

Arnathia Book Series — Structural Outline

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Series: Arnathia Cycle (working title) **Genre:** Fantasy / Science-Fantasy / Adventure

Series Overview

The Arnathia book series follows two converging narratives: the **Hargus Hurryhouse Adventures** (near-term, party-scale) and the **Zorander Umbra Threat** (long-term, continental-scale). The series blends fantasy adventure with a science-fantasy mythology rooted in ancient Urnati technology, post-Cataclysm mutation, and stranded Earth explorers.

Core Tension

Zorander Umbra (Damon Norwood) seeks to rebuild Urnati technology by powering ancient Urnati supercomputers with a uranium reactor — his ultimate goal is to control Arnathia's fate. Against him stand Hargus Hurryhouse (dragon-blooded adventurer) and the four Adventurers he recruits. Across the continent, five other Earth survivors live in ignorance of each other — and of Zorander's existence — each believing the destruction of their ship was an accident.

Narrative Arc (Three-Act Series Structure)

Phase	Books	Description
The Hargus Adventures	1	The gathering, the journey to Tremer, the Kerran investigation, and the Corwin revelation
The Veilari Road	2	The journey, Zorander's rise, the OffWorlders assemble
The Cataclysm's Echo	3	Convergence, the confrontation, resolution
The New Age	(future series)	Post-Zorander Arnathia

Central Cast

The Hargus Circle

Character	Role	Notes
Hargus Hurryhouse	Dragon-blooded adventurer, quest-giver, mentor	Nuvolycan (half-dragon), son of Rehonu Orshogoth. Learned his true nature during his three-year disappearance (1188-1190 ATG). Resides in a fortified compound overlooking Lawcrane. Flashbacks and references across Books 1-2 reveal his past piece by piece.
Fazius Argenta (Faasnu Huth Orshogoth)	Hargus's half-brother, silver dragon	Stays with Hargus; does not accompany the party. His true nature is a secret until Book 2.
Elindine Raelle	Recruiter, tavern owner	Owns the Enchanted Jackal in Orsholon City. Hargus's close friend.

The Four Adventurers (POV Characters for Book 1)

Character	Class	Background	Motivation
Agnese Oatspell	Fighter	Royal Guard Academy, 2nd Lieutenant	Seeking purpose beyond the Guard
Courtenay Nightglade	Wizard	Uskkalu graduate, noble-born, disowned	Proving her worth independently
Ninette	Rogue (Veilari)	Hidden, recruited by Elindine for Hargus	True mission: protect Corwin. Does not know Hargus shares this goal.
Beivalur Feverbreaker Godthiraskime	Druid/Healer	Mosae Goliath, first to graduate Royal Medical Academy	Repaying the debt of his education

Antagonists

Character	Role	Notes
Zorander Umbra (Damon Norwood)	Primary antagonist	Earth scientist, saboteur of the warp ship. Appeared on Arnathia 1197 ATG (12 years after crash). Wants to rebuild Urnati tech via uranium reactor.
The Dyan	Ambiguous antagonists	Publicly destroy Urnati tech; privately sell it to Zorander. Transactional alliance.

The Earth Survivors (OffWorlders)

Survivor	Location	Specialist Knowledge	Role in Story
Jack Rourke (Pilot)	Baduhm Sovereignty, military trainer	Ship systems, flight path, re-entry	Knows the explosion came from inside the ship. Joins party in Book 2-3.

Survivor	Location	Specialist Knowledge	Role in Story
Captain	Chadigartu, harbor master	Mission parameters, landing survey data	Holds the official mission profile. Allies with party in Book 2-3.
Technician	Muvetusan, repairman	Shipboard communications, power systems, sensor data	Understands Urnati tech through Earth engineering. Discovered by Zorander's network in Book 2.
Doctor	Chiber Republic, healer (dying)	Crew medical records, Earth biology, chemical analysis	Recognizes the Kerran fog as synthetic. Contacts party in Book 2.
Geologist	Kheghwuhyahr, surveyor	Mineral surveys, terrain mapping	Identifies yellow powder as uranium from her survey data. Reaches out in Book 2.
Damon Norwood (Zorander)	Shadowfast Compound	Propulsion systems, antimatter containment	The saboteur who destroyed the ship.

The Veilari

Character	Status	Role
Ninette	Active, with the Adventurers	Veilari operative, mission to protect Corwin
Corwin	Rescued by Hargus	Young Veilari man. Attacked in Orsholon City — target of Zorander's agents. Must be returned to his people.

Book 1: The Yellow Powder

Logline: When a dragon-blooded adventurer hires four unlikely recruits for what seem like routine jobs, each task peels back another layer of a conspiracy involving forbidden technology, a hidden species, and an Earth-born saboteur who will reshape Arnathia.

