

The background of the cover is a textured painting of a golden dragon. The dragon is depicted in profile, facing left, with its wings spread. The colors are primarily shades of yellow, orange, and gold, with some darker brown and red tones. The background is a vibrant, textured blue. The text is overlaid on semi-transparent white rectangular boxes.

THE
STARDUST DESTINIES
APPENDICES

WRITTEN BY
CELINKA SERRE

The Stardust Destinies Appendices

by

CELINKA SERRE

Edited by Marg Gilks

Cover Art by Sophie Brunet

Binky Ink

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INTRODUCTION

Welcome to the Great Ocean Valley, where magic reigns and the dragons rule the prophecies. These appendices and maps will allow you to familiarise yourself with this new realm, because the world of Stardust Destinies functions quite differently from many others.

In Appendix 1, *Telorian History*, you will learn how the polcs of Teloria exist, and how they measure time and age.

In Appendix 2, *Kaulch`ec History*, you will discover how magic came to be in the lands of the Great Ocean Valley.

Appendix 3, *The Magic of D`unelor*, explores the history of an enchanted people and forebodes some of the events from recent history.

In Appendix 4, *Counting Time*, the seasons and how Telorians keep track of time are explained.

Appendix 5, *Polken Talk*, is a brief summary of speech and spells. However, it is in Appendix 6, *A Dark Force Growing*, where you will learn about all the evil that has befallen Teloria and its people, and discover the dark lord behind all the attacks—learn about his power, where he comes from, and what his dark motives might be. The power he wields is unique in Kaulch`ec History. Be advised that, although you may look upon these historical texts and study the lore of this world, you should never look into the eyes of the great evil that is Mirauk, for his curse is

greater than any magic that has yet been prophesied by any living being,
save the dragons.

APPENDIX 1:
Telorian History

A long time ago, in a time beyond that of any we know, there lived a people called the Telorians. These people were very peaceful and believed that all living things had magical powers. Indeed, their country was an enchanted place where only good reigned.

Teloria was situated to the north of the Great Ocean. Many villages were part of this territory, which extended from vast forests past the Twisted Rapids. The Telorians had settled there in a time beyond counting. Eventually they congregated in an area between the rapids and the lake, which they named Telor. They were not concerned with exploring too far; they preferred to stay in their large round huts capable of withstanding the cold of Winter, for the weather changed from very hot to bitter cold with the seasons. It was rare that a Telorian would travel; the few Telorians who did explore never went far, and always returned quickly.

And so their sedentary society blossomed, as they lived in harmony with the energy of magic around them.

The Telorians were of the polc race. Polcs were quite tall, with oval faces and round, dainty ears. Telorians were light skinned and their hair colour varied, with shades matching the leaves at the Colouring season (our autumn).

Polcs lived an exceptionally long time. Their average lifespan was

five hundred years. Like humans, polcs matured gradually from baby to child, but over a longer period of time. Twenty-five-year-old polcs looked and acted like five-year-old humans. Polcs learned more and were sent to school earlier, though, and they were more attuned to magic and the world around them.

Supposing it would take a human child one year to learn what is normally learned in five: a child would be sent to school at the age of three to learn the basics. At four, the child would move on to high school, learning about the history of the people. At six, the child would spend most of their time reading. At ten, the child would be ready to decide what they want to do in life and be assigned to a master to teach them. Between fifteen and twenty they would come of age and become an adult. By then they'd know a lot more and grow increasingly independent. They would gain wisdom through life experiences and meditation.

Now let's take a look at polcs. While they mature a little faster than humans, they also have so much more time to memorise all the essentials. Polcs have exceptional memories. So, from zero to ten, the polc has time to be a child and make friends and learn about the harvest and help around the house. Around fifteen, the young polc is sent to school. At twenty, the polc goes to high school. At twenty-seven, the polc spends time reading and memorising songs, poems, and spells, and learning about magic and history. Between thirty-five and forty, the polc is ready to choose a life path. They come of age between seventy-five and one hundred.

This may seem strange, but logically, it would be a better life to have, being able to learn all that one would want to learn and do, without rushing or getting stressed.

Here is a table to illustrate age equivalencies.

Do keep in mind that while this chart works as a reference point, polcs mature differently to humans since their childhood spans over 20 years, their adolescence more than 50 years, and their adulthood several hundred years.

Polc Age	Human Age
25	5
50	10
75	15
100	20
125	25
150	30
175	35
200	40
225	45
250	50
275	55
300	60
325	65
350	70
375	75
400	80
425	85
450	90
475	90
500	100
525	105

APPENDIX 2:
Kaulchèc History

The Kaulchèc were a people very much like the Telorians. They were polcs, no doubt, physically the same except the Kaulchèc were shorter. A nomadic people, the Kaulchèc rarely settled down. They arrived in Teloria when travelling from the east to explore the west and felt at ease, so they lived a few years in the magical forest of Mistoff.

The Kaulchèc brought tangible magic to the Telorians and taught them how to use it. Before then, the Telorians were magical, but they did not exercise magic as strongly or as often. They focused on understanding and meditation, and used magic in healing and harvesting, and even prophecy, using herbs and stones to help make a ritual or prayer more meaningful and fulfilling.

