



DURING THE LONG **LOST AGE**, **ERE** THE RISE OF **KELNORE** and the **EMPIRE OF THE MARKABS**, the **ROGLAROON** was the domain of **MODRON**, a daughter of **RHIANNON**, Goddess of Fey Witchcraft and **MANANNAN**, Lord of the Sea. In those days the local peoples revered her much, and built a city upon the banks of the Roglaroon as a place to honor her. But then came the time of the Markabs, and the people of the land abandoned the Gods, and Modron removed herself from them, until the **WAR OF THE PIOUS AND PHILOSOPHERS**, when they and their strange and terrible sorceries were cast down in the **FINAL CONFLAGRATION**.

Thereafter during the **AGE OF RUIN** the ruins of the city were unoccupied for long centuries, until the **WILD MEN** of the **ROGLARAS** settled there, for it was an excellent spot for a river port. Slowly, over time, they grew to know Modron and allied with her **CHOSEN ONES**, the **MERFOLK OF CRESPAR**. And for a time, the land was prosperous again, and ships from many lands stopped at the quays of Modron. But as the people of the city grew wealthier, so too their faith became weaker; thus Modron called upon them to build her a **GRAND TEMPLE** north of the city, to which the faithful who sought her continued graces would have to make an annual pilgrimage on foot during the Summer Solstice. The pilgrims would have to march upon the hot sands of the beach barefoot, even while fasting from the precious water given them by their Goddess. After earthquake and drought, even the king of the city acceded, and made the pilgrimage. And by this manner, the peoples of the city again returned to their Goddess-fearing ways, and the priests of Modron were preeminent in her city once again.

Then in the late 10th Century BCCC scouts of the **ORICHALAN DRAGON-LORDS** – grim and dark sorcerer-lords from the **EMPIRE OF GLORIOUS DOOMFIRE** (aka the **EMPIRE OF ALTANIS**) far to the south – came unto the north, seeking after the source of an invasion of Winged Apes that had descended upon them a generation earlier. Here they found the disunited tribes, petty warring kingdoms, and small but wealthy city-states of the Wild Men. They cast their covetous, greedy eyes upon these lands, especially the rich city of Modron, the jewel of the north, but they knew its warriors and priests were too powerful for a quick conquest. And so the Dragon Lords allied with the **ORCS OF THE DEARTHWOOD**, who at that time were dedicated to the **DEMON PRINCE, ORCUS**, and were ruled by his son, **BORUTA**.

Thus in the early 11th Century BCCC, Modron found itself the target of increasingly frequent attacks. These attacks started off as the occasional raid on outlying settlements, then merchants getting ambushed between the temple and city, and eventually involved full-on raids on the town by Orcs, Goblins, and the strange Men of the South. Soon enough the Men of Modron discovered that the raids were orchestrated under the command

of a creature named Boruta, said to be the spawn of a Demon Prince, wielding the power of the lost Markabs. Understanding now what they were up against, Modron sought assistance from the **WIZARD-KNIGHTS OF ODIN**, a far-wandering order of chivalry from **VALON, THE EMPIRE OF THE NORTH**. Together, in 1066 BCCC, the priests of Modron and the Knights of Odin were able to trap Boruta in a secret chamber deep beneath the Grand Temple of Modron. They put a series of seals and runes on his chamber to contain him there.

Quite naturally, word reached Orcus...

In 1067 BCCC, Orcus organized a siege against the temple to release his son, bringing together all the forces of the Orcs of the Dearthwood in a great Orc Horde, led personally by the Demon Prince. Upon the approach of the great Orc Horde, at the behest of Modron, the **EARTH MOTHER GAIA** swallowed the temple in an attempt to hinder Boruta's release. Furious, Orcus turned on the city of Modron and laid waste to it, razing it to the foundations and slaughtering its peoples. Further, in retaliation for his son's imprisonment at the hands of Modron's clergy, Orcus imprisoned Modron under the ruins of her own city. Then he and his Orcs returned to the Dearthwood.