Book 1 Overview

- **Length target:** ~90,000-110,000 words / ~28-32 chapters + prologue + epilogue
 - **POV Characters:** The Four Adventurers (rotating), with occasional Hargus and Zorander scenes
 - **Timeframe:** ~1199-1200 ATG (spans approximately 6-8 months)
 - **Themes:** Trust, found family, the cost of knowledge, the small-town threads of a continental conspiracy
 - **Tone:** Adventure-forward, mystery-infused. Begins as episodic fantasy jobs and tightens into a connected conspiracy thriller.
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Prologue: The Kerran Warning (1194 ATG)

A cold evening in the Dead Hills. Hargus Hurryhouse sits with the village elders in Kerran, listening as they describe the yellow powder their miners discovered — a chalky substance that made contact with it fell ill and died within weeks. A stranger has offered an enormous sum for the mine. Hargus warns them: do not sell. The substance is dangerous, and the stranger's motives cannot be trusted. He does not handle the powder; he stays well away from it. The elders heed his advice and refuse the offer. Hargus leaves knowing he has made a powerful enemy — and that the stranger will not forget the name Hurryhouse.

Establishes: Hargus's connection to Kerran, the yellow powder's danger, the seed of Zorander's vendetta.

Part I: The Journey to Tremer (Chapters 1-6)

Purpose: The four adventurers converge at the Enchanted Jackal on graduation day, travel together from Orsholon City to Tremer, and accept their first task. The journey builds their dynamic through shared hardship, mystery, and danger — long before they know who Hargus is.

Ch 1 — The Enchanted Jackal: Graduation day at Orsholon City's academies. The Enchanted Jackal is the traditional gathering place for newly advanced graduates, and the tavern is bustling. Among the crowd: Agnese Oatspell (Royal Guard Academy, newly promoted 2nd Lieutenant), Courtenay Nightglade (Uskkaalu graduate, noble-born but disowned), and Beivalur Feverbreaker

Godthiraskime (first Mosae Goliath to graduate the Royal Medical Academy). Unbeknownst to them, Hargus has already been busy — weeks ago, with Fazius and a network of underworld contacts he keeps on retainer, he extracted a young Veilari man named Corwin from Orsholon City before Zorander’s agents could take him. Corwin is now hidden at Hargus’s fortified compound overlooking Lawcrane. Elindine Raelle, the tavern’s owner, moves through the crowd — watching, evaluating. She has been asked by Hargus to find capable people for a discreet job. She approaches Ninette separately — a Veilari operative already in the city on a private mission. Elindine recruits Ninette for Hargus, but does not reveal that Hargus shares Ninette’s goal regarding Corwin. The four meet naturally at the Jackal, introduced by circumstance and Elindine’s subtle orchestration. She suggests there is work to be found in Tremer, and that traveling together would be wise. They agree to journey east.

Ch 2 — The Zeremel Forest: The party departs Orsholon City, heading east toward Tremer. Their first night camping in the Zeremel Forest. Courtenay and Agnese clash over authority; Beivalur mediates; Ninette observes. They discover an old cemetery surrounding a mausoleum — the Ormalt Mausoleum (also known as the Mausoleum of the Seven). A strange purple fog issues from the mausoleum’s vicinity — distinct from the chemical fog that later blighted Kerran. They avoid it, unsettled. Continuing, they reach a lake where Agnese encounters Isase, a water spirit who speaks in riddles. She knows things about him she shouldn’t. Meanwhile, a massive shadow passes overhead — something enormous in the sky that vanishes before anyone can get a clear look. The party is shaken. They press on toward Tremer.

Ch 3 — The Aka Forest: Travel through Aka Forest. A pack of jackalweres attacks the party — their first real combat as a unit, revealing each member’s capabilities and instincts. The shadow in the sky appears again, confirmed by all four. It is enormous, winged. Beivalur recognizes the silhouette as draconic. Courtenay senses no hostile magic. The party bonds through the shared danger and the growing mystery of what is following them.

Ch 4 — Tremer: The party arrives in Tremer, a trade town on the eastern edge of the Rinzeremel foothills. They lodge at the Aerie Inn, run by Belasiel — a warm, perceptive woman who knows more than she lets on. At the Dragon’s Stein Tavern (owned by Royston Ranald), they meet Hargus Hurryhouse for the first time. He is charming, well-dressed, and direct: he needs help with a problem. His first task is simple — a farmer named Fubdo has been losing grain to thieves. Investigate, catch the thief, bring him to Fubdo. Fazius Argenta (“Faz”) sits at Hargus’s table — quiet, observant. He remains with Hargus when the party departs on the job.

Ch 5 — Fubdo’s Grain: The party investigates Fubdo’s farm and the theft pattern. They ambush a grain cart ambush in progress, chase the thief through the countryside, and catch him — a young man named Ulrin, with a broken leg. Ulrin pleads: he’s not stealing for himself. His village, Kerran, is still alive but starving. The grain is for its survivors. Agnese is skeptical — Kerran

was supposed to have been destroyed years ago. Courtenay and Beivalur urge compassion. They bring Ulrin to Fubdo. Fubdo's reaction — fury, then revelation that Tremer abandoned Kerran — changes Agnese's mind. Beivalur heals Ulrin's leg. The party makes a decision: they will investigate Kerran.

