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FORWARD

The kickstarter backers and J&L community are all part of the Shaintar experience. Our thanks to everyone who created communities, cities, bloodlines, countries or have centered your games in these places. You'll find several mentions of familiar locations, including Stahlheim. We want to thank you all for your help collaborating within this world. We've tried to bring you a sense of these places and their history in general along with who's important - you never know who you'll run in to.

THE KINGDOM OF OLARA

OF WARRIORS, POETS, AND KINGS

"...During the War of Flame, a company of Reinhart soldiers were cut off and nearly surrounded at the northern border. For days they defended against repeated assaults by Kal-A-Nar forces until only a handful remained. The Warlord approached the Olanan lines as his army massed for a final assault and insulted the Olanans, 'Your armies have abandoned you, and your brothers are dead. Nothing that you do here will be remembered; your sacrifice is pointless! Why do you still fight?!'"

A lowly corporal, the highest ranked man still alive, raised his voice and said, 'We fight because we are all who can. We fight because it is our duty. We fight because we are Olanans.'..."

-Excerpt from the inauguration address by the Commandant of the Helt Academy, 3122

FACTS IN BRIEF

Capital: Olara

Population: Nearly 175,000 humans and dwarves, primarily in the lands south of the Forges

Government: Hereditary monarchy advised by a Military Council

Languages: Olanan, Dwarvish, and Gaele

Beliefs: Historically, all the Ascended are honored but the Church of Light has gained popularity, especially among career military.



THE HISTORY OF OLARA

STAND AT THE FORGES

1748 - Olara came into being during a battle known as "Stand at the Forges." On the run from Kal-A-Nar forces, Banrick Olar, Great Chieftain of the Stone Bear tribe, made camp just east of the Forges in what came to be Bearheart. On that fateful day, Banrick stood with his back to the Forges and vowed, "I will run no more. This is where I'll stand and spill Kal blood until my arm no longer swings, and my heart no longer beats."

The Stone Bear tribe managed a military miracle that day by holding back a vastly superior force long enough for the southern tribes to flock to his banner. Even that alliance of men seemed doomed until a force of Elven rangers arrived the following morning. Late that afternoon, after hours of bloody

battle, the Dwarves of the Forges came forth from their mountain and smashed the Kal-A-Nar flanks, shattering their lines.

The brotherhood forged in that battle became the foundation of the Kingdom of Olara. It cemented the relationship between the men of Olara and the dwarves of the mountain. Both societies live as equals, each benefiting from the strengths of the other. Nowhere else in the world is there such a kinship between men and dwarves.

A NATION AT WAR

Despite the victory over the Kal-A-Nar forces in 1748, Olara was still a fledging nation surrounded on all sides by fractious and warring groups. Over hundreds of years, the Olaran armies secured the borders and fortified their cities against attack from their neighbors.

THE DRAGON WAR

2216 - The Dragon Cult rose in Dregordia and performed rituals to create portals to the Realm of Dragons and unleashing these terrifying beasts to wreak havoc and destruction everywhere. Simultaneously, the Seven Great Cauldrons opened for the second time in history, unleashing armies of Childer from Norcan Darr to raze and pillage. As hordes of Flame spawn poured into Olara from the north and west, dragons descended from the skies, leaving destruction in their wake.

Olara joined with the southern lands, armies from the Kal-A-Nar Empire, and the Kingdom of Shaya'Nor to unite against a common foe. Olara's warriors played a key role by defending the great ritual, which sealed the Cauldrons, and cast the dragons back, thus ending the Dragon War. In the greatest challenge since the founding, Olara proved itself a kingdom of warriors without equal.

MALAKAR DOMINION FOUNDED

2412 - Opposed to the peace plans of Vol Al'Daya, Warlords and bandit princes united to form the Malakar Dominion on Olara's western border. In response, the city of Rhion fortified, and began construction of the mighty River Wall.