The Kaulchèc introduced practical magic and the Telorians began to *perform* magic. They spoke a similar tongue, so the Kaulchèc created a new magic based on the Telorian language and showed the Telorians how to create their own as well. In this way, they passed on their wisdom. Telorians performed spells and drew their power from nature itself. They learnt to create magical potions that went beyond the herbal remedies of their druids. There were now potions to save a life, to become invisible, to force the truth out of a thief. There was even a potion to temporarily stop menses so that the polken women could travel in comfort for longer periods of time.

Eventually, however, the Kaulchèc needed to move on, so as a token of friendship, they entrusted to the Telorians two great magic books: the *Book of Enchantment* and the *Compliment Book*. Kaulchèc spells were in two parts: the main body of the spell was in the main book and a key word or sentence that launched the spell was in the small secondary book. The Telorians adopted the Kaulchèc method for their own spell books—everything went in pairs.

After the Kaulchèc left Teloria, they explored the rest of the west. Some settled down near the Darakön Mountains, since they had enjoyed their sedentary life. They built a great fortress called Dalvar and lived in harmony with the dragons who dwelt in those mountains. The others, after exploring the mountains, travelled back to the east, stopping at Teloria to advise them not to disturb the peace of the dragons, for they were enchanted and protected a secret portal, a door to a sacred realm, which had been tested by the Kaulchèc. Being celestial beings, they were the link to the spirit world; only the dragons had been in and out of that portal because it was the door they had originally used to enter this world.

Those Kaulchèc who had seen the sacred realm wished to stay there permanently because their powers became stronger there, and they came out capable of conquering the world. But they knew that if they did, greed for power would overcome them. Only the eldest and wisest wizards could travel there, once they had reached that point in life where magic, power, and polc become one. Once there, they would become immortal and look after their loved ones from afar, never returning, and eventually dying and passing into the afterlife. Thus it had become the passage before the spirit world, where they would heal those who died and help them find the magical oneness within themselves, for not

APPENDIX 3:

The Magic of Dûnelor

The magical polcs who dwell in the *Desert of Dûnelor* in the Great Ocean Valley originally came from the far and distant *Land of Dûnelor*. Dûnelor is home to many deserts, oases and jungles. Those who travelled to the Great Ocean Valley established a magical desert wherein they would be protected from the harsh winters of their new home and could retain the weather to which they were so accustomed.

Dûnelorians are polcs, thus they live between 500 and 600 years of age. Being polcs who come from a southern continent, their skin is tawny with undertones ranging from golden to umber.

Dûnelorians possess great magic and know many forms of ancient spellcasting. In their domain, they are ruled by an Emperor or Empress, selected from within the family lines of the previous ruler. The new ruler is selected by their predecessor and chosen for their magical abilities. The Emperor or Empress then selects two other members of their family to form the magical triad with them, each wearing a magical gemstone around their neck.

In the Desert of Dûnelor, the ruler is independent of the one in the homeland. However, they keep in touch with their allies back home and frequently travel the long way by the Great Ocean to visit them. In

addition, they breed and tame great birds that act as messengers between the two continents.

Much is unknown to others outside the desert from before recorded history, but when the Dûnelorians first settled in the Great Ocean Valley, they travelled and explored during the warm seasons, and were allied with polcs from Teloria. They also possess ancient records of befriending other peoples who dwelt in the valley, now long gone from the Great Ocean Valley.

Being a settlement away from their homeland, the Dûnelorians remained a more private folk. On occasion, a Dûnelorian would court and marry a polc from Teloria, though these liaisons were sparse.

Dûnelorians preferred not to share their magical secrets or teach polcs who could not cast spells to develop those skills. Instead, they respected the natural flow of magic that the Telorians possessed. When the Kaulchèc arrived, these new polcs taught Telorians to use practical magic, though it was different to that of the Dûnelorians.

While the Kaulchèc were in the valley, their focus remained on Darakön and the discovery that polcs could enter the Portal from whence the dragons came.

Throughout Kaulchèc History, Dûnelorians have not been known to desire to possess the Portal's power, which sets their magic apart from that of the Telorians.

Due to their might as fierce warriors and their magical prowess, when the kingdom of Morok was established, the Morkan lords who sought to dominate the lands always gave the desert a wide berth.

However, from the beginning of Mirauk's long reign, his malice threatened even the Dûnelorians. To further protect themselves, they reinforced the magical barriers around their desert, and shut their

domain from visitors, seldom leaving themselves. This obliged Dûnelorian-Telorian families to choose one kingdom to dwell in or the other, though it did not cause any rifts between family members who were separated from each other.

Over the centuries, as Morok pursued war with Teloria and as Mirauk's power grew to immeasurable dominance, the Dûnelorians ceased all communication and travel outside the desert, save for rare missions, and began to slowly prepare for the inevitable attack on the desert that would surely come from Mirauk's forces.

APPENDIX 4:

Counting Time

The Telorians, along with all polcs, have a different way of counting the days than we do. The polc New Year's Day falls on the shortest day of the year. The longest day of the year is called Half Year's Day. In between each, when night and day are of equal length, is the Warm Quarter Day and the Cool Quarter Day. The polcs count 365 days each year, like we do, and every fourth year, there is an extra day before Warm Quarter Day (our Spring Equinox). They count four seasons: Spring, Summer, Colouring, and Winter. Spring starts on Warm Quarter Day, Summer on Half Year's Day, and so forth.

Polcs don't have months like we do. They have the notion of weeks, though. This may become confusing when keeping track of their birthdays, but if you're used to counting with the sun, it becomes second nature. Someone's birthday would be on the oomph day of the umph week of the season, or the oomph of the year. They knew that Warm Quarter Day fell on the 90th day of the year, Half Year's Day on the 183rd, Cool Quarter Day on the 276th, and New Year's Day on the first.