Ch 6 — Fitzcarion's Ghost (Hargus Flashback): A flashback chapter. Fitzcarion "Fitz" Riviere as a child in the village of Fykic. He develops silvery dragon scales on his chest; the village bullies torment him. When a gang pins him down and tears his shirt, he instinctively releases a thunderclap that kills one boy. His stepmother Lady Wogsteff screams for him to be gone. His father Icarion says nothing. They abandon him in Orsholon City with a small sack of gold. He meets Elindine and the enigmatic Mr. Kyte, who take an interest in the strange boy. Returns to the present: the party departs Tremer with Ulrin toward Kerran.

Part II: The Kerran Revelation (Chapters 7-12)

Purpose: The party discovers Kerran is not a dead village but a dying one — and that its destruction was deliberate. The investigation at the Dead Hills mine reveals an active operation, enhanced kobolds, and the first direct evidence of Zorander Umbra's organized enterprise. The party returns to Hargus with a pattern, not just a problem.

Task 1 — Fubdo's Grain (Ch 5, Part I) *Assigned at the Dragon's Stein Tavern in Tremer. This is the party's first job for Hargus, and it leads directly to the Kerran discovery.*

The Kerran Investigation (Ch 7-12) Ch 7 — The Blighted Village: Ulrin leads the party along the overgrown Kerran road. The landscape transitions from living forest to a dead zone — gnarled, leafless trees, brown dust, an acrid haze. They arrive in Kerran at night. The village is not abandoned; a few dozen survivors remain, barely surviving. Elder Irion agrees to speak with them through Ulrin's introduction.

Ch 8 — The Elder's Lament: Elder Irion tells the party the history: the yellow powder discovered by miners, the stranger Zorander Umbra who offered an immense sum for the mine, Hargus's warning not to sell, the decision to refuse. Zorander's retaliation — a chemical fog and spray that killed crops, poisoned the water, and began a slow death that has stretched for years. The party sees the devastation in daylight. A shadow passes overhead — the dragon, seen by all including the Kerrans. The party resolves to investigate the Dead Hills mine.

Ch 9 — The Road to the Mine: The party travels toward the Dead Hills mine, which has been sealed and shunned for a decade. They encounter enhanced kobolds — unnaturally large, muscular, and aggressive. The battle reveals these are no ordinary kobolds. As they recover and make camp, the dragon descends

and lands before them, forcing the party to kneel. It studies them, then vanishes. Beivalur interprets this as a sign of protection; the others are unsettled.

Ch 10 — The Mine Awakened: The party reaches the mine entrance. It is not abandoned. A smelting operation is in full swing — ore carts, a fire pit with a cauldron, mining infrastructure. Enhanced kobold guards patrol the area. The party eliminates the guards and observes the operation. Ninette extracts information from the captured guard: the mining is focused on the yellow powder. The kobolds are enslaved, operating under threat of extermination by someone they fear. The party must enter the mine.

Ch 11 — Into the Dead Hills Mine: The party forces their way into the mine, fighting past enhanced kobold guards. Inside they find organized mining tunnels, veins of yellow powder, and evidence of a sophisticated operation. Deeper in, they glimpse the kobold barracks and breeding area — suggesting something far more organized than simple scavenging. But they are badly outnumbered. More kobolds swarm from the depths, and the party must fight a desperate retreat to escape with their lives. They leave knowing the mine is an active, occupied operation controlled by someone with significant resources — but they have no idea of the full scale or purpose.

Ch 12 — The Pattern Emerges: The party returns to Tremer and reports to Hargus at the Dragon’s Stein. Hargus listens in silence. He reveals what he knows: Zorander Umbra is the man behind the Kerran destruction. The yellow powder is what he wants — and he has been seen in other regions, asking about old ruins, strange metals, “devices.” Hargus shows correspondence suggesting a larger pattern. The mine is not an isolated operation. He sends them to investigate reports of lights and sounds emanating from the Oswalt Mausoleum in the Aca Forest — strange phenomena connected to old ruins buried beneath.

Task 2 — The Forest Beneath (Ch 13-15) Ch 13 — The Aca Forest: The party enters the Aca Forest on the Orsholon-Lawcrane Road. The forest is wrong — twisted trees, permanent twilight, the sense of being watched. They reach the Mirror (the lake) and encounter the Lake Woman. She speaks in riddles: “He who seeks what lies beneath must first see what lies within.” She knows Ninette for what she is. She is gone before they can question her.

Ch 14 — The Oswalt Mausoleum: The party finds the stone mausoleum on the forest’s western edge. Inside, a sealed door leads down. They descend into a cave system that shows signs of habitation — not by Zorander’s scouts, but by something older. The underground river rushes from deep within the mountain, its source impossible to trace upstream. In the deepest chamber they find Kaelen — a water elf far gone into madness. He believes himself a god, and has made these caves his temple, adorned with crude offerings and the bones of animals he has preyed upon. He is suspicious of anyone who enters, seeing them as challengers to his power. He is terrifyingly old in a boy’s body. The party learns the truth: Kaelen is responsible for the nightly purple fog that seeps

from the caves — it is how he leaves the cave undetected to hunt and feed on weaker creatures under cover of darkness. The party must navigate his paranoia and divine pretensions to get out alive, learning little more than that something ancient and broken lingers in these depths.