KINGDOM OF GALEA FOUNDED

2438 - During the Battle of the Orcshields, as Vol Al'Daya found himself facing defeat from Malakar, goblins, and Kal-A-Nar mercenaries, the Olaran armies turned the tide of battle and paved the way for Galea. As Olara's alliance with Galea secured the kingdoms' eastern border and offered the hope of peace in the southern lands, Olara was forced to turn its attention to Camon in the north where the Church of Archanon was growing in power and influence.

KINGDOM OF CAMON FOUNDED

2805 - Just twenty-eight years after the founding of Galea, some of its noble houses joined the banner of Erik Camon to form the Kingdom of Camon. Instead of being a new ally to Olara, the influence of the Church of Archanon soured relations between the two nations. As Camon converted to the worship of Archanon, Camonere forces were testing Olara's northern border. To combat this threat, key locations such as Thuls, Bearheart, and Stag were reinforced and given larger forces to go along with the defenders provided by the dwarven Clanhomes.

GRAYSON'S GREY RANGERS

3001 - As raids and skirmishes with Camon increased along the northern border, Olara found an ally to help defend them against Camon, the Malakar Dominion, and other darker forces in the Wildlands. The smaller city states, baronies, and kingdoms in the south, pooled their resources in to create Grayson's Grey Rangers, an organization dedicated to patrolling throughout the Wildlands. Though Olara had no part in the creation of the Rangers, the kingdom certainly embraced the increased protection along its southern border.

THE BETRAYAL WAR

3021 - Olara was once again plunged into war when Halivan Allard and most of the delegates to the Open Hand Peace Conference from all over the Southern Kingdoms were massacred in the city of Rhion, sparking what became The Betrayal War. It was later discovered that forces of Flame, led by Supreme Paladin Sir Glain Nollan, the Avatar of Kolvos, demon son of Ceynara and Uldor, and Darkness, led by the Cardinal of Judgment, Mandris Toman, the Avatar of Vainar, had formed an unholy

alliance. This war was fought on a scale unseen since the Dragon War, and this became the third time in history that the Seven Great Cauldrons were opened. Worse, it was revealed that Olaran dissidents had participated in the massacre, casting a stain on the honor of House Steiner and Olara in general.

Perhaps due to this involvement, Olaran forces were denied the traditional place of honor at the center of the line during the final battle at Og m'Drakar that saw the defeat of the forces of Flame and Darkness and the rise of Archanon. For a people so dedicated to honor and duty, their failure was unforgivable. In true Olaran fashion, the King declared that no such lapse would ever happen again.

THE WAR OF FLAME

3121 - Exactly a hundred years after the Betrayal War, the Cauldrons burst open again, spewing demons and childer across the lands. No place was safe from their depredation. Faced with a mass invasion, Olara mobilizes for war. Fighting is fiercest north of the Forges near Anvil, Forgehome, and Bearheart. House Steiner, still smarting from the failure a century earlier, fought bitterly to the end, refusing to give ground. Just when all seemed lost for Olara and the Southern Kingdoms, the Gray Rangers arrived, joining in the defense and throwing back the offensive.

Their flanks finally secure, the Olaran armies pushed back the Kal-A-Nar armies, and the War of Flame ground to a standoff. The skill and sacrifice of the Rangers earns them the respect of Olaran soldiers returning home from the front lines. This camaraderie will have long lasting effects. There is little rest for the armies of Olara, however.

Left weakened and weary by years of war against the Kal Empire, Olara is unprepared for a new conflict in the north east. While the Empire's initial invasion threatened to destroy the southern kingdoms, the Prelacy of Camon quietly assembled forces in preparation for its own brutal offensive.

