

Starter Pack for Gemlas

A world born from destruction. A history shaped by gods, war, and forgotten secrets.

Welcome to Gemlas, also known as the Second World.

After the destruction of the First World, a new realm was created. Cocur, the greatest of all Gods, did not wish to repeat the mistakes of the First World.

In this short introductory guide, you will step into the world of Gemlas, its hundreds of stories, races, mythology, dozens of lands and kingdoms, bloodlines, and the history of the Second World.

If you are interested in a deeper understanding of the world's history and its evolution through time, I highly recommend the book "**Atlas of Gemlas.**"

It is also available as a physical, full-color hardcover edition, containing countless hand-drawn maps, illustrations, and materials from this 10-year project.

[You can learn more here about the Atlas of Gemlas.](#)

Foreword

I have been building this world for over 10 years; it is my passion.

I hope this guide helps you enter my complex and history-rich fantasy world.

If you are interested in my work, you can support and follow me on Patreon here:

www.patreon.com/c/IMAcora

Also, be sure to visit my official website:

www.thelastartifact.com

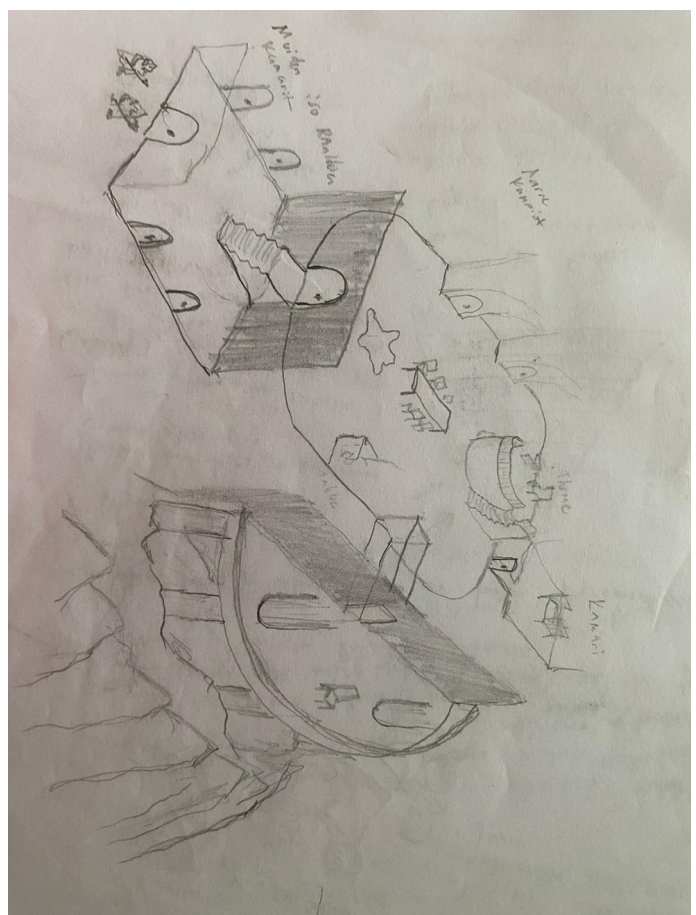
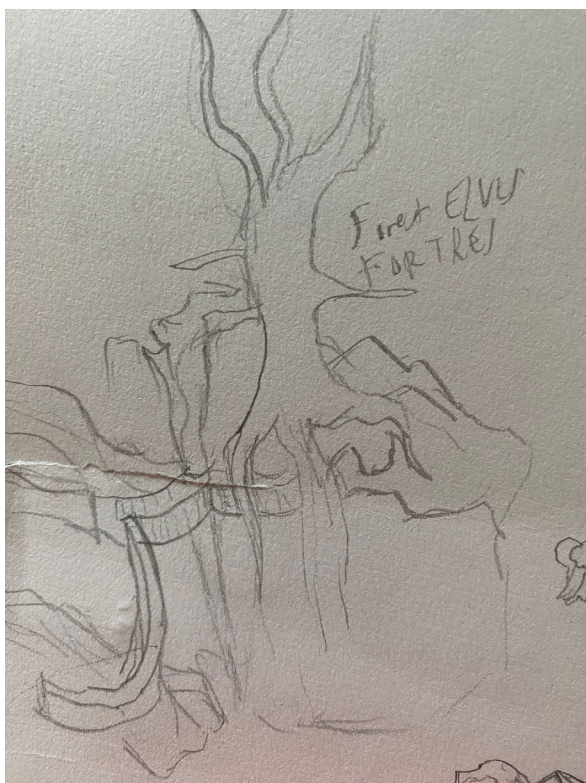
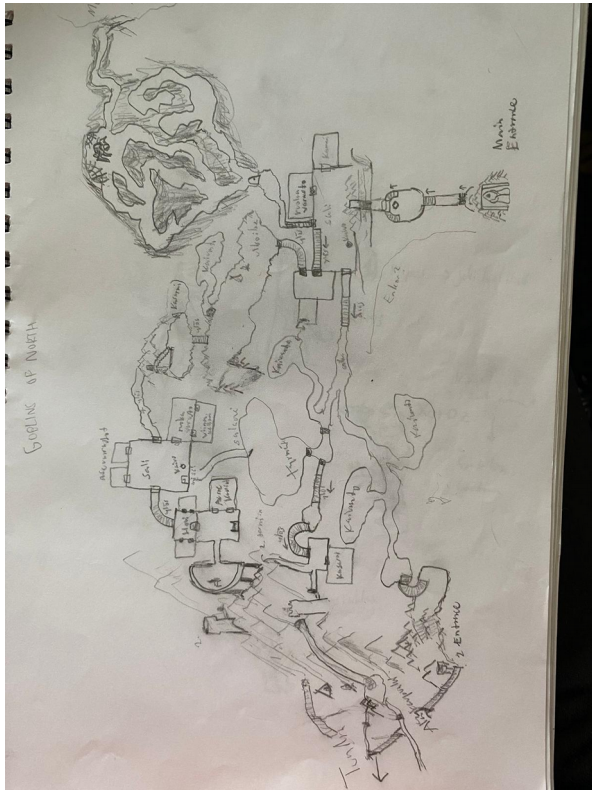
Best Regards, I.M Acora