Shortly thereafter, the Orichalan Dragon-Lords, impressed and warned of the dangers of the Orcs of the Dearthwood, settled the area, building the **CITY OF GHARRIAS** upon the ruins of the city of Modron. They discovered the Goddess Modron, sleeping and imprisoned in a crystal cavern far beneath the foundations of the old city, amidst strange and terrible subterranean ruins that gave even those sorcerous villains pause. But from that time, through the retreat of the Dragon Empire from the Roglaras and the **FIRST GREAT INVASION OF THE THARBRIANS** in 1333 BCC, the city of Gharrias thrived. Then the Tharbrians returned in 1760 BCCC, defeated the gathered forces of the Empire of Viridistan and the northern **DRAGON KINGS** (and their **AMAZON** mercenaries) at the **BATTLE OF THE MAJESTIC MOUNTAINS**, and all but razed the cities of the Dragon Kings in the **SECOND GREAT INVASION OF THE THARBRIANS**.

For long centuries thereafter, the eastern Roglaras was a wasteland upon which the Tharbrians roamed and reived. North of the **ARCHLIN HILLS**, the local Amazons, descended from mercenaries of the Dragon Kings, also roamed, quickly merging their cause and fates with the Tharbrian clans. Only the Dragon Kings in their surviving citadels could hold them at bay. Outside the citadels, surviving Wild Men and Orichalans huddled in pitiful villages and hamlets, eking out a living scratching at small gardens and fields, fearing the day when the Tharbrian horsemen and their Amazon wives would ride in and take whatever they wanted, even should the whim strike them, their miserable lives. But in that time a strange thing happened; some Tharbrians and their Amazon wives, tiring of their wandering ways in a land so much more fertile than the **PLAINS OF LETHE**

their forefathers called home, settled down. At first they settled as barbarian kings and savage queens lording over huddled, fearful Wild Men and Orichalan serfs, but over time more and more Tharbrians and Amazons settled down, and in time the four peoples merged to become a new, blended people, the **THARBRIANA**. The Tharbriana combined the warlike fearsomeness of the Tharbrians and Amazons with the love of field and garden of the Wild Men and the cunning and craftiness of the Orichalans.

By the mid-20th Century BCCC, a Tharbriana tribe settled in the area east of the River Severn and north of the River Gilring, absorbing or exterminating the local petty Wild Men and Orichalan bands. They alternately traded with or raided Gharrias, the surviving citadel of the former city of Gharrias. These Tharbriana come into contact with the Merfolk of Crespar, and learn from them the sad, sorrowful tale of the imprisonment of Modron. But it was not until some two centuries later that the Tharbriana sought to release the imprisoned Goddess, not until after they had already adopted the worship of her parents, Manannan and Rhiannon, and the priests of those respective Deities called upon heroes from among the Tharbriana to free their divine daughter.

Finally in 2150 BCCC the walls of the Citadel of Gharrias were razed, the resident Dragon King and his minions put to the sword, and the terrible vaults beneath the citadel explored. Many heroes died in the search, but finally Modron was found and released from her millennium-long slumber. The Tharbriana built a new town on the ruins of the old, and as in olden days name it Modron, and formed a realm around the town. They named their realm **DÁL RIANNA**, after the heroine who freed Modron, **RIANNA**, who became the **FIRST QUEEN OF MODRON**.

For almost three centuries, the town of Modron and the Realm of Dál Rianna grew in wealth and power. The formation of the **ALTANIAN LEAGUE** in the South, the long peace of the **EMPIRE OF VIRIDISTAN** in the East during and following the long and fruitful rule of **REDDISORN THE GOLDEN**, and the decline of the frequency of Valonar raids from the North even as the **SKANDIKS** were tied down reducing the **AMAZON DOMAINS** in the East, all granted the realm time to breath and grow. Unfortunately, this growth was slowed by the **GREAT PLAGUE** in the early 26th Century BCCC, and then later stopped entirely following the **FOURTH GREAT INVASION OF THE THARBRIANS** in 2870 BCCC.