Let me show you examples using the birthdays of the five main characters of this story.

	Our Dates	Polken Dates
Niome:	March 4	The 4th day of the 6th week of Winter <i>or</i> the 74th day of the year.
Jimmy:	August 8	The 7th day of the 7th week of Summer <i>or</i> the 231st day of the year.
Meysah:	May 18	The 5th day of the 8th week of Spring <i>or</i> the 149th day of the year.
Boreth:	November 12	The 7th day of the 3rd week of Colouring <i>or</i> the 327th of the year.
Vigh:	December 9	The 2nd of the 11th of Colouring <i>or</i> the 12th day before New Year's <i>or</i> the 354th of the year.

Also, they didn't calculate the time during the day the same way we do. They had three specific periods—sunrise, midday, and sundown—and they looked up at the sun to determine which period the day was in. Other than that, when referring to a time of day, they'd say morning, afternoon, evening, or night.

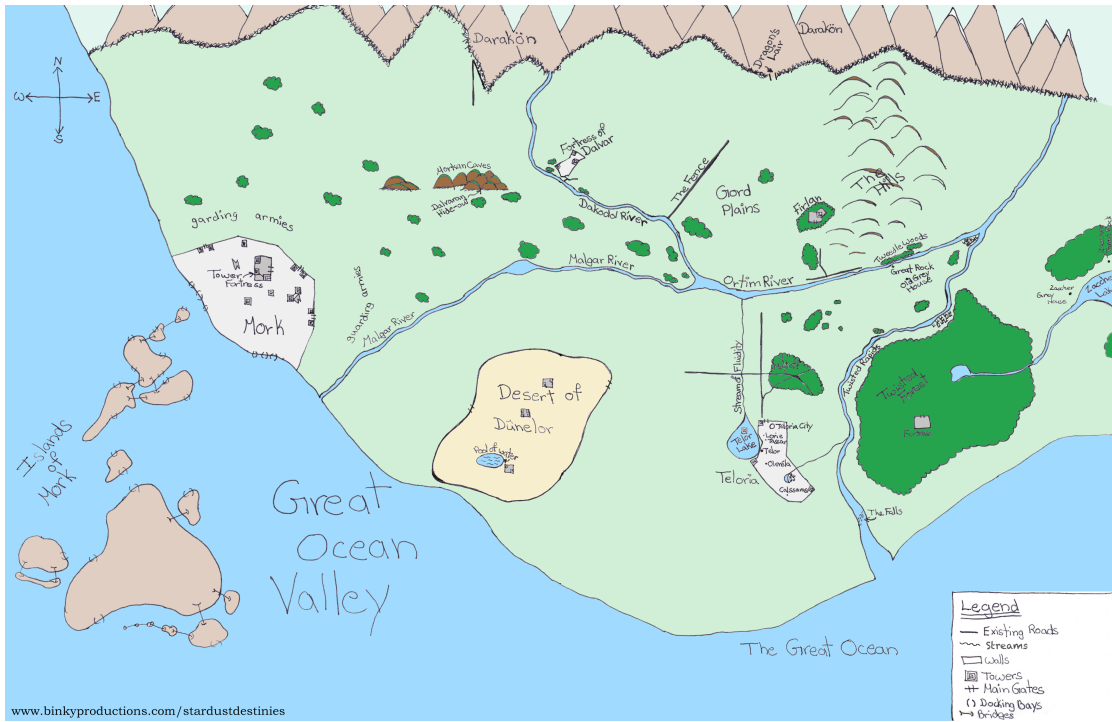
However, they did have the notion of time fragments to keep track of the passage of time from one moment to another. The number varied depending on which time of year it was—for example, in wintertime, the night had more fragments than day. However, time fragments can be very vague, even to polcs, so to simplify this notion I've used minutes and hours at certain times in the narration when it is important to know how much time has passed.

APPENDIX 5:

Polken Talk

All polcs spoke the common tongue, the only language they knew. The Kaulchèc spoke a language quite similar to the polken one, which is why it was the common language. The Telorians didn't know when or how they settled in Teloria, but they did know that all polcs speak in the same pattern, thanks to the Kaulchèc, who had met other types of polcs. When the Kaulchèc made the two books of spells, they combined the two ancient versions of Polken to create a new form of the tongue.

As time went by and as the Polken language changed, the Telorians modified and rewrote the history books. Only the spells were kept in their original form. At different points in time, different great wizards' families created their personal spells and passed them down, so the family spells were in old and new forms.



APPENDIX 6:

A Dark Force Growing

*A*t the beginning of Kaulchèc History, as before, the Telorians had kings who ruled and looked after the land. They had no form of election, and the kings were not chosen by bloodline. A Telorian was chosen to be king if he had great skill, if he was a powerful yet compassionate leader, and if he had a worthy heart. The wizards could look into their souls and determine whether a candidate was worthy or not.

Before being crowned, he would have to prove his worthiness to his people. He could choose to be king or to stay a great knight. There could also be queens. Those who accepted the crown took good care of Teloria. When the king or queen was ready, they would pass on to the Portal, or, before the arrival of the Kaulchèc, they would resign their position to complete their training in wizardry. They could also come to a mutual understanding to let another rule before their time was up. A prince could be the next king if he chose to prove himself, or, if he remained prince, he became the king's aide, like in a Senate. The cycle went on for many generations.