Ch 15 — The Ruined Chamber: Deeper in the caves, beyond Kaelen’s territory, the party finds an old stone chamber in advanced disrepair — collapsed pillars, faded carvings, the remnants of crystalline fixtures long shattered. The architecture is unlike anything they have seen, hinting at some ancient purpose. Beivalur notes the stonework does not match any known Arnathian style. Ninette senses a faint residual energy, like the echo of a presence long gone. But there is no working technology, no glowing arrays, no revealing inscriptions — just ruins. The party can describe what they saw in general terms to Hargus later, but no one — not even Hargus — can make sense of what the chamber was built for.

Task 3 — The Consortium (Ch 16-18) Ch 16 — Lawcrane: The party arrives in Lawcrane, the great port city. Hargus’s fortified compound overlooks the city from the hills — a villa-turned-fortress hidden from the main roads. He introduces them to the city’s underbelly: the Calaun Syndicate controls smuggling through the harbor, and a specific consortium — a front company — has been moving unusual cargo. Hargus wants it disrupted.

Ch 17 — The Port Job: The party infiltrates the consortium’s warehouse operation. They find crates of strange artifacts — carved stone, crystalline shapes, metal components in unfamiliar configurations — being packed for shipment inland. Shipping manifests list the destination as a holding company in the Rinzeremel foothills — the same region as the Dead Hills. Ninette recognizes Dyan seals on the crates. **The Dyan are selling old-world artifacts to whoever is buying.** The party destroys the shipment, triggering a chase through Lawcrane’s dock district. To them, the contents are simply arcane curiosities of unknown purpose.

Ch 18 — Threads Converge: Back at Hargus’s compound. The party lays out what they know: someone used a destructive fog to destroy Kerran, is mining yellow powder in the Dead Hills with an army of enhanced kobolds, scouting strange ruins (like the Aca Forest chamber), and buying old-world artifacts through Dyan intermediaries. To the party, this looks like a powerful mage or warlord amassing arcane power. Hargus reveals what he’s suspected: the pattern points to Zorander Umbra, a man who appeared from nowhere three years ago, built a fortified compound, and has been acquiring power at an alarming rate. The party has earned his trust. It’s time for the real mission.

Part III: The Corwin Revelation (Chapters 19-28)

Purpose: Hargus brings the party into his confidence at his Lawcrane compound, reveals Corwin (already rescued), and the mission transforms from investigation

to protection — the party must return Corwin to the Veilari homeland before Zorander finds him.

Ch 19 — The Lawcrane Compound: Having earned his trust through the test tasks, Hargus brings the party to his fortified compound overlooking Lawcrane port. Here he reveals his greatest secret: weeks before the party ever assembled, he and Fazius — using a network of underworld contacts he keeps on retainer — extracted a young Veilari man named Corwin from Orsholon City. Zorander's agents were closing in. Hargus moved first. Corwin has been hidden here the entire time the party was running tasks.

Ch 20 — The Veilari Boy: The party meets Corwin. Young, early twenties, with the unmistakable Veilari glow beneath his skin when stressed. He's been safe but restless, watching the horizon from the compound's walls. Ninette drops her veil briefly — a silent confirmation of shared purpose. Here she realizes Hargus doesn't just know about her mission; he's been executing it alongside her. The trust between them deepens.

Ch 21 — What Hargus Knows: In the compound's study, Hargus assembles what he knows: Zorander Umbra is the man behind the Kerran destruction, the yellow powder mining in the Dead Hills, the strange ruins being scouted, the artifacts flowing through Dyan hands. He has crossed paths with Zorander before — knows he is dangerous, methodical, and ruthless. Why Zorander needs a Veilari, Hargus can only guess, but he knows Corwin was targeted for a reason. Kerran was Hargus's failure — he gave advice that made things worse and did not stay to protect the villagers. He will not make that mistake again. He does not know what Zorander is actually building or why; he knows only that the pattern points to something continent-scale.

Ch 22 — Zorander's Calculus: POV shift. Zorander at Shadowfast. Reports confirm Corwin was extracted by Hargus's people — thieves, smugglers, unaffiliated operatives who can't be traced. The boy has vanished into a network Hargus built over decades. Zorander is calm. He marks Hargus for elimination. The loss of the Veilari boy slows his plans, but does not stop them. There are other ways. He accelerates his work through existing channels.

Ch 23 — The Compound Discussion: The party wrestles with what they've learned. The compound is well-fortified, but it's a matter of time before Zorander's expanding network finds it. The only permanent solution is to return Corwin to the Veilari homeland — a location Corwin knows but cannot reach alone. The party votes: they will take him.

Ch 24 — Departure from Lawcrane: The party prepares. Supplies, maps, a route that avoids Zorander's known territory. Hargus seals the compound. Ninette briefs the group on Veilari customs. As they leave under cover of darkness, Zorander's scouts are already probing the outer hills — a skirmish confirms the danger is immediate.