GODSTRIKE TEMPEST AND THE RANGER CHARTER

Before the Prelacy can launch its attack, a new enemy appeared to threaten everyone. It began with the destruction of White Bay by a magical tidal wave. Tempest portals opened across the land, unleashing

terrifying storm creatures that create devastation wherever they go. The Southern Kingdoms seemed unable to counter the Tempest threat. For more on the Tempest, you can find the book here ([insert link to product](#))

Due to the Ranger's heroism during the War of Flame and faced with increasing threats to all, the Southern Kingdoms' Council of Rulers voted on the 15th of Golden Eagle 3123 to expand the Ranger Charter to include Olara, with the allied Southern Kingdoms. This decision allows Ranger units to reinforce local forces battling the Tempest. Despite their combined efforts, the storms increased in fury and intensity until heroes from across the kingdoms located portals that allow them to leave Shaintar and face the Tempest forces in their own realm.

On what became Jubilation Day (Red Wolf 16th), the greatest of these heroes achieved a decisive victory over the Tempest, undoing all the natural damage resulting from the Tempest storms. Crops, fields, and forests were magically restored. Yet, damaged buildings, bridges, and cities stayed ruined, and lives were lost.

CRIMSON CRUSADE INVASION

Olara's council hoped that the Tempest's devastation and the new Ranger alliance had quenched the Prelacy's thirst for war. Yet only months later, the Prelacy armies struck with force. Enhanced by Arcfire weapons and devices provided by Builders, the Camonere armies swarmed the defenses north of the forges, overwhelming those positions. Thousands fled before the onslaught, seeking refuge in the strongholds of Anvil and Forgehome. A second force from Camon drove past the outer defenses and laid siege to the ancient stronghold of Bearheart.

Enemy forces occupied all Olaran lands north of the Forges, and the Prelacy army marched south from the city of Furalor. Their goal is to sack the city of Thuls, the center of Olara's northeast defenses. By late summer 3123, Thuls is under siege by Arcfire golems and enhanced siege engines.

In desperation, King Banrick XIV called upon the Rangers to aid Olara once again. Rangers from Olara and the Wildlands assembled and undertook dozens of "irregular" missions to harass the Prelacy forces and lift the siege of Thuls. Through a series of brilliantly executed engagements, the combined

strength of Ranger and Olanar forces defeated the Prelacy in the field and lift the siege of Thuls. For more detail, see the Justice and Life report here: <http://shaintar.com/?q=node/1865>

THE BLOOD LORD AND THE ECHER'NAUGHT ACCORDS

As the fighting in the north stalled, a new menace calling himself the Blood Lord assembled an army in the northern Wildlands. Initially a small, regional threat, his army soon grew large enough to attack Olara. Rangers joined forces with Eckhart knights and goblins from the Stone Tower Gather at a tiny keep on the southern border. There, this small force held the line, buying time for the Olarans to raise their army once again.

On White River 3rd, 3123, ambassadors from the independent nations of Stahlheim and Eon'Voltuh gathered at the local Ranger Headquarters for the Echer'Naught Accords and signed the Expanded Ranger Charter. Together with Olanar forces, the combined armies march south, lifted the siege of Eckhart Keep, and assaulted the Blood Lord's citadel in the Wildlands. Although the Blood Lord himself escapes, his army is decimated along with the threat to Olara.

CRIMSON CRUSADE COUNTERSTRIKE

3123 - During the long autumn and winter months, Olara and its new allies from the kingdoms of Stahlheim and Eon'Voltuh, the elves of the Crystal Forest, and Rangers gather at a new supply depot and field hospital known as Camp Wolfhaven south of Thuls. There, in a cold winter bivouac, Colonel Alexander Wolfhaven, Regional Ranger commander and general of the armies, proposed a plan to invade the Prelacy of Camon and end the Crimson Crusade (see <http://shaintar.com/?q=node/2028>).

The allies agree and form into three armies. The first, commanded by the Prince of Eon'Voltuh executed a lightning raid against the bridgeheads at Aladel, blocking Prelacy forces on the far side of the Howling River. The second, commanded by Lt. Hawksclaw of Echer'Naught, marched on Bearheart, taking control of the mountain pass. The final and largest army, commanded by Colonel Wolfhaven had the objective of taking Furalor.