Then one day, curiosity and doubt led to greed for power. No one had foreseen this. A polc was born convinced he could change the world. No one had found reason for this or words to describe it. This Telorian had been the first to question their faith. If when in the Portal you

become immortal and able to decide when to pass on to the stars, why not gain all the power from it and establish peace and immortality among all the lands?’ he would ask. ‘In this way, Telorians could see the entire world and conquer all the lands to be king over them all, and learn all about the other cultures without study.’

The Telorians had to understand that if one of them went through the Portal and returned through it to have power over all the lands, even if their intentions were good, it would be unfair to the others. The rule was: you pass on there when worthy and never return.

This polc grew up and ignored his doubts, but when he got married, he passed on his theories to his many children, putting doubt and curiosity in *their* minds. Their family name was Mittèlor. Quite a few family lines came from the Mittèlor line. Some understood the rule of the Portal, but others desired the knowledge the Portal could give them. One from this family became King Silovah Firlan Mittèlor. He was chosen by the Telorians and proved himself worthy. Others in his family tried to prove themselves, but they all desired the Portal.

A group from the Mittèlor line, led by the king’s own brother, Bortah Mittèlor, rebelled against him and Silovah had no other choice than to banish them. They withdrew to the northwest. After a while, King Silovah found himself also desiring the Portal, so he withdrew from the throne and vowed to retreat to the north and protect the lands, making sure the Mittèlor family members would not attack the next king.

He left Teloria with his family and a small army, and they settled on the northern side of the Ortim River, in a forest that he called Firlan. He resigned his name and title as King Silovah of Teloria and took his second name as King Firlan Mittèlor of Firlan. He and his new kingdom watched the northern land and protected it with their magic.

He was the last Telorian king, for the Telorians were worried that the next king would catch the sickness of greed for power. Instead, they started to elect governors to organise Teloria's affairs with the help of a council. No specific ruler was declared after Silovah Firlan left.

After that decision, Teloria enjoyed peace and for a long time. The troubles concerning the Portal were not discussed or worried about.

Meanwhile, Bortah Mittèlor and his followers travelled and tried to settle in different places. They had built a small castle in the hills, thinking that being close to Darakön would benefit them, but when they discovered the stronghold of Firlan, they abandoned the incomplete castle and moved on westward. They finally settled and built their own kingdom by the Great Ocean in the far northwest. They were a large family and powerful in magic. They built a Tower of Sorcery and a great castle. They built a village, calling it Morok. They explored the islands that were located near Morok and "befriended" the polcs who lived there. They promised them power and domination over all the lands. The polcs joined their army and the Morkans adopted the Islands of Morok.

In this way, a great army grew over the years, as did their country, and wanting the Portal's power drove all Morkans raging mad. As the years passed, the language changed, their magic grew, and they conceived their own tongue so no other polc—in other words no enemy—could understand them. They prepared new spells and the dominion became stronger. Morok became Mork in the common tongue and the Morkans made their presence and desires well known to the Telorians, who perished when fighting against them. Although they sent few armies, they had managed to lure Telorians into travelling outside Teloria and into their traps, and over time all Telorians came to fear the

greatness of Mork.

At least the Telorians discovered one thing during these purges: that even if one was powerful in magic, if killed in battle by enemy blades, they did not become a star, and were therefore unable to appear to others to inspire them to good or evil. Instead their souls' intentions were erased and they had another chance to be reborn as a new person. Poisons and illness did not do the same trick as a blade and the Telorians knew that if they were to be rid of evil, they would have to confront it face to face and kill the most powerful evil wizards of Mork.

In 4011 of Kaulchèc History, the Morkans sent a messenger to Teloria to announce the crowning of their new king, Malgar, who wished, unlike the others, to ally himself with the Telorians and share power over the lands, instead of using destruction to force others to obey the Morkans' rulings. The Telorians understood the dark intentions despite the smile on the messenger's face. They did not know that the so-called lord was still a child at this time and he was not the one on the throne, not yet anyway. By then they knew all too well, however, that the Morkans were the descendants of the banished Mittèlor family so motivated by evil greed. The messenger's black horse and black cape filled them with dread.

The Telorians refused the offer. Assuring them that this was the last mistake they would ever make, the messenger returned to Mork.

The Telorians knew that this meant war. They gathered an army and built a great wall around the villages of Teloria. Now that the Telorians were no longer dispersed throughout the country, their area seemed small compared to the initial vastness of their territory, but they knew that if they were going to win this war, they had to stick close

together. The Telorian wall was solid, extremely tall, and had many watchtowers. Once it was completed, when the Morkans came to attack, they were unable to penetrate the barrier.

Teloria sent an army to Mork as a rebuttal. There were several exchanges like this, interspersed with periods of uneasy peace. A spy had been in Teloria, whom they failed to capture when they discovered him.

The Telorians thought they had destroyed evil when they destroyed Malgar, but they were too quick reach this conclusion and too quick to settle back into a peaceful existence. It was the calm before the storm.

Malgar had a grandson who was very young when Malgar was thought destroyed. Malgar had married at a very young age and his son had done the same; he was still a young polc, not yet in his middle years, when the child Mirauk was born. For many years while in his grandfather's care, Mirauk had learned from both his father and Malgar and they taught him evil magic. Malgar's evil lived in Mirauk, stronger than ever. Mirauk grew in power and maturity faster than any other polc in Kaulchèc History. Instead of coming of age between the ages of seventy-five and one hundred, he was already a young adult at thirty. He was strong physically and capable of controlling any polc with his mind, through a meditation entrapment.

