

# Tome of Shar

A rendition of Shar as told by an anonymous adventurer...truth is in the eye of the beholder.

The continent of Shar has long been a Chaotic Battle ground for Feudal Battle lords, its harsh Landscapes makes it hard for people to set up any kind of stable government. The Lost Plains are home to the Mysterious Nomads Who isolate themselves from the outside world & the Barbarian tribes, who will decimate any pilgrims who try to farm those lands. The Varel Marsh's & Dark forest are a breeding ground for all sorts of vile creatures whose purpose is to slay & devourer. The Vermorcore Mountains Massive peaks are home only to the Giant Rocs, whose eerie lie among the clouds. The Valleys belong to the Mountain Giants. The tunnels & mines below are constant sources of discontent, for the rich veins of precious minerals bring the greediest miners. These Labyrinths have drunk so much blood of the Greedy that it is said to have planted the seeds of those who will not rest even in death. The only part of Shar that has any kind of stability is the western lands of the 3 lakes. Here lies the only true city ruled by feudal lords. These feudal lords are constantly battling one another for domination of the area. Shar has great importance for its ports. The land between two great continents. Here is the land of the slave trade. Here life is cheap. Here is where we find, The Duchess Valencia. Her Family has battled for supremacy for three & half centuries. Her Ancestral home is on the south east side of the Lake of Sorrow. Her Family has the largest stock of slaves & has put on the grandest expositions of gladiatorial combat.

\*\*\*the remaining parts of this parchment (story) are torn and missing.

