

## Venturers of Airth®

The world of Airth was recovering from the Wizard War.

All creatures, everywhere, felt LeZarick and the Doyen's passing in many different ways. Magic was slightly changed but not so much it caused a major disturbance. Wizards were still wizards. Healers still wielded the golden force. The white bardic magic exhibited by Tomasian grew slowly among a small select band of bards. Life continued with a bright, unpredictable, and free future.

However, not all LeZarick's legions disbanded. Many continued to revel and thrive on the evil they had been driven to practice. These groups, sometimes randomly and occasionally well organized, viciously attacked and pillaged wherever they wandered.

Creatures LeZarick had bred to carry out his plans for world domination now roamed free and uncontrolled. Packs of great semi-intelligent wolves known as dire wolves; modified simians commonly called ugs; flocks of vicious black birds the size of eagles; and many other beasts, birds, reptiles and creatures of the deep sea, not native to the old Airth, now plagued the innocent.

Several of the once peaceful and recluse gray and brown dragons developed a taste for human flesh. Red dragons evolved to breathe fire, and blue dragons breathed violet balls of energy as

they swooped down on unprotected towns and herds to feed. Wisp-like creatures, thought to be the ghosts from Babile, were revealed to have been originally sucked onto Airth through the astral plane from unknown worlds.

Rosa eventually bore a daughter with the king of the wanderers, now known as travelers, and passed her enchanted lotus charm to her. Rosa acquired the title Rose the Great and is known by that today. Her son, by T'Lar, was raised by the travelers until he, while still a teen, left their company to seek his own destiny.

The maid Rosalind is the descendant of Rosa the Great and wears the lotus charm. She, like all before her who wore the charm, is a chronicler and seeks to observe history as it unfolds. It was through Rosa that we learned of the dire workings of LeZarick because, believing T'Lar dead, she, and then her eldest daughter through the generations, continued to fulfill his last wish and sought to observe history as it was occurring. The lotus charm captured and recorded everything that its wearers heard or saw.

Tomasian, still proclaiming himself the world's greatest bard, set out for the high king's castle with a totally unbelievable tale to tell, and a new brilliant white bardic magic to master. He was also compelled by a new quest imposed on him by his great-great...grandfather T'Lar: to revisit T'Lar's cave, meet with Rosalind, find two previously unknown intelligent species of Airth, and... but that is another story.

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There is much to see, more to do, and wonders to discover. Brave and talented individuals, ***Venturers***, are needed everywhere.

If *you* are up to the task, create YOUR Venturer Player Character, play ***Venturers of Airth***® become a ***Venturer***, and make *your* name and fortune!

Visit: <http://www.VenturersOfAirth.com> for more information