When the Telorian seers counselled each other, they did not know what the Telorians should do about this growing fear and threat. Many did not think it possible and ignored the prophecies. Mirauk was only a rumour then, but they had to stay prepared. The prophecies and the messengers and attacking armies from Mork spoke of their young Lord Mirauk and the power he would one day unleash.

The great seers got together and wrote the *Book of Prophecy* as a warning to all Telorians who would one day face this danger. They

foresaw that Mirauk would no doubt live longer than any other polc ever had. They warned Telorians not to look into his evil eyes, for they feared that they would be cursed if they did. They also prophesied of one who would be able to face Mirauk and show no weakness except for Mirauk's own.

For a long time, many Telorian armies went to Mork to fight this evil before it became too powerful, but they never returned. In fact, very few warriors returned from Mork. Many of them died within a few years and others were so traumatised by this new terror, they could hardly speak of it. Indeed, the prophecies and rumours were true. This new lord was extremely powerful and those who looked into his eyes saw all his might, all his malice, and were indeed cursed to die. How long it would take was determined by how powerful the Telorian was.

Several Telorians discovered that Malgar was still alive and only his decoy had been destroyed. He was still teaching the boy, who was no child in the arts of magic. There were also many exchanges, in battle as much as in discussion, between Malgar and the Great Wizardess of Teloria, who also became powerful at a very young age, but negotiations collapsed, for Mork kept attacking. Now Mirauk was the ruler and Malgar was merely a wizard by his side, still powerful enough to do great and evil deeds for the benefit of his grandson.

Time went by, Mirauk grew stronger, and no Telorian could defeat him or his specially trained armies. When Malgar truly died, Mirauk grieved a long time and stopped sending troops to Teloria, but he was planning—he would not let them get away with that, nor with anything else.

Then one day, Mirauk sent his polcs to attack Teloria, instead of waiting for Telorians to try to defeat him. He had simply been waiting for

the perfect opportunity—when the Telorians were weakest and least numerous, when they had stopped sending troops to Mork. He had been waiting for this moment for a long time, planning it out very carefully, to grab the *Book of Enchantment* and *Compliment Book* so he could pass through the Portal and dominate and rule all the lands as he wished. He let the Telorians have a generation¹ or two of peace and then the Morkans came.

The Morkans came in such great numbers that they succeeded in destroying a large portion of the wall with catapults. They ransacked and pillaged all the villages and did great damage to Teloria. The Morkans managed to steal the *Book of Enchantment*, but they could not find the *Compliment Book* and retreated, their forces diminished, swearing they'd return for it. They had not foreseen that the guardian of the books would separate them, giving each book to another guardian in another section of the country to keep each part safe. They had one; if they were to get the other, Mirauk would do so himself, if he had to.

This battle lasted five years and was named the Big War. On their way out, the Morkans took prisoners with them to bring to their lord; any knight would perhaps compensate for their failure to steal the second book.

Although many wizards and the Great Wizardess Elina knew many spells by heart, as a rule, no one knew the Portal Key Spell. But Mirauk had to be stopped. The Telorians concluded, after studying the prophecies more intently, that the only way they could defeat Mirauk was if a great wizard or wizardess passed through the Portal and used its powers to destroy evil—the One that the prophecies spoke of. And for that, they had to retrieve that book.

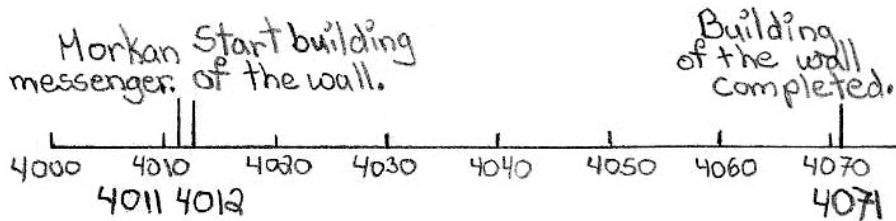
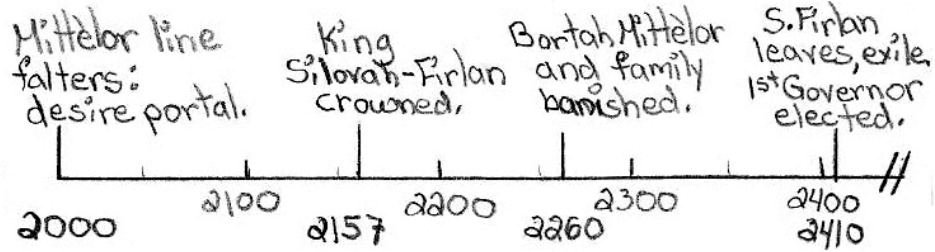
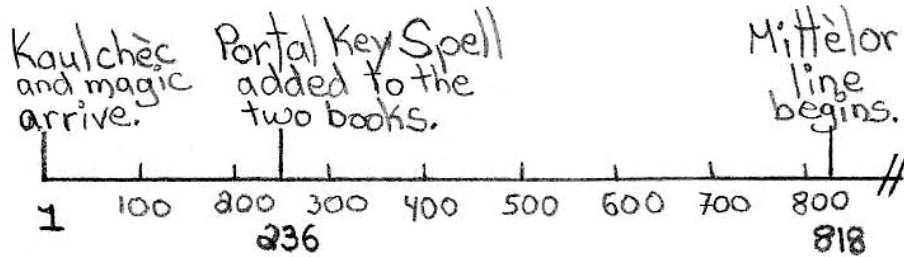
¹ Polken generations, unlike ours, which vary between fifteen to twenty years, spanned about thirty years.