Ch 25 — The Intercepted Courier: En route, the party intercepts a courier

carrying messages and packages for Zorander. The letters are written in a language no one recognizes, with drawings of devices and partial symbols that look like nothing any of them have seen. Among the items are scraps of unfamiliar metal, schematics showing strange configurations, and notes referencing places and things that mean nothing to anyone in the party. They cannot make heads or tails of it — the only thing they can piece together is that Zorander is actively collecting artifacts and information from across the continent. The courier's origin suggests a network stretching farther than they imagined. The party packs the materials away, knowing they may be important but unable to understand why.

Ch 26 — The Road North: Travel. The party bonds through shared hardship. Ninette trains Corwin in basic Veilari control. Beivalur tends wounds physical and emotional. Courtenay's humor keeps spirits from flagging. Agnese earns the group's respect through steady, principled leadership. Hargus peels back pieces of his past: the urchin years, the three-year disappearance — he speaks of it in riddles, hinting at what he found without revealing anything. The truth of his nature remains his secret, to be revealed only when battle forces his hand.

Ch 27 — Shadows on the Road: A pursuit. Zorander's mercenaries have picked up the trail. A running battle at a waystation forces the party to fight as a coordinated unit for the first time since the Dead Hills. They win, but barely. The message is clear: they cannot outrun Zorander's reach forever.

Ch 28 — The Road Ahead: The party continues toward the Veilari homelands. There is no real choice to be made — Corwin must reach his people and safety. The weight of what they have learned sits heavy: Zorander is responsible for Kerran's destruction, commands an army of enhanced kobolds, and is amassing power through old-world artifacts. He is a threat unlike any they have faced. But that threat will have to wait. The party's mission now is protection, not confrontation. They press north, knowing Zorander's reach grows longer with each passing day.

Epilogue: The Shadowfast Countdown

Zorander stands in his underground chamber. The reactor core glows — a small uranium pile, crude but functional, surrounded by Urnati crystalline conduits. He throws a switch. Light travels through the conduits into the supercomputer node. For the first time in 3,400 years, an Urnati processor wakes. It begins to analyze the data he's fed it — the Aca Forest temple scans, the focusing array schematics, the location of every significant Urnati ruin on the continent.

He turns back to his work. His Dyan contact waits. "I need more artifacts. More focus crystals. The Veilari connection would have accelerated the timeline, but there are other paths. Expand the search." The envoy nods and leaves. Zorander touches the reactor casing. "I didn't come this far to share a world. I came to

own one.”

Book 1 — Thematic Threads

- **The price of hesitation:** Hargus’s guilt over Kerran drives every decision.
- **Found family:** Four strangers become a unit.
- **Knowledge as a burden:** Every discovery about Zorander makes the party less safe.
- **The Veilari as leverage:** Zorander doesn’t want to destroy the Veilari — he wants to use them.

Hargus’s Backstory — Flashback Structure

Hargus learned of his true nature — Nuvolycan, son of Rehonu Orshogoth — during his three-year disappearance (1188-1190 ATG). This knowledge is not revealed in a single exposition dump but **doled out through flashbacks** across Books 1 and 2. Each flashback answers one question and raises another.

Book	Timing	Flashback Content
Book 1, Ch 6	Fitzcarion’s Ghost — the first flashback chapter	Full flashback: Hargus’s childhood in Fykic, the bullying, the thunderclap that killed a boy, abandonment in Orsholon City, meeting Elindine and Mr. Kyte. Establishes his origin and why he helps those in need.
Book 1, Ch 12	After the Kerran report to Hargus	Hargus alone, touching the scales on his chest. Flashback to the bullying incident, the thunderclap, the dead boy. Why he protects the underdog — he was one.

Book	Timing	Flashback Content
Book 1, Ch 18	Threads Converge	Hargus navigating the Lawcrane docks — a flashback to the urchin years, Patrick Duggin’s lessons, learning to move between worlds. Why he knows the underworld as well as the palace.
Book 1, Ch 21	What Hargus Knows	Hargus tells the party about the three-year disappearance — but not what he found. The reader sees only what he chooses to share. The real content remains hidden.
Book 2, Ch 5	On the Veilari road	First real flashback to the three-year disappearance. Hargus in an unfamiliar place — mountains, isolation, a presence watching. He is learning what his body can do. The Nuvelykan nature is revealed to him.
Book 2, Ch 14	Mid-journey crisis	Extended flashback: the one who taught him — a dragon? Rehonu himself? A Veilari? Who showed Hargus what he truly is and what he could become. The answer shapes his choices in the present.

Book	Timing	Flashback Content
Book 2, Ch 22	Before the split	Hargus and Fazius share a quiet moment. Hargus already knows Fazius is his half-brother. A flashback confirms: they met during the three-year disappearance. Fazius was there when Hargus learned the truth.

By Book 3, the reader understands Hargus fully — what he endured, what he became, who his family truly is — without ever receiving a single “as you know” exposition scene.

Book 2: The Veilari Road

Logline: As the Adventurers race to return Corwin to his people, the ripples of their investigation draw the attention of scattered Earth survivors — each holds a piece of a truth that will reshape everything they thought they knew about the ship that brought them.

