

f the founding of Nestaria

Nestaria was founded some seventy years ago by the archmage Nestar, after whom it is modestly named. Nestar sought to create an idyllic society, where creative people could be free from fears of financial hardship, civil strife, disease, and tyranny.

Only a magician of his power could have been so successful. In fact, Nestaria became such a Utopia, that its more adventurous denizens, such as yourself, forsook it for the far less perfect outside world. There, they sought risk and adventure, and usually found it.

Nestar's children

Nestar and his second wife, Elaine, had two children, Grishnakh - their son, and the elder of the two, was a moody, capricious youth, who spent most of his time musing as to what he might do when he ruled Nestaria after his father. Imria - their daughter, and the younger of the two, was bookish and seemed to care nothing for affairs of state, or the court.

Nestar plans for the future

No man lives forever - nor woman either - and following Elaine's death, Nestar could see that the ferryman would soon see him on his way. Despite the advice of his advisers, Nestar concluded that his son, Grishnakh, was in no way suited to rule any place, let alone Nestaria. Nestar, ensuring the loyalty of key members of court, secretly began arranging for Imria to be Queen after his death.

Grishnakh takes the initiative

It was not long before whispers of his father's plans reached the ears of the ambitious Prince Grishnakh. His father was clearly a senile fool, and the sooner he conveniently died, the better. Whether Grishnakh actually poisoned and smothered his father cannot be known, but Grishnakh was the heir apparent, and most of Nestaria was not ready for the idea of being ruled by a younger daughter rather than an elder son.

The Prince of Destruction

Grishnakh did not take long to alienate most of his subjects. Rumours that he consorted with Dark Powers from Beyond abounded, as did horrific tales

of animal and other sacrifices. His despotism only contributed to public antipathy for his rule. Soon, a resistance formed, began referring to Grishnakh as the Prince of Destruction in leaflets and chalk signs, and commenced extensive if ineffectual guerilla warfare against Grishnakh's rule.

The Keeper

Of all Nestar's loyal retainers, only one remained in evidence. The Keeper, who stands at the Convergence and tends the ways between Nestaria and the other domains of humankind, remains, but the vast machinery that keeps open the ways in, out, and around Nestaria has been crippled by the theft of the orb that once powered it.

Now, the Keeper summons expatriate heroes, free in the outside world, back to Nestaria to restore the ways, bring Imria to the throne, and destroy the Prince of Destruction.