Some of my schetces during past 10 years

Some of my illustrations:

[Here is Link for Youtube video where I show shortly about 100 drafts.](#)



Geography

Major Kingdoms of Gemlas (Years 3500–4500)



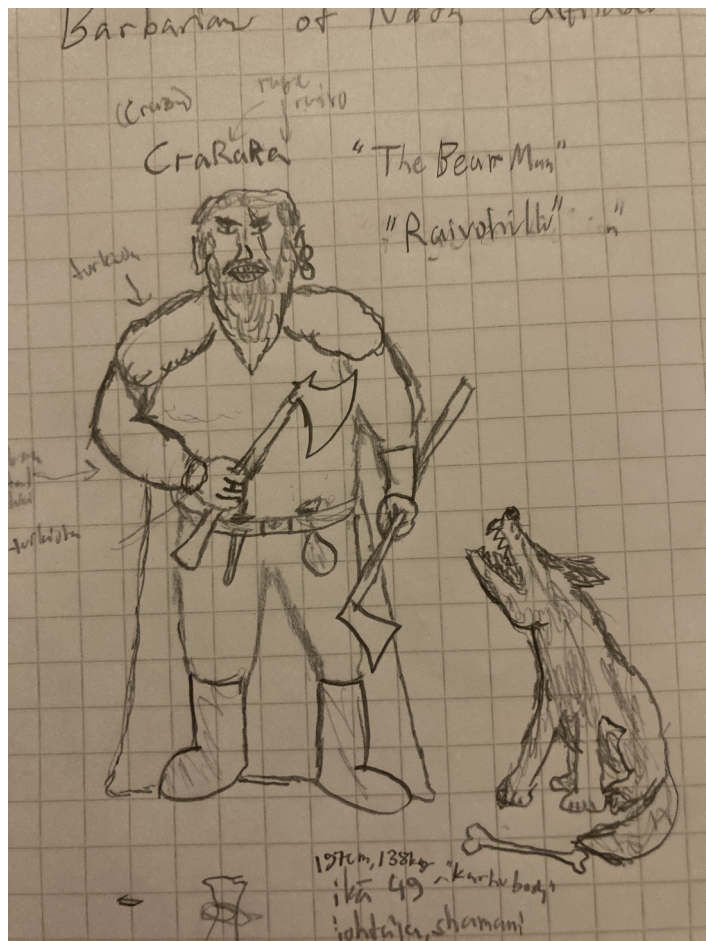
1. Nuwars
2. Mindoros
3. Lancros
4. Iscros
5. Beirnas
6. Riverlands
7. Dustylands

About the First- and Second-World

In the stories of this book, the universe consistent of two massive continent:

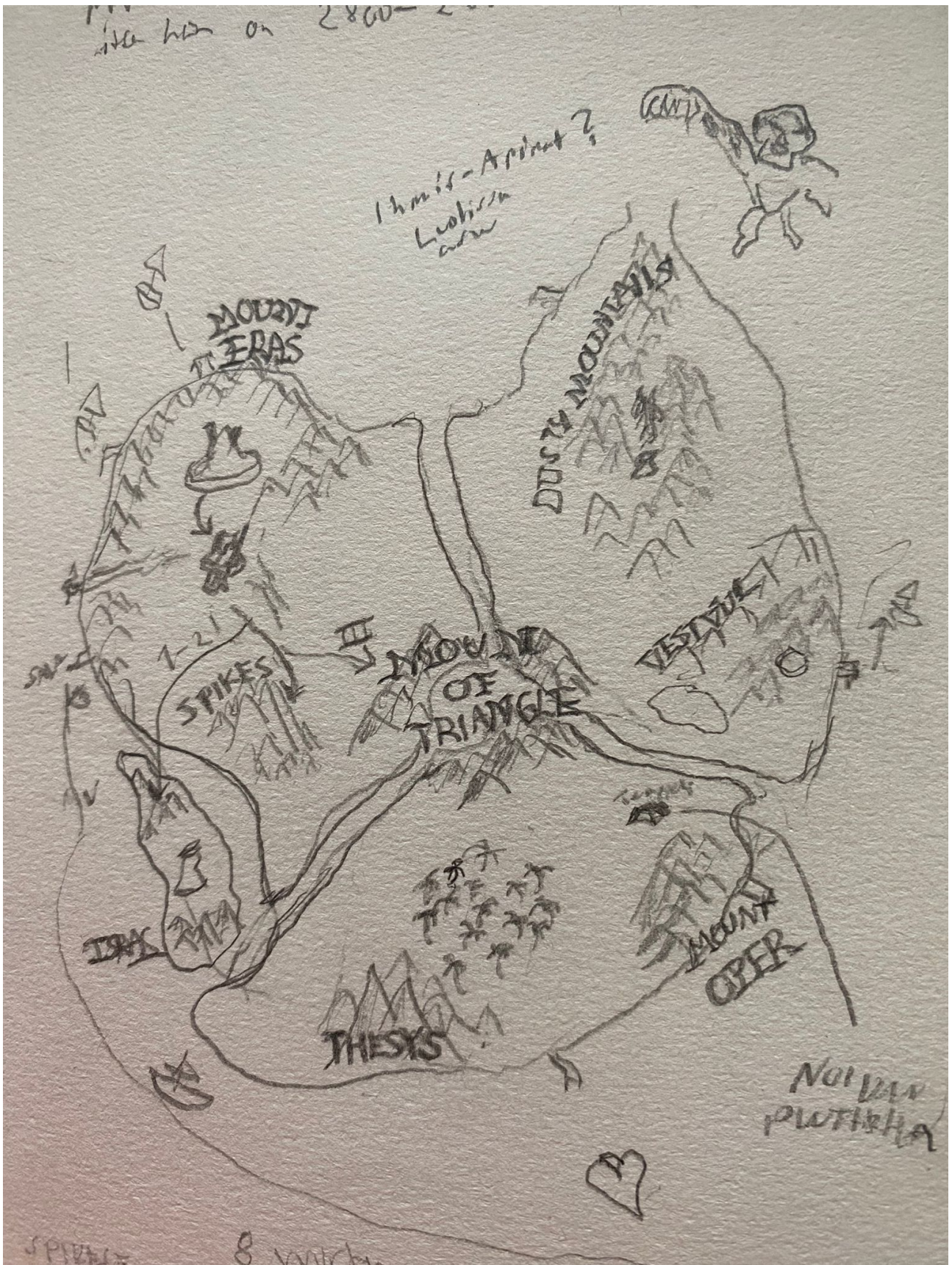
- The Second- or II-World, also known as Gemlas
- The First World or I-World, known as the name Socras, are mentioned multiple times. This book is focused on the II-World, Gemlas, which consists of four bigger regions:
 - Northern Continent
 - Southern Continent
 - Nalos Island
 - The Glacier

This starter pack does not focus primarily on the southern world, but rather on its events and how they are connected to the North.