Book 2 Overview

- **Length target:** ~100,000-120,000 words / ~30-35 chapters
- **POV Characters:** The Four Adventurers + Hargus + occasional Zorander
- **Timeframe:** Immediately follows Book 1. Spans ~3-4 months.
- **Tone:** Road journey. Expands the world — new nations, new dangers. Becomes a race against time.

Part I: The Veilari Path (Chapters 1-10)

The journey to return Corwin. The party travels through unfamiliar territory, carrying the knowledge of Zorander’s existence. Along the way, their investigation of Kerran and the Dead Hills has begun to spread — rumors of yellow powder, a destroyed village, and strange technology travel faster than the party does.

- Corwin’s Veilari abilities develop under pressure — he’s untrained and dangerous. Ninette becomes his de facto mentor.

- The **Geologist** reaches out. She was the ship's survey specialist before the crash — she mapped Arnathia's mineral resources from orbit. When she hears rumors of “yellow powder” mining in the Dead Hills, she recognizes it as uranium from her own survey data. She knows what it can do. She contacts the party through an intermediary in Kheghwuhyahr, asking to meet. She is the first survivor to make contact — not knowing about the others, not knowing Zorander is Damon, just recognizing the danger of what's been unearthed.
- The party encounters the **Doctor** by chance in the Chiber Republic — a dying woman who treats travelers. When she hears their story — the chemical fog at Kerran, the Earth-made residue — she recognizes it. She was the ship's medical and chemical specialist. She confirms: that fog was not made on Arnathia. It was synthesized from Earth compounds. She is the first to tell the party that Zorander isn't just an OffWorlder — he brought Earth technology with him. She does not know about the sabotage. She, like everyone, believed the crash was an accident.
- Zorander's pursuit intensifies through his existing network — he wants the Veilari boy, and Hargus Hurryhouse has become a genuine threat. The party stays one step ahead through a series of close calls.

Part II: The Survivors' Gambit (Chapters 11-22)

The survivors begin to assemble. With the Geologist and Doctor now connected to the party, the truth begins to emerge: there were six crew members on the ship. The two survivors present know of four others — by role, not by name or fate. Each one carries specialist knowledge from their pre-crash assignment. Together, their memories might reveal the full picture of what happened.

The party decides to seek out the others before Zorander does. The Geologist knows the **Technician** was assigned to Muvetusan — the region's proximity to Urnati ruins made it a natural posting for someone who could identify advanced technology. But the party is not the only one looking.

Zorander's Dyan network has noticed: someone in Muvetusan has been asking discreet questions about reactivated Urnati devices — the same devices the Dyan have been selling to Zorander. The Technician, hearing rumors of technology awakening, has been trying to trace the source. His questions drew the wrong attention. Zorander's agents arrive to silence him before he can learn more.

The party learns of the danger through a message the Technician managed to send. They must decide: continue the Veilari mission, or divert to rescue a man they've never met — one of only six people on Arnathia who share Zorander's origin.

Hargus and the party split temporarily: - Hargus + Agnese + Courtenay race to reach the Technician before Zorander's agents do - Fazius + Ninette + Beivalur + Corwin continue toward the Veilari

Part III: The Shattered Mirror (Chapters 23-30)

Both threads converge. Hargus's party reaches the Technician in time — barely. They extract him from Muvetusan as Zorander's agents close in. The Technician, shaken, shares what he knows: he's been repairing Urnati devices using his Earth engineering knowledge, trying to understand them. He's identified power signatures consistent with someone deliberately awakening Urnati systems. Zorander's operation is bigger than a single reactor — it's a network.

While in hiding, Hargus's group encounters **Jack Rourke**. The pilot has been tracking the OffWorlder myth for years — the Pale Merchant, the lone figure who appeared from nowhere. He's heard the rumors about Hargus's party asking questions, and he's followed the trail. Jack has always suspected the ship's destruction was not an accident. The explosion was too clean, too internal. He had no proof. Meeting the Technician — hearing about the Urnati systems being reactivated — he starts to connect the dots. “Only one person on that ship could build a reactor from scraps. Damon Norwood. He designed the propulsion system. If he survived, he's been planning this for fifteen years.”

Ninette's party reaches the Veilari's hidden refuge. The Veilari agree to protect Corwin — but they have conditions: the party must stop Zorander's operation or he will eventually find them. Corwin insists on fighting.

Climax — The Assembly of Survivors: The full party reunites. With them stand three Earth survivors: the Geologist (who knows the uranium deposits), the Technician (who understands Zorander's methods), and Jack Rourke (who knows Damon — his habits, his weaknesses, his old engineering schematics stored in memory). Word reaches the **Captain** in Chadigartu through port gossip: a group is being formed, Earth names are being spoken. She pledges to come. The **Doctor** is too ill to travel but gives them everything she knows. For the first time since the crash, the crew is reassembling. And for the first time, they begin to ask the question none of them dared ask before: was the crash an accident — or was it sabotage?

