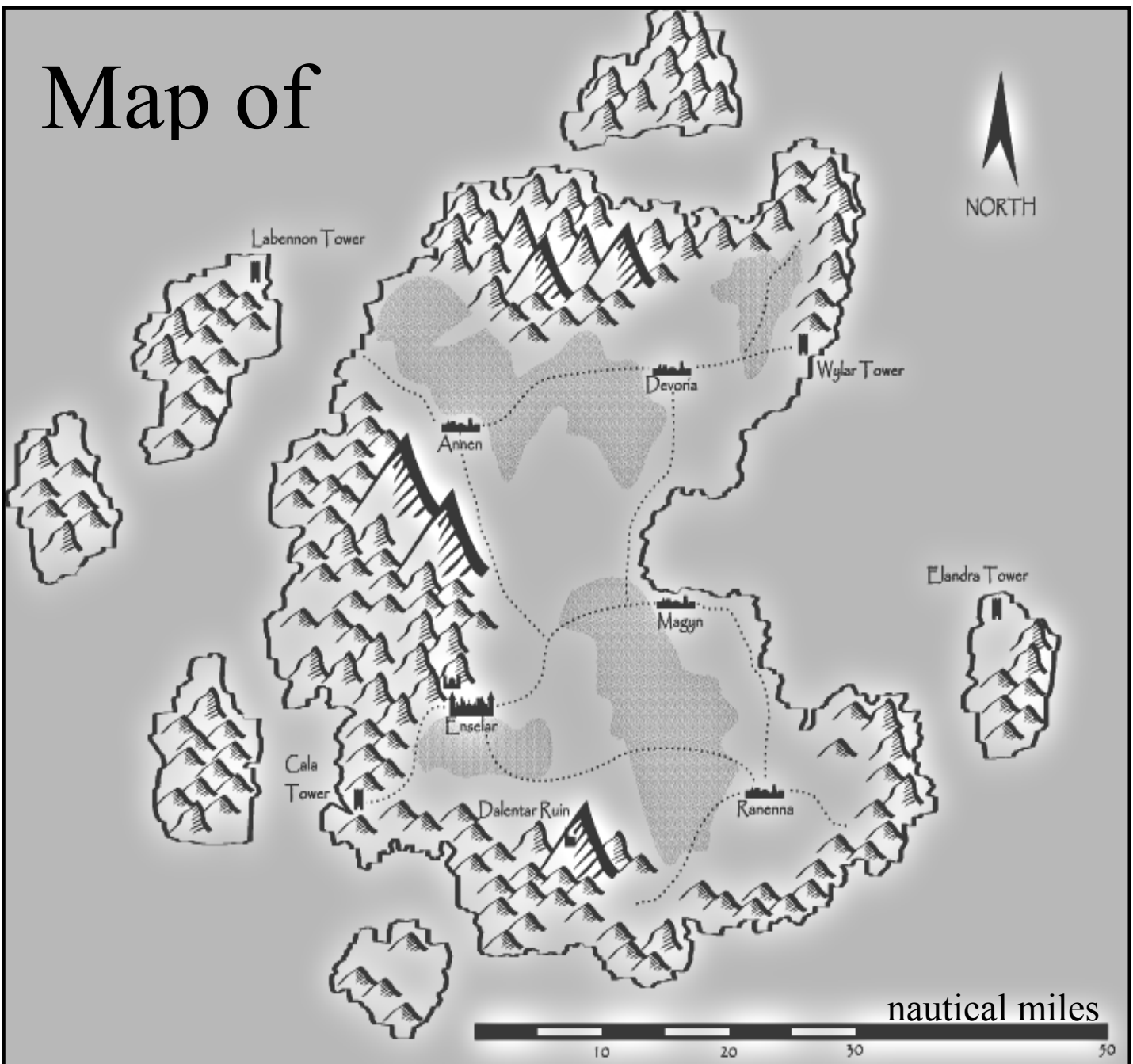


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Map of



All crusaders should be aware of the geography of Zelfir and the relative distances between strategic locations. The following map of Zelfir provides an accurate overview of the terrain, the size of the main island, the major cities, and the defensive fortifications. In addition, the cartographer makes note of the ancient Dalentar Ruin in the southern mountains.

- **Cities:** Anhen, Devoria, Enselar, Magyn, and Ranenna
- **Forts:** Cala Tower, Elandra Tower, Labennon Tower, and Wylar Tower
- **Ruins:** Dalentar Ruin