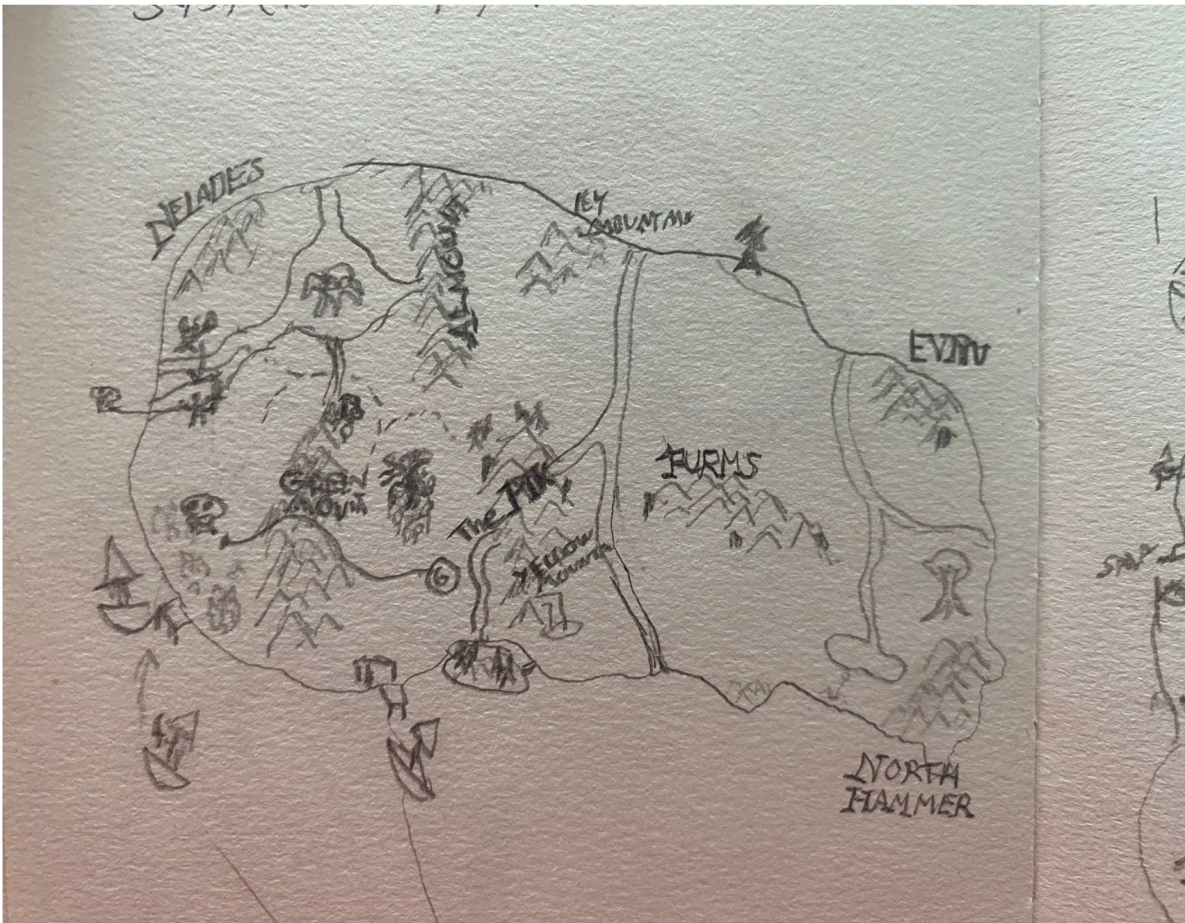


Art Illustration of the Barbarians of the North of Gemlas

Map of Southern Continent



Map of Northern Continent



About the Second-World and Northern Continent

In this fantasy saga is mentioned the world many times using different terms, such as:

- The North
- The Northern Continent
- The Northern World

All of these refer to the same, large northern half of the Second-World.

The southern half is either The Southern World or The Southern Continent. These two mainlands are divided by the sea, and at the easternmost points of both large continents, North and South are closest to each other.

A great mountain range connected the continents at the beginning of World II, until Cocur, the supreme of all and the highest God, intervened many thousands of years ago, before the time this book takes place.

The mythology about the Gods and their hierarchy is not described in this book, as the mythology of the creation of the world long ages ago is a completely different story.

There were only three Gods working and building the Second-World after a catastrophic incident had happened in the First-World.

These three Gods are :

- **Nores** ~ *The lesser God who was still capable of creating life, yet his powers were limited. The Northern Continent was given for Nores.*
- **Eres** ~ *He could be considered as a brother of Nores, a similar, lesser powerful God, yet still no human could stand against him. had the Southern Continent under his responsibility.*
- **Nalos** ~ *The Nature God. As the mistakes of the I-World failure were learnt, Cocur decided to give one of his lesser Gods' own islands to II-World for her mission. Nalos loved all the greenish entities: herbs, trees, flowers, meadows, birds, and animals. She was also one to be responsible for being the leader of the Elves, who fled the I-World chaos along with the humans. The Great Forestland was one of the three Elven Kingdoms, where Nalos used to have her Guardian of the Forest, her seven-hundred-feet-tall Dragon.*

But as Cocur realised a mistake of his creation and had to intervene, he sent another powerful God, Hwolpir, who came with a massive warhammer all the way from God's Island to II-World via the ocean.