Final Chapter: Zorander activates a second Urnati supercomputer node. The continent feels it — a psionic ripple, like a bell struck underground. The Veilari sense it across their sanctuary. The Lake Woman stirs in the Aca Forest waters. The war has begun.

Book 3: The Cataclysm's Echo

Logline: Hargus and his assembled allies storm the Shadowfast compound in a desperate bid to stop Zorander from awakening an ancient power that could reshape — or unmake — Arnathia.

Book 3 Overview

- **Length target:** ~110,000-130,000 words / ~32-38 chapters
 - **POV Characters:** Full ensemble + Zorander
 - **Timeframe:** Immediately follows Book 2. Spans ~2-3 months.
 - **Tone:** War. Sacrifice. Convergence. The tight conspiracy thriller of Books 1-2 becomes an open conflict.
-

Part I: The Assembly (Chapters 1-10)

Building the alliance. The party gathers forces:

- **Jack Rourke** arrives with Baduhmian contacts and — from memory — Damon’s original propulsion schematics, reconstructed on paper over years of thought. He knows how Damon thinks.
- **The Captain** brings a small Chadigartuan tactical squad — harbor veterans who owe her — and the mission’s original landing survey, which she has kept hidden for fifteen years.
- **The Geologist** provides the complete map of Dead Hills mining tunnels — an alternative route into Zorander’s compound. She also brings the survey data showing where the richest uranium deposits are — and where Zorander will go next if he survives.
- **Hargus** travels to **Mount Niahholm** with Fazius. Here, Fazius sheds his human guise, revealing himself as Faasnu Huth Orshogoth. The brothers stand together for the first time in their true forms. Fazius opens the hoard — ancient weapons, Urnati artifacts the dragon has safeguarded for centuries. Hargus’s heritage, already known to him, is now fully embraced.

Part II: The Siege (Chapters 11-24)

The assault on Shadowfast. A multi-pronged attack:

- The Geologist’s tunnel route bypasses the compound’s outer defenses
- Jack Rourke and the Captain lead the surface assault
- The dragons (Fazius/Faasnu + Veilari allies) provide aerial support
- The Adventurers infiltrate the underground chambers

Zorander is prepared. The compound is a fortress. Losses mount. The party discovers what Zorander has built: not one reactor, but a network of three — enough to power multiple Urnati supercomputers. He’s been planning this for years.

Part III: The Heart of Shadowfast (Chapters 25-35)

The final confrontation. Hargus, the Adventurers, and Jack Rourke reach Zorander’s central chamber. Zorander stands before the main supercomputer

node — partially integrated, a psionic amplification matrix that he cannot fully control but has forcibly connected to.

Zorander's philosophy emerges: Earth destroyed itself through environmental collapse. Arnathia will repeat the same mistakes. His sabotage of the warp ship, his acquisition of Urnati tech — all of it is an attempt to control the continent's development, to force a better outcome. He genuinely believes he's saving Arnathia from itself. But he has killed, manipulated, and sacrificed innocent lives to do it.

The confrontation is not a simple fight. It's a battle on three fronts: 1. **Physical:** Hargus + Agnese + Jack vs. Zorander's defenses and his elite guards 2. **Arcane:** Courtenay vs. the reactor's containment — if it fails, the compound becomes a second Cataclysm 3. **Psionic:** Ninette + Corwin + the Veilari connection vs. Zorander's integrated matrix — a psychic battle for control of the supercomputer

The climax: Zorander overpowers the Veilari connection, accessing the supercomputer's full potential. The room floods with psionic energy. Hargus — half-dragon, his nature fully embraced — channels the silver dragon lineage through the focusing array, disrupting Zorander's control. The reactor destabilizes. The party must escape.

The aftermath: Zorander is defeated — his reactor is down, his compound compromised, his supercomputer node destroyed. In the chaos, he vanishes. His fate is left intentionally ambiguous. He may have escaped through a hidden passage. He may have been consumed in the collapse. No body is found. Hargus searches the wreckage. Nothing. The silence is answer enough — and not enough.

Epilogue: The Dawn After

- The compound destroyed. The reactor contained (barely — Courtenay's arcane containment holds long enough).
- The Earth survivors hold a quiet ceremony for what they've lost — and what they've found: a new world.
- The Veilari sanctuary is safe. Corwin returns home. Ninette chooses to stay with the Adventurers.
- Hargus stands at the crater of Shadowfast. He has his vengeance for Kerran. It feels hollow. But he has also found a family — in Fazius, in the Adventurers, in the survivors.
- The Nine Nations send representatives. The truth about Urnati technology can no longer be hidden. A new age begins — one where the knowledge of Ene must be reckoned with.
- **Final scene:** Deep in the Aca Forest caves, the crystalline sphere in the Urnati temple's Sanctuary pulses once — a steady, rhythmic beat. The Sleeper's Threshold stirs. Something beneath Arnathia is waking.

Potential Book 4: The Sleeper’s Threshold (Post-Arc Extension)

If the trilogy structure leaves room for expansion, a fourth book could follow the consequences of the Shadowfast collapse. The deep-cave “Sleeper” (referenced in the Aca Forest cave system’s unmapped Level 4, below the Urnati temple) awakens — a pre-Cataclysm entity sealed by the Urnatis, now stirring because of the psionic energy released in the final confrontation. This would serve as the bridge between the Zorander trilogy and the next series arc.

