

The War for the Tindermoot: Epilogue

In the wake of the Void Gate collapsing in Pearl, the power of Black Dragon Flight has been broken. With their leaders slain and their allies abandoning them, what remains of their forces have scattered in all directions. While some have managed to evade capture and slink away into the dark depths of the underworld, most have been cut down by local forces as the Tinderwatch has finally able to release its limited supply of soldiers from their defence of the capital.

The Ogre clans, once a powerful force unified by the Ogremages in service of the Black Dragon Lord Zenastrakon, have retreated back to Belsath Canyon. Without the backing of the dragons, the Warlords have begun to slowly reassert their control over the Ogremages, slaying any who refuse to bow to their authority. Even as new Warlords rise up, old rivalries are re-ignited and equilibrium returns, as the clans begin to war against one another, as they ever have.

The Great Eagles, who proved their worth many times over as allies to heroes Guild throughout the conflict, have return to their roosts in the cliffs overlooking Belsath Canyon. While the Black Dragon Flight had posed a dire threat to their ancestral nesting grounds, little remains of their lair after it was decimated by the explosion of the Void Gate within it, and once again the skies over the Canyon belong to the Great Eagles. Having fulfilled their pledge to one another, Heroes Guild and the Great Eagles part company while still retaining their unlikely friendship.

Though arriving late to the conflict, the High Elven navy of the Solastaris Refuge remained anchored in the harbour at Pearl to assist the Halflings in rebuilding, while also pursuing any fleeing remnants of the Black Dragon Flight that dared stray too close to the elves adopted homeland to the west. Their assistance was praised by the Halfling government in Newhearth City, further cementing the pledge of friendship between their two peoples.

Conversely, after sacrificing much of their forces to unleash the power of the Casket of Reformation on the Void Gate, the Royal Order of Archons was quick to leave the Tindermoot. Acknowledging that their mission was at an end, they have set aside their conflict with Heroes Guild for the time being, pulling what little remained of their forces out of Pearl and Redtree and setting sail for Leonen. Sentiments regarding the Archons presence has been mixed among the Halflings, many in Pearl recognize them as saviours and other communities remember that it was Archons who defended their homes when the Tinderwatch, and even Heroes Guild, had abandoned them. Others however, were left in financial ruin, as Archon foragers plundered their farms and storehouses to fuel their crusade against the magic of the Dragons and Heroes Guild alike.

As for Heroes Guild, after remaining in Pearl to assist the survivors in any way they could, Commander Brodash has at last released his forces to return to Heroes Camp. As they travelled east they stopped in many settlements along the way to assure them that now that the threat of the Black Dragons Flight had ended, there was no need to continue paying protection money to Heroes Guild. Released from their obligations the common folk of the Tindermoot sing the accolades of the Heroes who rose up to defend them. The Guild was sure to mention that should their services ever be required again, that they would always be available as heroes for hire.

After a long and brutal conflict, the guild and its allies were deserving of much needed rest, however they found none upon arriving back at Heroes Camp. For in their absence in the closing weeks

of the campaign the already sizeable refugee camp that had sprung up around the Guild's fortified holdings had grown even larger. What greeted them was a sprawling refugee city, of tents and hastily constructed shacks. While many of the Halflings appeared weak and malnourished, the arrival of the guild's forces was met with celebration. Halflings lined the makeshift streets to thank the homecoming heroes and cheer them on.

For days the refugee city around Heroes Camp was plunged into wild celebration as Halflings and Heroes raised tankards of ale and mead together. However, when the revelry finally subsided the stark reality of so many mouths to feed emerged once again. Commander Brodash sent word throughout the refugee city that it was now safe to return to their homes, and that they should begin making preparations to disembark as soon as possible.

To his surprise, several days after issuing his decree, Brodash discovered that very few of the Halfling refugees had made any preparations to leave. Instead, the Halflings sent forth representatives to inform the Guild that most of their number did not wish to return to their homes, or in many cases no longer had homes to return to. This left Heroes Guild with a significant conundrum, for they lacked the resources and land to house so many for any significant length time. Recognizing that if left to its own devices, the refugee city would eventually plunge into a lawless and chaotic settlement on their very doorstep, the Guild sent Lolinder to Newhearth City to discuss terms with the Tindermoot government for the relocation of the refugees.

However, Newhearth City claimed that in the wake of the Black Dragon Flights campaign of suffering and destruction throughout the Tindermoot, they lacked the necessary resources to deal with the refugee situation at Heroes Camp. After much deliberation among the Tindermoot Assembly, Prime Minister Heplin Bellypot put forward a resolution to annex the lands located at Heroes Camp, including not only the area occupied by Heroes Guild's existing fortifications and the refugee city, but also significant farm lands and natural resources in the surrounding area. Recognizing the significant role that Heroes Guild played in protecting the Tindermoot when they themselves failed to do so, the Assembly voted almost unanimously in favor of the resolution, awarding Heroes Guild an official Charter, granting them the right to self-governance of these lands.