The story itself is long and is not being told in here, but historical events of the first two and a half thousand years of the II-World can be found at the end of the book.

Shortly after the ancient event, as Hwolpir arrived, the sky went red as blood. Then he cast the biggest thunderstorm people have ever seen in their history during the existence of the Second World War.

Many who lived in the Second World War thought that doomsday had come and the world no longer existed.

As Hwolpir destroyed the mountain connecting the continents, leaving a seaway of several hundred of miles between them. From that point, ships could not pass due to the dangerous reef and the mountain's remains.

Some believe Hwolpir did not act alone...

History and timeline of Gemlas

This is a shortened version of Gemlas history up to the year 4500.

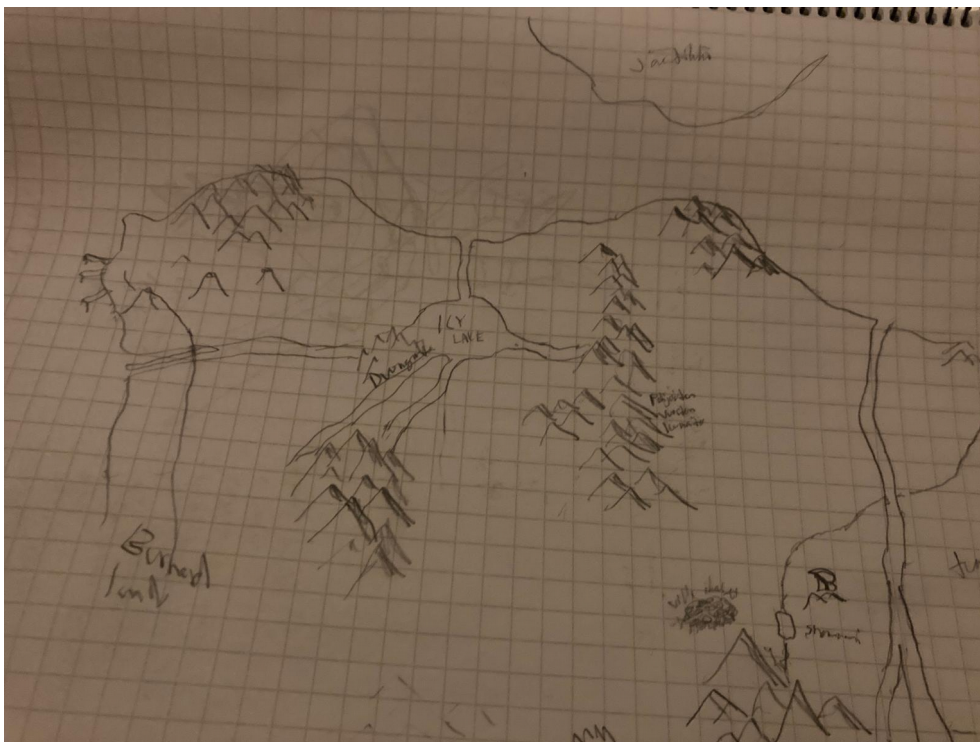
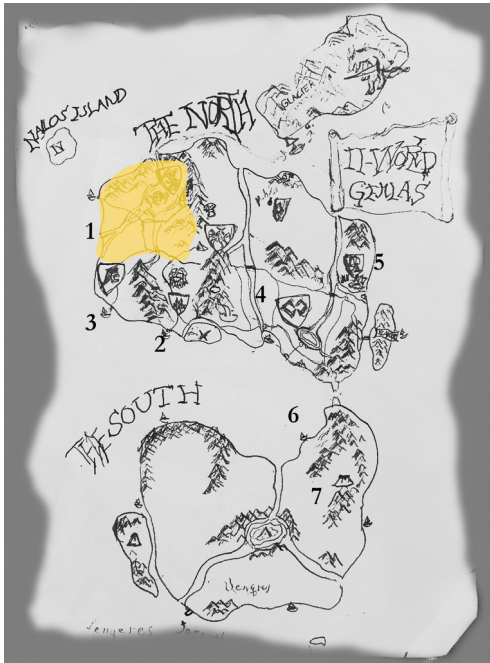
It focuses on the key events that shaped the world into what it eventually became.

