

# The world of Trill & its history

## The world

Nor, Shar, and Farlenia, are three continents set upon Trill an orb of the HEROIC REALMS. Trill has one moon known as Ancila that orbits every 30 days. Much like Earth, Trill has 365 days in a given year as well as four seasons that continuously change. Throughout the mystical lands of Trill are vast and diverse races, organized nations, and deities that play their part in a world that continually struggles to regain a sense of balance throughout a time of betrayal.

Beyond the Sea of Mist is Nor the largest continent of Trill. Within its borderlands are many cities governed by might and wit. Although safety is often uncertain, many have found the city of Trillidor to be a safe haven and place of mercantile trade. Surrounding this great city is a scattered number of smaller cities, strongholds, and towns alike.

Your journey begins within the reach of Trillidor the largest Kingdom of Nor. Within a stronghold ruled by Lord Elecsirt, you reside with commoners and adventurers alike. Whether you are just passing through or seek adventure, the Elecsirt stronghold is the place where it all begins.



## History of Trill

Following more than one thousand years of peace and tranquility a young Pelezarian mage known as Terengoth entered the Whispering forest stumbling upon the legendary Cave of Chaos. As history recounts, Terengoth unearthed the Rods of Separation and separated both time and space unlocking the Sentry Portal. Once opened, the portal unleashed unspeakable entities from the dark realm that plagued Terengoth's mind uncontrollably and riddled him with madness. Ultimately, he became empty of soul and without reason vowed to overthrow all of Trill...The year was 1305, the year of the Arising Chaos.

For a time the darkness that once passed through the mouth of the Sentry portal lay dormant. Rumors relating to the Whispering Forest were far and few. Even the name Terengoth escaped the minds of many. Then, thirty years later, rumors of a wicked mage from the West ascended and began haunting the entire continent of Nor. Mysterious dragon kin known as Sarreth and a vast number of undead referred to as Antara burned the lands with war. The will of many races began to crumble and succumb to the wrath of the dark army led by the one called Shadow. It would be many moons before a counsel of High Elves were able to reveal the true name of this evil...A name once forgotten but forever feared; the name was Terengoth.

Terengoth's minions sought to destroy all. War shadowed the three continents and all races trembled with fear. Terengoth, now an arch wizard, second to the favor of Baniel (god of Balance), sought to smite out his faith in Baniel and tip the balance of the world. For his thirst for knowledge and power, the wickedness of Terengoth intended to rule the counsel of mages and seize all items possessing properties of magic. He claimed most of the known magic in the world.

Mysteriously, his wrath ceased for a period. Many thought him to have been vanquished. However, some believed he and his army retreated to the Forest of Whispers once more. Reemerging, Terengoth possessed the most unbelievable of all magical items; he possessed the lost crystalline shard of immortality. Seeking to immortalize himself to the likeness of a god and rule Trill, Terengoth wore the Shard of Immortality and shadowed Trill once again.

Having created the shard of immortality over one thousand years ago, the ancient high Elves of Evermore felt predominantly responsible for Terengoth's reign of terror. In a last attempt to save Trill from all ruin, a secret counsel of elves, dwarves, and men were summoned to decide the fate of the world. The ancient High Elves decided to sacrifice themselves embellishing their magical essence upon the unforgotten urn. Shrm, prince of the Grey elves, Jaelia princess of the Myrid elves, master Vesper of the Vermorcoar dwarves, lord Belegore heir to Trillidor, and Ardor wizard of the Ardorans high counsel brought the urn to the Justinian dwarves where it was used to forge a weapon known as Soul Blade.

Since the High Elves created the shard of immortality, it was believed that Soul Blade could undo what was never meant to be. Soul Blade was taken to the King's of men to defeat Terengoth and his minions. It was at the mouth of Tahara where the final battle saw the ruin of Terengoth, the Shard of Immortality, as well as Soul Blade. With the fall of Terengoth, the three leading races each took one of the three broken shards and vowed never to rejoin them as one. The shards were kept secretly hidden within each of the three continents of the world and forgotten.



Over time, the hidden shards each began to radiate an unusual aura that altered those within its reach. The first to experience the shards power were the Grey elves of Farlenia, followed by the Trillidorians, and later the Dorian dwarves. At first each developed strange resistances to such things as magic, poisons, and even critical attacks by weapons. In later year's the shards aura intensified and continued to alter those within its reach. With each passing year thereafter the Grey elves began to shed the qualities of their ancestors. They became sinister to those around them and shunned the suns light until they were heard of no longer. As the years passed, the three shards continued to influence race and individuals differently.