TTRPG Modules (Companion Content)

The book series supports companion **TTRPG modules** set in the same world. These modules are not required reading for the novels but provide deeper exploration of locations, side quests, and character backstories.

Module Concepts

Module	Content	Novel Connection
The Dead Hills Incident	Investigate Kerran’s destruction, navigate the blighted zone, confront the Yellow Ghost	Direct prequel to Book 1, Task 1
Beneath the Aca Forest	The cave system, Lake Woman encounter, Kaelen’s madness, exploration of the Urnati temple	Parallels Book 1, Task 2
The Lawcrane Underworld	Port district sandbox: Calaun Syndicate, smuggling operations, Hargus’s network	Explores the world of Book 1, Task 3
The Enchanted Jackal	Social/recruitment hub. NPC profiles for Elindine, Mr. Kyte, Royston Ranald, Richa Springthorpe	Introductory module for all books
Jack Rourke’s Log	Surviving Baduhm, joining the military, investigating the crash site	Background for the pilot, connects to Book 2

Module	Content	Novel Connection
The Survivors	Vignettes for each Earth survivor: their crash, their adoption into Arnathian society, their secrets	Side quests that parallel Books 1-2
The Lost Mine	Torgaro Mine #12, the Walking Forge legend, Deep Guardians	Standalone dungeon crawl in the shared world

Module-Book Relationship

Modules should be designed to: - Be **playable independently** of the novels (no novel spoilers required) - **Add depth** to locations and characters the novels visit - Offer **alternate POVs** on events — what happens when a different adventuring party encounters the Lake Woman, for example - Provide **mechanical stats** for monsters, NPCs, and magic items referenced in the books

Appendix A: Authorial Notes

Unresolved Questions Requiring Development

1. **Rehonu Orshogoth's fate** — exiled, last seen 1171 ATG. Hargus knows his true father exists but does not know if Rehonu is alive or dead. This is distinct from Hargus's knowledge of his own origin (learned during the 3-year disappearance).
2. **The Veilari homeland** — location, culture, relationship to the Aca Forest temple
3. **The fourth level** of the Aca Forest caves — what is the Sleeper?
4. **Courtenay's family name** — the wealthy Orsholon family that disowned her
5. **Beivalur's dead colleague's letter** — what does it say?
6. **The Urnati Sphere** in the Sanctuary — power source, communicator, or prison?
7. **Torgaro knowledge** — did any Torgaro king know the truth about the Emissaries?

Intentional Ambiguities

These are not unresolved questions — they are deliberate narrative choices meant to leave room for future books or reader interpretation.

1. **Zorander's fate after Book 3** — He is defeated. His reactor is destroyed. His compound is compromised. What happens to him is not shown. There

is no body, no confirmation of death, no heroic sacrifice or villainous last stand. He simply vanishes in the chaos. This ambiguity allows Zorander to return in a future series with new alliances — perhaps with forces even he does not yet understand.

2. **The Sleeper beneath the Aca Forest** — Referenced in the temple's Sanctuary sphere and the unmapped fourth cave level. It stirs at the end of Book 3. What it is, whether it is connected to the Urnatis or something older, is deliberately unclear.
3. **Rehonu Orshogoth's fate** — Exiled, last seen 1171 ATG. Hargus knows he has a father but does not know if Rehonu lives. This is intentionally unresolved.

Timeline Corrections

The story present is ~**1200 ATG**. Key dates: - 3395 BTG — The Cataclysm - 71 BTG-29 ATG — The Gathering, foundation of the Nine Nations Alliance - 1185 ATG — The Fall: Earth warp ship destroyed in orbit, escape pods scatter across Arnathia. Surviving crew destroy non-operational equipment per pre-flight directive to prevent native misuse. - 1194 ATG — Hargus warns Kerran - 1195 ATG — Kerran destroyed by Zorander's chemical weapon - 1197 ATG — Zorander Umbra appears on Arnathia - 1199 ATG — Jarth Fendwyr Kidnapping (Hargus + Fazius rescue) - ~1200 ATG — Book 1 begins

Distinctions to Maintain

- **Aca Forest fog** $\neq$ **Kerran fog**. The Aca Forest fog is natural psionic pollution from Kaelen (the water elf). Kerran fog is a synthetic Earth-developed chemical herbicide deployed from orbit. These are DIFFERENT phenomena that characters in-world might confuse — create dramatic irony or investigative tension from the distinction.
- **Psionics** $\neq$ **dragon abilities**. Urnati psionics are a trained genetic capacity. Dragon abilities (shape-shift, telepathy, breath weapons) are evolved biological traits from Cataclysm radiation. Hargus exists at the intersection: human psionic inheritance + draconic biological traits.
- **The Dyan** are not moustache-twirling villains. They have a consistent theology (technology caused the Cataclysm) and a practical corruption (selling said technology to Zorander). Their internal conflict — true believers vs. opportunists — is a narrative resource.