- **Year 0** – Humans arrive from the First World after fleeing its destruction and horrors.
Wizards, servants of the great Gods of Gemlas, welcome the refugees from the sea.
- **Year 100** – The first Half-Elves emerge
- **Year 200** – The mountain is split by Hwolpir. The first Dwarves of Gemlas appear
- **Year 600** – Nores creates the Dvuongors
- **Year 1000** – The first Dvuongor city is established
- **Year 1100** – Eres secretly travels North for the first time
- **Year 1700** – Eres makes a second journey
- **Year 1703** – Goblins are created in the Dusty Lands
- **Year 1900** – Goblin invasion of the North
- **Year 2010** – A devastating pandemic spreads across the eastern lands of the Northern World
- **Year 2020** – The Northern Barbarians emerge
- **Year 2100** – Eres' third journey. He discovers the secret city of the Dvuongors and is filled with rage
- **Year 2101** – The Dvuongors begin constructing the statue of Nores
- **Year 2230** – Eres attacks the North and kidnaps Dvuongors
- **Year 2235** – The Cromots are born
- **Year 2270** – Civil war in the North between eastern and western kingdoms
- **Year 2370** – The statue of Nores is completed
- **Year 2670** – The Great Northern Invasion of Eres
- **Year 2730** – Waros intervenes and imprisons both Nores and Eres
- **Year 2800** – The Black Sorcerer secretly begins his first journey to the First World
- **Year 2836** – The raiding of Southern artifacts begins
- **Year 2870** – The Black Sorcerer returns from the First World
- **Year 3040** – The South has been completely stripped of its artifacts

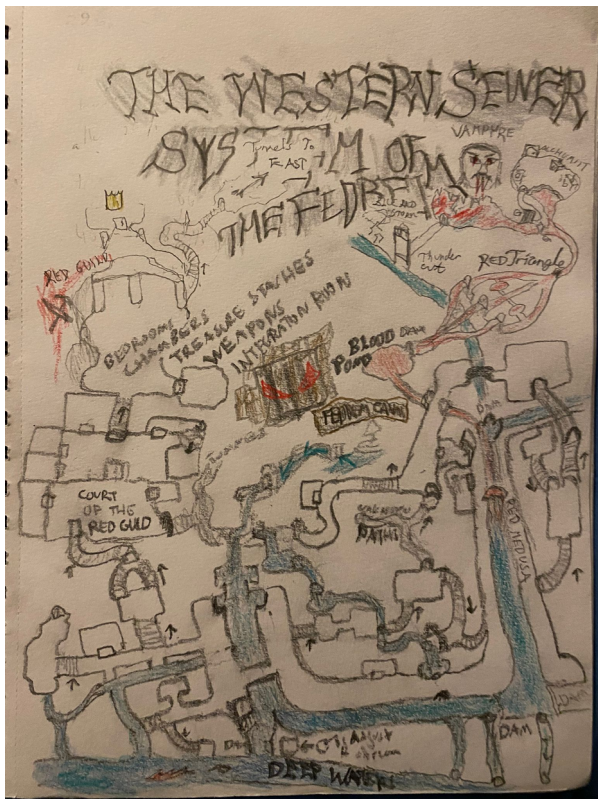
From this point onward, more detailed and separate storylines begin to unfold, all leading toward the year **3500**, when the most infamous century of Gemlas begins.

