The History of Harkers Lodge.

Over 100 years ago when many of the great cities of the world still stood and Harker, an Aylward ranger of Sca’lan discovered the Legion hated the fresh pools of spring water. He hypothesized that the water came from the deep earth and was so pure, the Legion couldn’t touch it or cross it. For many years he had served his King, travelled where many wouldn’t and scouted out the many dark parts of the world. Looking for survivors or signs, such as the spring water.

His service to the King however, was abruptly brought to an end when it was discovered he had been wounded and infected by a Legion blade that cut him. He only had a few months to live, but he dedicated his last few months, right up to his last breath, creating the Still Marshes and The Lodge of Rangers, that became known as Harkers Lodge. To this very day, Rangers still walk the perimeter of the Marsh and watch for signs, survivors of failed treasure raids and protect the last safe place East of the Salvation Wall.

Harkers Lodge and the Small village of Korn is separated by a deep bog and only a bridge connects them. These days the Still Marshes are a den of thieves, convicts and fool hardy adventures, looking to go deep into the dead forests and search for lost treasures.

The Rangers position is open to any race willing to dedicate their lives to the call of the wild. Val’drith, God of the land watches over them. It can be very solitary sacrifice they make and at times months go by without seeing any kind of living civilsation.

To this day, few Orcs has ever taken up the roll of Ranger as they believe Val’drith is a false God and Ghia or Ghee is the mother of the land.

To play a Ranger, just look at the concept art and think Survival when putting your kit together. No Ranger will have a chest or stove. Everything should be carried on them or kept OC.