Returning with the Charter, Lolinder brought the proposal before Commander Brodash and the other officers. While the initial prospect was exciting they quickly realized that they would be taking on a significant responsibility if they accepted the charter. However the only alternative would be to forcibly remove the refugees from their camp, a prospect no one had the stomach for. So it was that Heroes Guild accepted the Charter and founded their own City State, which they named Eleutheria, from the old Halfling dialect for liberty, the very principle upon which they wished to found their new city.

The Guild wasted no time in organizing and restructuring the refugee city. Clearing out the temporary shelters and relocating the camps further afield while beginning construction of permanent housing, shops, taverns, and all the structures necessary for a functioning city. It was a monumental task, however Heroes Guild was fortunate to have the assistance from long-time residents of Heroes Camp, who in turn mobilized work forces from among the refugee Halflings who were more than eager to help.

As the need for a more functional organizational structure emerged, Heroes Guild looked to what they knew best, Guilds. They created a variety of Guilds to see to the work of building their new city, initially commissioning a Carpenters Guilds, a Stonemason Guilds, a Smiths Guilds, and a Farmers guild. Eventually even more Guilds began to take form, as each new need was addressed in manner familiar to Heroes Guild. Soon the newly formed city of Eleutheria would become known as the City of Guilds.

Realizing that they could not possibly run their new city by themselves, nor wishing to be bogged down by the administrative challenges of government, Heroes Guild formed the Guild Council, a loose governing body made up of a single representative from each Guild. In this manner each Guild would have its own unique concerns represented, while ensuring no one guild could dictate how the city should be governed. At the head of the Guild Council would be the Commander, a position of authority retained by Brodash, but intended to eventually become an elected position from among the members of the Council of Guilds.

The only exception to the governance of Eleutheria would be that as the city grew up around it, within the original fortified compound of Heroes Camp, Heroes Guild would remain autonomous. This right would also be extended to any Guild in Eleutheria that retained its own compound within the city, for Commander Brodash believed foremost that Guilds should be allowed to govern themselves in a manner they deem fit.

As Heroes Guild and the other newly formed Guilds toiled together to build a prosperous future for their city, other organizations took interest. Foremost among them was the Sisters of the Healing Hands, who's Abbottess had been responsible for resurrecting several members of Heroes Guild throughout the violent conflict. So central had she become to the Heroes Guild war effort that when they had been forced to abandon Pearl midway through the campaign, they had evacuated the Abbey and kidnapped the Abbottess herself, who had refused to leave her post. While the Abbottess claimed to hold no ill feelings towards Heroes Guild, she asked to be released to return to Pearl to rebuild her Abbey. However she did leave behind one of her fellow Sisters, to establish a Priory on the outskirts of Eleutheria that her Order could attend to the needs of this new community of Halflings.

Also expressing a keen interest in Eleutheria was Volanthia, the City Mages far to North. In keeping close ties with Leonen, who was ever distrustful of magic, the Tindermoot did not allow for any official presence of the Mage Colleges within their borders. However, Eleutheria was set apart from the laws of the Tindermoot, and as such Volanthia immediately saw the opportunity to install an outpost in the newly formed City-State to see to their interests in the area. The outpost would be placed under the direct control of Mastermage Pippendula Portigalia, allowing her to continue her valuable research in the field of Focusing Crystals, with more substantial support from the Volanthia itself. Already several Undermages and Apprentices are on route to join the new outpost.

Word has also come from Volanthia for members of the Stoneguard, who remained staunch allies of Heroes Guild throughout the campaign. The Battlemage Wapakalypse has been recalled to Volanthia to report directly to the Council of Archmages and the Magewardens regarding the events now known as the War for the Tindermoot. Likewise they have requested the presence of Theomir, wishing to finally study the unusual Spirit Tattoo he carries on his skin.

A summons has also reached Sir Falathrin of Harador, by way of the same messengers from Volanthia, whom are closely allied with the Knightly Order known as the Wardens of Eastmach to whom Sir Falathrin is sworn. The Order wishes him to return at once and rejoin their ranks as one of their favored sons.

For the rest of the Stoneguard, they must make their own choice, whether to stay in Eleutheria and assist in its continued development, perhaps even officially joining Heroes Guild, or to remain true to the Stonguard and follow their friends north where they will be treated with outright distain as foreigners in the caste driven society of Tolgatha.

REPUTATION GAINS AS A RESULT OF THE CONCLUSION OF THE WAR FOR THE TINDERMOOT CAMPAIGN:

+6 COMMON reputation for all participants

+3 reputation with any organization or group that a character belongs to that had an interest in the campaign, NOT including Heroes Guild itself (i.e. for Pippy and Wapakalypse they would receive +3 VOLANTHIA rep). If you have any questions about whom and what this would apply to ask your GM.

HEROES GUILD reputations, must be decided by Commander Brodash and the Officers of Heroes Guild so get in touch with them for your reputation gains.

ALSO

Any Honor class can gain 2 honor for the successful completion of this campaign.

ALSO

If you want to get your hands on some of the loot and salvaged gear that Heroes Guild acquired throughout this campaign, talk to Commander Brodash or a Guild Officer for access to the guild armory.