Maps of the Kingdoms of the North - Gemlas

Nuvars

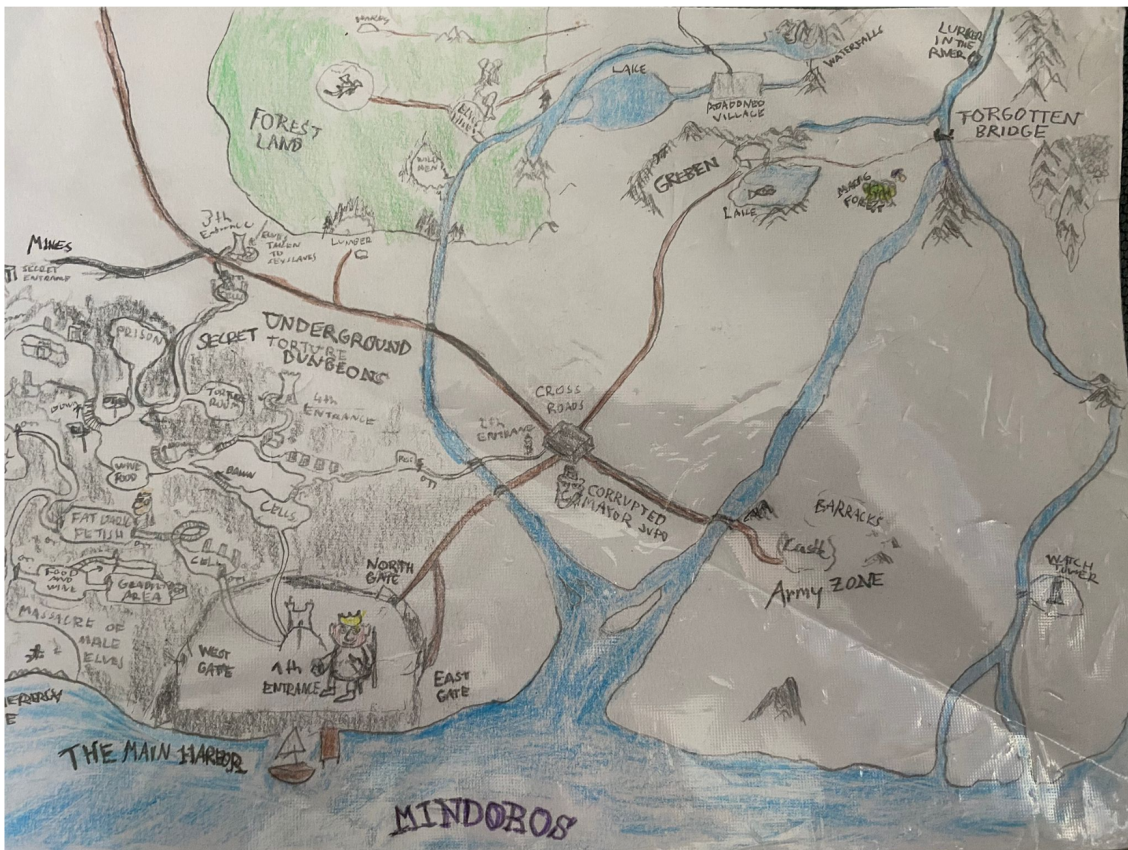


Lancros

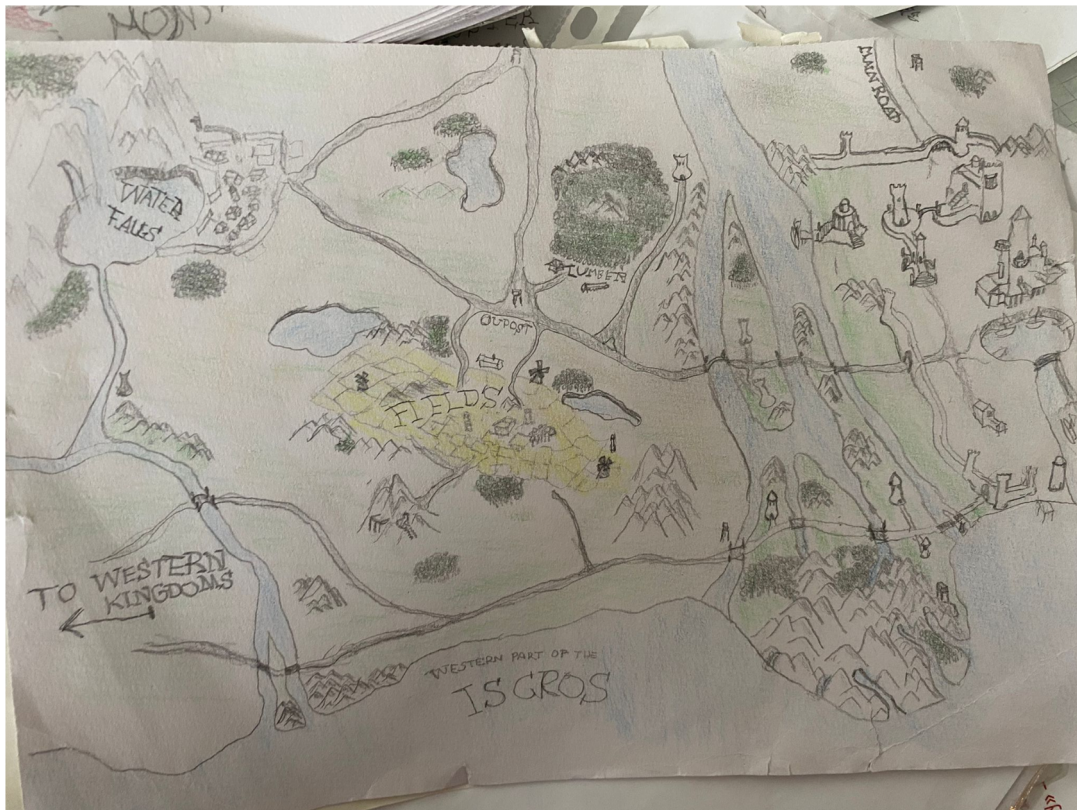


