# From the Beginning…

## Hanone

### The Royal Family

**Ottomus**
- Wizard King of Hanone
- Symbol: Elohim

**Aryotha**
- Just a queen

**Felsawn**
- First born son
- Symbol: Jehovah

**Womlon**
- Second son
- Symbol: Lucifer

**Morgrith**
- **Third son**
- **Symbol: Holy Ghost**

**Illia**
- **Fourth child and only Daughter**
- **Symbol: Mother Nature**

### Higher Order Magic State

- The royal family, all but Morgrith, achieve a higher level of magic which deems them immortal.
- But there's a downgrade effect. By another high magic person
- Life...dependent upon not losing the high magic...

### Why the exodus? Why the need for the stone seed?

- Over population

- Desire to expand kingdom

## Order of Events

- King Ottomus rules Hanone
- Desires to expand his kingdom (or another reason)
- Announces the use of the Stone Seed - enchanted
- Will need a ruler of new country
- Volunteers
    - Felsawn - I will be steward of the land. The country will remain yours.
    - Womlon - I will be king over the land. The country will be mine.
- Felsawn chosen
- Womlon leaves to build up his army, rumor has it.
    - Gains followers
    - Plan to defeat his father's kingdom
    - Take the stone seed to rule his own country
- In the meantime, Felsawn deposits the seed far away into the ocean with the white dragon,
- Womlon does not know this.
- Felsawn returns to Hanone
- Womlon returns 3 years later
    - With a host
    - He is transformed and not the same
    - Sought out the dark and evil magic...and found it.
    - He brings the greeat black dragon with him
- The Great War on Hanone
    - The Royal Family fight against Womlon
    - Dark magic defeated over good magic
    - Womlon is banished to the sea
    - There are four who are immortal (Imforo, Skeldruc, Renthar, Krothwing) who are banished to the new country
        - The RISHK
        - Womlon - Hanone Thane - spite
    - His followers are sent to the new country to live
- Unexpected By-products:
    - The country was meant for the good people, and the Womlon's followers ended up being the only ones there to populate it.
    - The banishment spell (greater magic only) created a barrier
        - The Royal Family can't go to New Country
        - Womlon and the four can't go to Hanone
        - The other banished can't cross to Hanone
        - Only those born after the banishment can cross (Morgrith/Clal/Cliff Stranger)
    - The Veil: the Barrier becomes a cloud, a veil
        - The cloud blinds
        - And the ocean waters turn the traveler back toward which they came
- Morgrith
    - None of the Royal Family can cross the barrier
    - Give birth to another son, Morgrith
    - Give birth to another daughter, Illia

        - They find out that they are not affected by the Great Veil
            - Finding a piece of information about the spell that was used?
- Felsawn Presents a Plan as distant steward of the New Country
    - The New Country will return and unite with Hanone (Ottomus's previous purpose)
    - But it must be cleansed of all evil first (Ottomus's previous purpose)
    - Hero must be the answer
    - Five Crystals for North East South West and Center
    - Morgrith and Illia will go to the New Country
    - Morgrith will hide up the crystals
        - Hide up a people along with it to safeguard it.
        - Appease the people with a gift that reflects the gift of the crystal
        - Create a boundary so the people cannot escape their domain
    - Illia will become infused within the Country so as to move about within the earth, waters, elements to protect the land.
    - Illia protects the land and the crystals
    - Morgrith guides the hero
    - The Hero will be raised up
        - To collect the crystals
        - Create the master weapon
        - Defeat Womlon (Hanone Thane)
    - Ottomus uses magic and takes five crystals and infuses them with the world's elements:
        - Crystal of Fire
        - Crystal of Water
        - Crystal of Wind
        - Crystal of Earth
        - Crystal of Light (Ether)
    - They hide the crystals deep in the side of an unnamed cliff.
- Prologue
    - Morgrith travels to the cliff
    - Sedrak the dragon takes him to the side of the cliff with Illia on his back ready to go.
    - Followed by (Cliff Stranger) who thinks Morgrith is going to get the stone seed.
        - Cliff Stranger - possibilities
            - Good
                - ?
            - Evil
                - ?
    - Morgrith carries the five crystals out in a leather sack.
    - They fly off into the sunset (Morgrith, Illia, Sedrak)
    - The dark Cliff Stranger finds out about the crystals and their purpose
    - The dark Cliff Stranger is left behind in the shadows
- New Country
    - Over time the evil gives way to good and the great balance is worked out…history is lost.

*The other four - Womlon controls them somehow and can take away their rank and power….so he causes them to receive the banishment or to be banished with him.*

Morgrith is born after the banishment, he does not achieve the higher power so that he can go and be steward and shepherd over in the Illian country.

There is a moment in time - Morgrith - The Great Hidding - when Morgrith hides the crystals and banishes the four…

Morgrith lives a long time - but he does not have immortality.

Then a deliverer comes - Clal and must gather the crystals to create the master weapon…

Womlon must be defeated before the two kingdoms reunite.

Womlon's Kingdom is of the water……..he has to stay under the water…..

Cannot breath air……

But the rest of his followers……they can, including the RIS_K

Different race - Clal is somehow of the bloodline…..somehow.