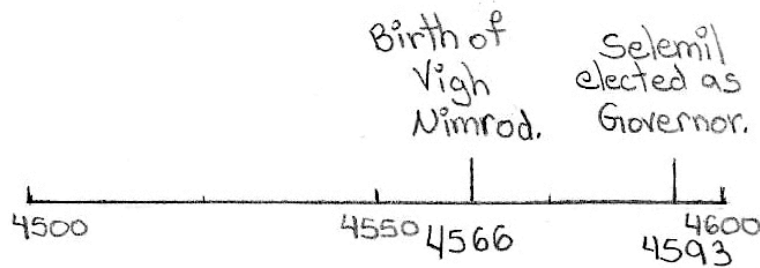
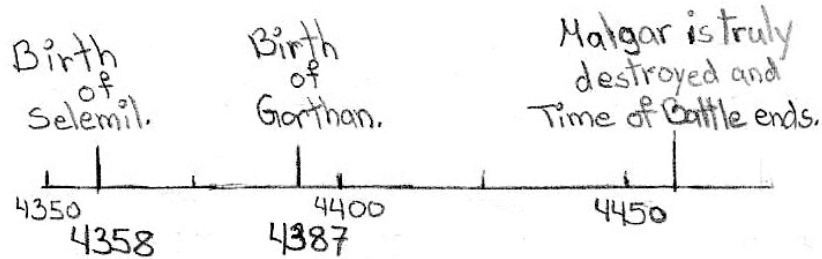
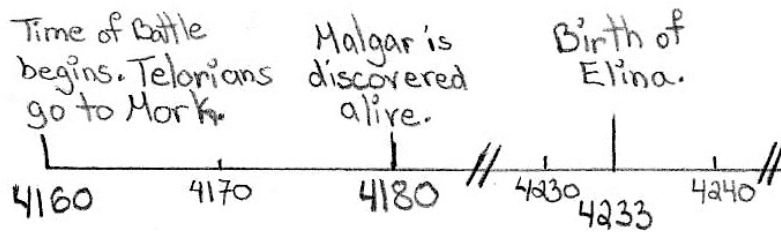
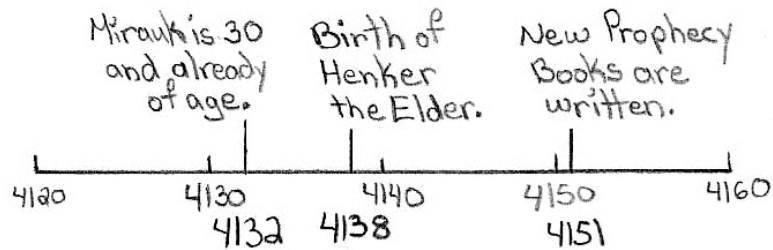
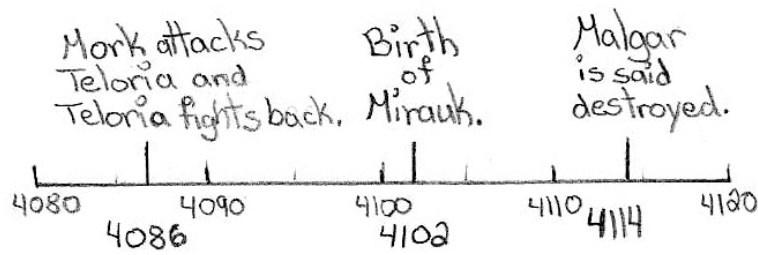
A young Telorian decided to lead a squad into Mork to take back what belonged to them. He was the second captain of the squad. He, the first captain, and Elina the Great Wizardess, along with ten other knights, entered Mork, passing north of the Ortim River to remain undetected.