3124 - As the first thaw of spring turned roads to mush, the allied forces reached the Prelacy lines just north of Thuls. The men of Thuls, thirsting for battle, burst from their fortifications and fell upon the Camonere as they lay in their bedrolls. Olara and her allies drove deeper into Prelacy territory. After days of battle, the city of Furalor was in sight. Pairing the House Unger siege engines with dwarven wrights from Stahlheim, the army quickly batters down Furalor's curtain wall and storms the city.

Rather than risk losing more territory, the Church of Archanon sued for peace. After weeks of debate, a treaty known as Crimson Crusade Armistice is signed. This armistice marks the first official accord between the Prelacy and any of the southern kingdoms.

Furalor is returned to the Prelacy of Camon, and all forces are withdrawn to their original borders. Many on both sides dislike the terms, but neither side can afford further bloodshed. Astoundingly, in three short years Olara has defeated two major invasions and has survived the greatest natural disasters ever recorded.

BURNING HATRED AND SECOND WAR OF FLAME

3124 - The Crimson Crusade was over and Olara's Legions disbanded with war weary troops finally returning home. Olara is totally unprepared for a sudden invasion by Kal-A-Nar forces from the southeast. Before reinforcements can be shifted south, the Kal troops use a massive magic ritual to bypass Rhion's mighty wall to unleash hordes of Childer and Demons into the heartland of Olara.

By summer, Sun's Crossing is destroyed with the Ranger defenders slaughtered. Soon after, Kore is besieged, and the Olanar capital threatened. With few forces to challenge them, the Kal army strikes south ultimately sacking the city of Echer'Naught. Only the last minute arrival of reinforcements saves the city from total destruction.

Wildlands Rangers, elves, troops from Harken, and heroes fresh from the northern front lines, converged on the Empire's army. Allied forces are ultimately victorious, and the Kal army is shattered, but the price is steep. Many are dead, and Echer'Naught's once impenetrable wall lies in ruins.

VAINAR RETURNS

3124 - The defeat of the Kal-A-Nar Empire's forces at Echer'Naught marked the end of a hundred years of nearly constant war for the kingdom of Olara. To citizens and soldiers alike, it came as a blessed relief. Cities and towns are being rebuilt, and the dead are mourned as the people of Olara begin to resume their lives.

Fears remain as the Rangers relentlessly searched the land, hunting the Blood Lord's agents. Worse, rumors reach Olara of dark forces in the far north. As 3124 comes to a close, a handful of heroes leave Olara, on a secret mission deep into Shaya'Nor, to determine the source of the shadow spreading across the land. What they discovered will shake Shaintar to its core.

On Dark Moons 33rd, when all three moons were in eclipse, Vainar the Fallen, Ascended of Darkness, rose from his torpor to enter Shivok Novos, the Gray Lands. Simultaneously, Vainar's agents create distractions everywhere, unearthing ancient tombs and gathering powerful artifacts for their master.

Shaya'Nor's armies are far to the north and, for once, Olara is not on the front lines. For more information go to: <http://shaintar.com/?q=node/2028>

NEAR CURRENT EVENTS

3125. Darkness is rising in the North. All the people of Olara can do is set about the grim task of rebuilding, resupplying, and prepare for the next call to arms...

GEOGRAPHY

Olara is a wide and beautiful country, rich in land and resources. The north is dominated by the snow-capped peaks of the Forges, a mountain range rich in minerals, populated by the Dwarves. To the south and east are vast, open grasslands, perfect for grazing large herds of cattle, oxen, and sheep or for cultivating farmlands to feed the army. Throughout the kingdom are mighty, fortified cities sitting on riverbanks and elsewhere, protected by massive stone walls. The river cities are teeming with busy riverside docks and bustling marketplaces.

OLARA'S SIX REGIONS