THE DARK BATTLE OF HAVOCIA between the Tharbrians and the Empire of Viridistan took place on the **PLATEAU OF BENDIGROTH** to the north and west; but the results of that debacle spread far and wide. For it gave the Tharbrians unfettered access to Viridistan and the Roglaras, where the power of Viridistan was utterly destroyed. Modron, Altanis, Antil, and even the Amazon Domains and the Skandik Realm were continually raided, with many of the smaller and weaker villages

and hamlets burnt to the ground. Chaos reigned for centuries, and the fortunes of all but the Horsemen of the West faded into ignominy and penury. Well, almost all, as the Skandiks, never one to let an opportunity such as this to slip by, gained land and leverage along the eastern shore of the Roglaras even as their settlements inland were threatened or destroyed. The northern hosts of the Valonar, too, raided the northern coasts and settled on the Warwik Peninsula. Savages and barbarians ruled the wilds, and civilization faded and sputtered throughout the Roglaras.

Three centuries later, in 3075 BCCC, the temporarily resurgent Viridians returned to the Roglaras, seeking to put an end to the Eastern Tharbrian threat. To that end they cleared and occupied the ancient, fearsome, and long-haunted **FORTRESS RHAMSANDRON**, said to be left over from the War of the Pious and Philosophers. They conquered and united the Halflings of the **HAMLET OF BY-WATER** and the Tharbriana of the **VILLAGE OF WATER-RAT**, shielding them with a new palisade wall and protecting them with a legion of warriors. They brought in allied tribes of Wild Men, Tharbriana, and Altanians, along with clans of Orichalans, Amazons, Skandiks, Valonar, Antillians, and even Tharbrians, together with colonists from Viridistan (mostly criminals, truth be known) and around that kernel of disparate peoples built a new city. The newly-minted **WAR CHIEF OF THE GREAT TRIBAL FEDERATION**, known as the **HIGH LORD OF THE EAST** in Viridistan, quickly allied with the **HIGH KING OF DÁL RIANNA** against the enemy barbarian tribes and savage clans.

For two centuries the two cities fought side-by-side against the darkness. Slowly, they pushed back the Skandiks, whelmed the Valonar, and drove out the Tharbrians. During this time, the peoples of the new city – known as **RHAMSANDRON**, after the citadel – merged and blended, eventually emerging as a new society, the modern **ROGLARANS**. In 3220 BCCC the High Lord of the East took on the title of **OVERLORD OF THE EAST**, and claimed suzerainty over all of the lands east of the **HOARY MOUNTAINS**. To ensure his independence, he marched on Viridistan with a vast army and allied with a horde of Tharbrians then migrating out of the West. Together the forces of the Overlord and the Tharbrians triumphed over every force the Emperor threw at them – until their siege of the **IMMORTAL CITY** was shattered by the summoning of the **DEMON GOD DEMOGORGON** and his demonic cohorts in 3227 BCCC.

After the **BATTLE OF UKRAK MORFUT** the Overlord enhanced his dignity by taking the simpler if more prestigious title of **INVINCIBLE OVERLORD**, which precluded no geographical boundaries upon his power. Though the siege failed, he maintained his sovereignty, and ceased to make even token tributes to the Emperor. Even the name of the city, Rhamsandron, was abandoned, in favor of simply calling it the **CITY STATE OF THE INVINCIBLE OVERLORD**. Shortly thereafter, in 3245 BCCC, seeing the way the winds blew, the High King of

Dál Rianna married his daughter and only child to the Crown Prince of the City State of the Invincible Overlord. The High King renounced his throne and dissolved the Kingdom, abdicating in favor of his new son-in-law. Dál Rianna became the **KINGDOM OF MODRON**, tributary to the City State of the Invincible Overlord.

With the merger, Modron grew even greater in power and wealth, though it experienced an influx of new settlers, Roglarans from the City State, who spread out to all urban areas that fell under the rule of the Overlord – and even beyond. Between 3309 and 3798 BCCC, during the long series of wars with the **SKANDIK WARLORD OF OSSARY**, Modron was the host of the **ROYAL NAVY OF THE INVINCIBLE OVERLORD**. After the **BATTLE OF CAPE NEARHORN** in 3798 BCCC, the Royal Navy essentially ceased to exist, as the Skandiks destroyed the great armada of the Overlord without a single loss of their own ships. This was part and parcel of the long prosperity and concomitant decline in power of the City State, which showed its weakness at the **BLOODLESS BATTLE OF BARRAD** a decade earlier, after which it began paying tribute to the World Emperor for the first time in more than five centuries.