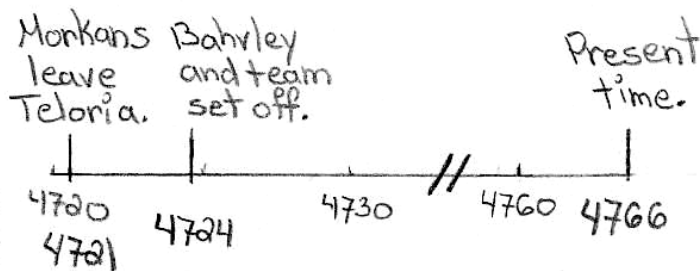
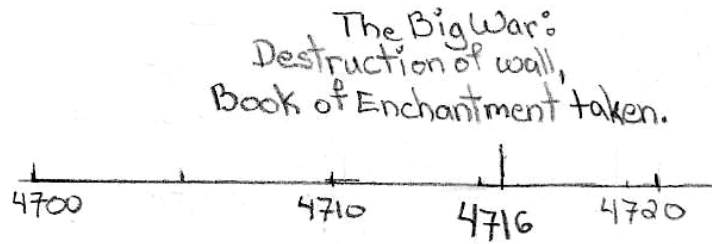
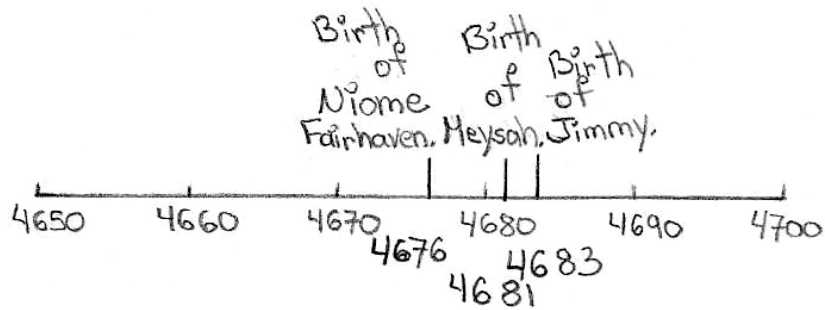
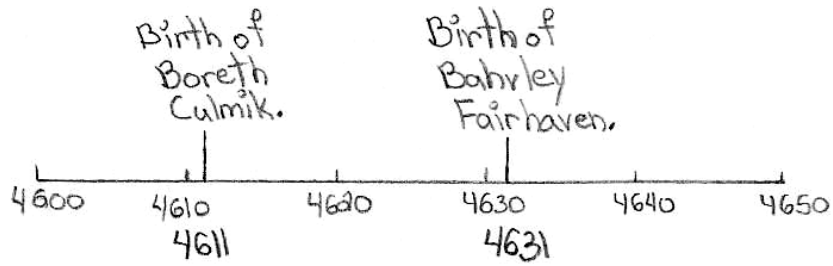
Along the way, they freed prisoners from Morkan camps. Many Telorians had been captured and taken away, too many. Thanks to this brave team, led by the Team of Twelve, as they called themselves, plus Elina, many of these captured Telorians were able to return home and help rebuild. Although nothing could make up for the loved ones they had all lost, hope filled their hearts.

About two years later, Elina returned . . . alone. She was greatly saddened, for many Telorians had perished. Mirauk had announced proudly that he had killed the two captains. Any Telorians who got away had disappeared and probably were captives. Elina was very ill, but recovered quickly. Yet she knew her time would come eventually, for Mirauk had told her this news himself, looking straight into her eyes, before letting her go so she could return to Teloria and tell those in her country the horror story and fate that awaited them all.