This weakness was also evident in Modron. For, though trade by sea brought in huge amounts of treasure, and merchants from far-off Karak, Ghinor, and Tlan could be seen walking along the boulevards of Modron, the foundations of the city's downfall was in its very success. The very cosmopolitan nature of the city led the natives to follow the ways of foreign influences. Other Gods came to be worshiped in the city, most notably **PROTEUS, THE SHEPHERD OF NEPTUNE** – an ancient Orichalan Deity. Though Proteus was the uncle of Manannan, and thus great-uncle to Modron, the arrogance of the peoples of Modron in taking on the worship of a foreign god of the sea caused the Merfolk of Crespar to abandon their long-time allies.

For the Merfolk of Crespar had not forgotten the destruction of the previous city of Modron – they still remembered well the destruction of the city, the loss of the Great Temple, and the capture and imprisonment of the Goddess. In their eyes, the city's alliance in those ancient days with the worshippers of Odin was to blame. So in protested of the adoption of the foreign gods, especially Proteus, by the mid-39th Century BCCC they stopped trading sponges, coral, and pearls to the merchants of the city, feeling that only Modron should be worshipped in her city. Yet, the port's wealth increased... for a time.

Then, in the 3920s BCCC, hordes of Orcs boiled out of the Dearthwood, part of a terrible period of history known as the **ORC WARS**, and virtually extirpated the Tharbriana and Roglaran settlements between the Roglaroon and the Conqueror's River. This stopped the flow of Dwarven merchandise, ended trade in the local region, and depressed the economy throughout the Roglaras. Combined with the loss in

trade with the Merfolk of Crespar, the far-wandering merchants no longer docked at Modron.

Within a short 50 years, through loss of trade and continued depredations of the Orcs across the Roglaroon, the once flourishing area lost most of its population. The followers of Proteus and Modron blamed each other's deity and their followers for the loss. Civil strife erupted, the streets were drenched in blood and littered with the dead, and the temple of Proteus was submerged in the holocaust. The death blow was delivered in 3977 BCCC by Skandik raiders in longships who carried the majority of the remaining men and women off into slavery. The few survivors fled when Orc scavengers moved into the ruins for a final pillage and bit of vandalism, razing the remaining structures to the ground. The Temple of Modron, constructed underground, was left unscathed and the Merfolk renewed their vows to the Goddess of the Rivers. The City State was in the throes of its own civil war and interregnum, the **REVOLT OF THE CRAFTSMEN**, and unable to provide any assistance.

For three centuries, the ruins of Modron stood, occupied only by squatters, fishermen, and shepherds. In 4383 BCCC, the most recent reconstruction of Modron was founded once again on the ruins of the old, to be the centerpiece in the re-conquest of the northeastern lands from the Orcs, and to protect the Overlord's merchant ships from the **PIRATES OF HAGROST. MÆLSTROM**, a giant sea snake, with an allegiance to the City State, protected the builders, and still lurks the waters of the Roglaroon. The settlers were Roglarans from the City State, mostly followers of Mitra, another foreign God, dedicated to Law and Justice; a point of contention with the Tharbriana who also settled in the new city and remain loyal to Modron. The original name of the city was retained because it was equated with magnificent warships and high-wizards in the songs of the bards. The past fifty years has seen the new port again filled with Sailors and Star-Men, Buccaneers and Pirates, Merchants and Traders. And as of old, now and again, a junk from far-of Karak can be spotted at the quays.

Soggy, bound chests still nestle in the holds of scuttled warships and merchantmen dotting the river floor. A legendary fortune is said to lie within the sunken ruins of the Temple of Proteus. Columns lay in the sand, stones of dislocated arches are scattered amidst the mud, and slime-coated statues of forgotten Gods are visited only by the Creatures of the Deep. No hero has returned from the foamy labyrinthine river-bed. Sulfurous smoke bubbles from boiling water in one area of the sound. Sages tell of a river of incandescent lava beneath the wavelets, Sea-Bats, a Triton Treasure House, Sea-Frogs and deadly clouded waters... and unbeknownst to all, mere leagues to the north, along the banks of the Roglaroon, can be found the sunken Great Temple of Modron, where the son of the Demon Prince still rages, trapped to these many long millennia.