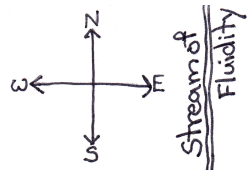
TIMELINE OF KAULCHÈC HISTORY



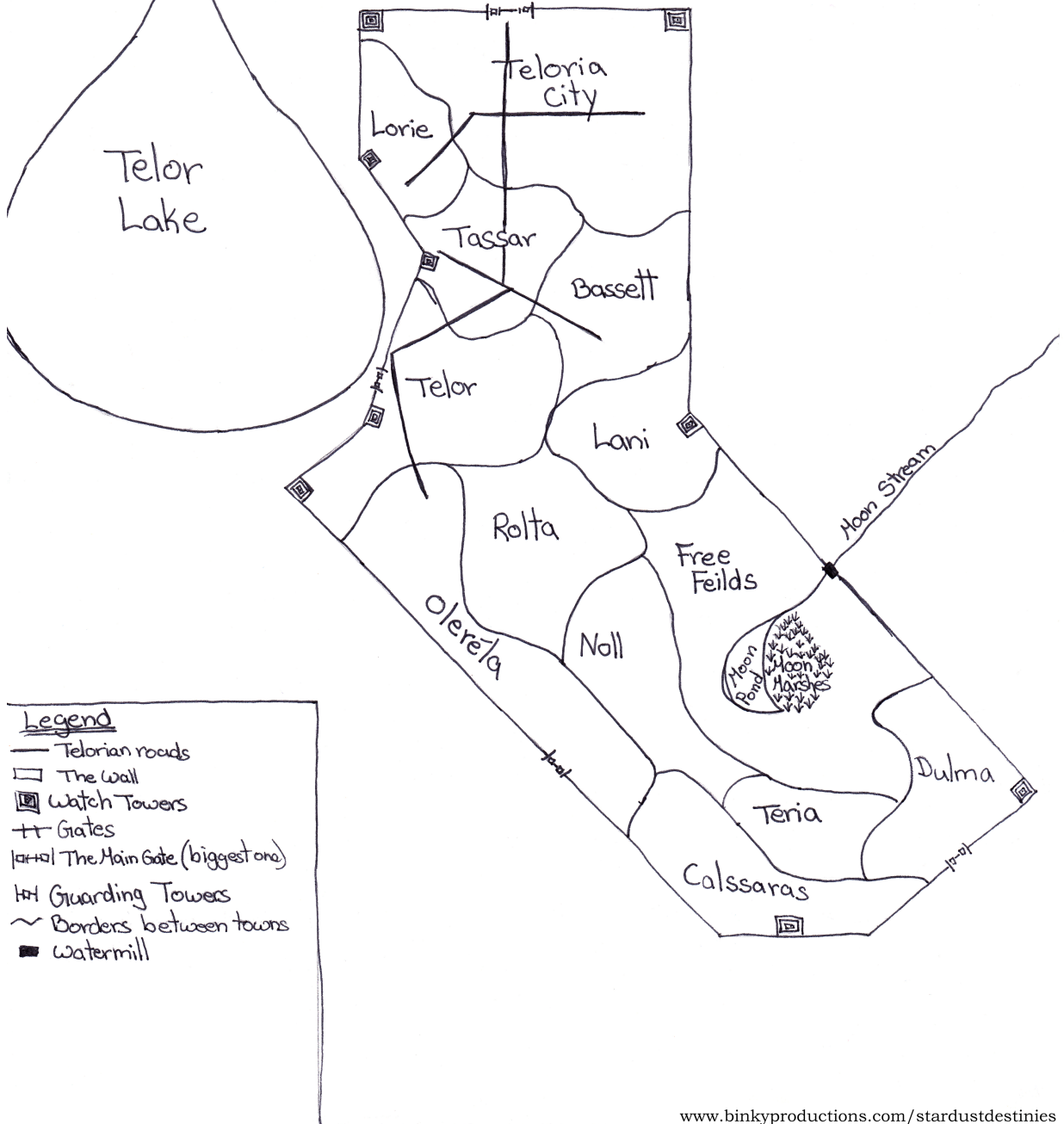




THE GREAT OCEAN VALLEY MAPS

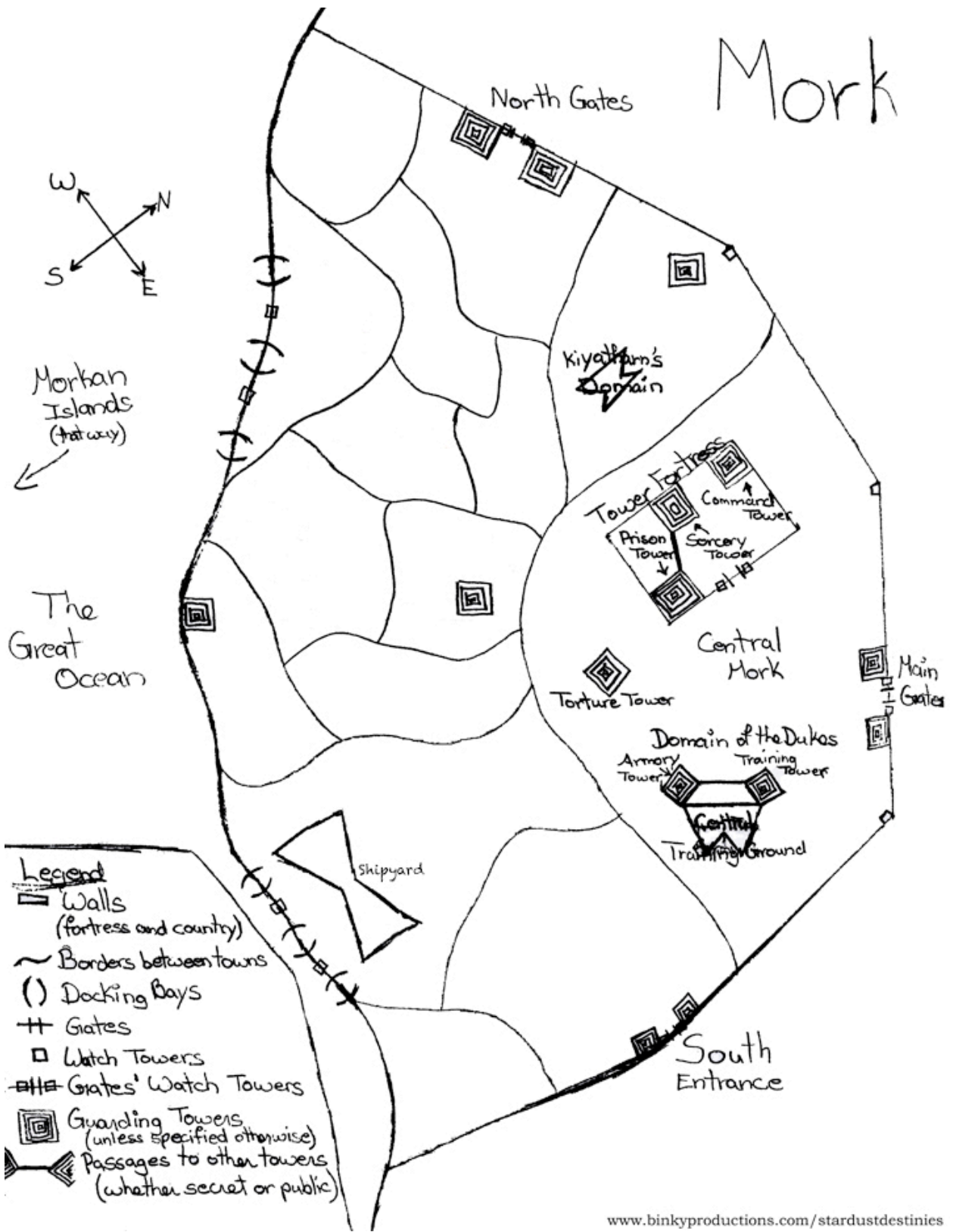


Teloria
(before the wall was destroyed)



- Legend
- Telorian roads
 - The Wall
 - ◻ Watch Towers
 - ++ Gates
 - ||+|| The Main Gate (biggest one)
 - ||+ Guarding Towers
 - ~ Borders between towns
 - Watermill

Mork



- Legend**
- Walls (fortress and country)
 - Borders between towns
 - Docking Bays
 - Gates
 - Watch Towers
 - Gates' Watch Towers
 - Guarding Towers (unless specified otherwise)
 - Passages to other towers (whether secret or public)