Sewer system of the rotten harbor city at Lancros

Mindoros

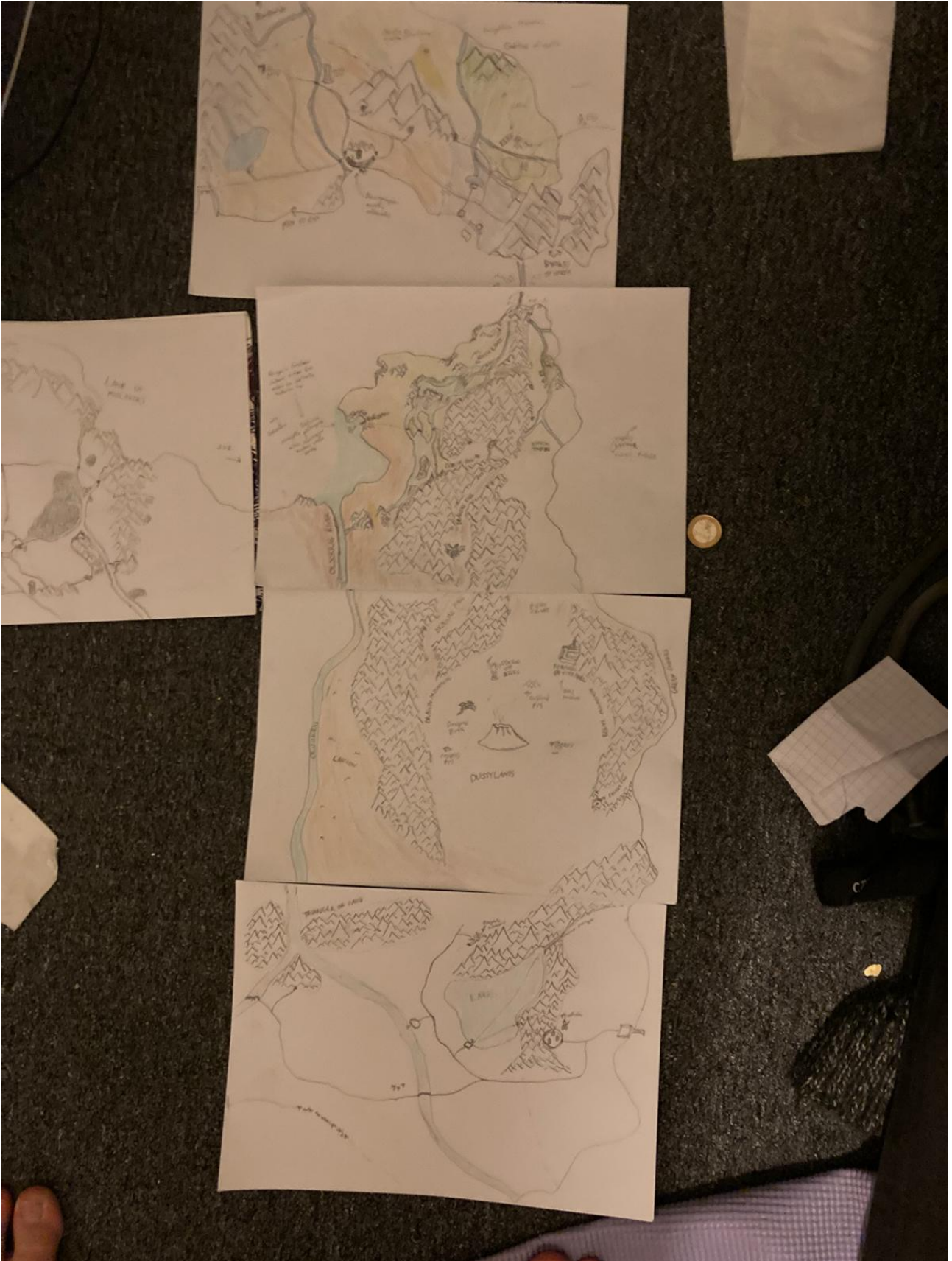


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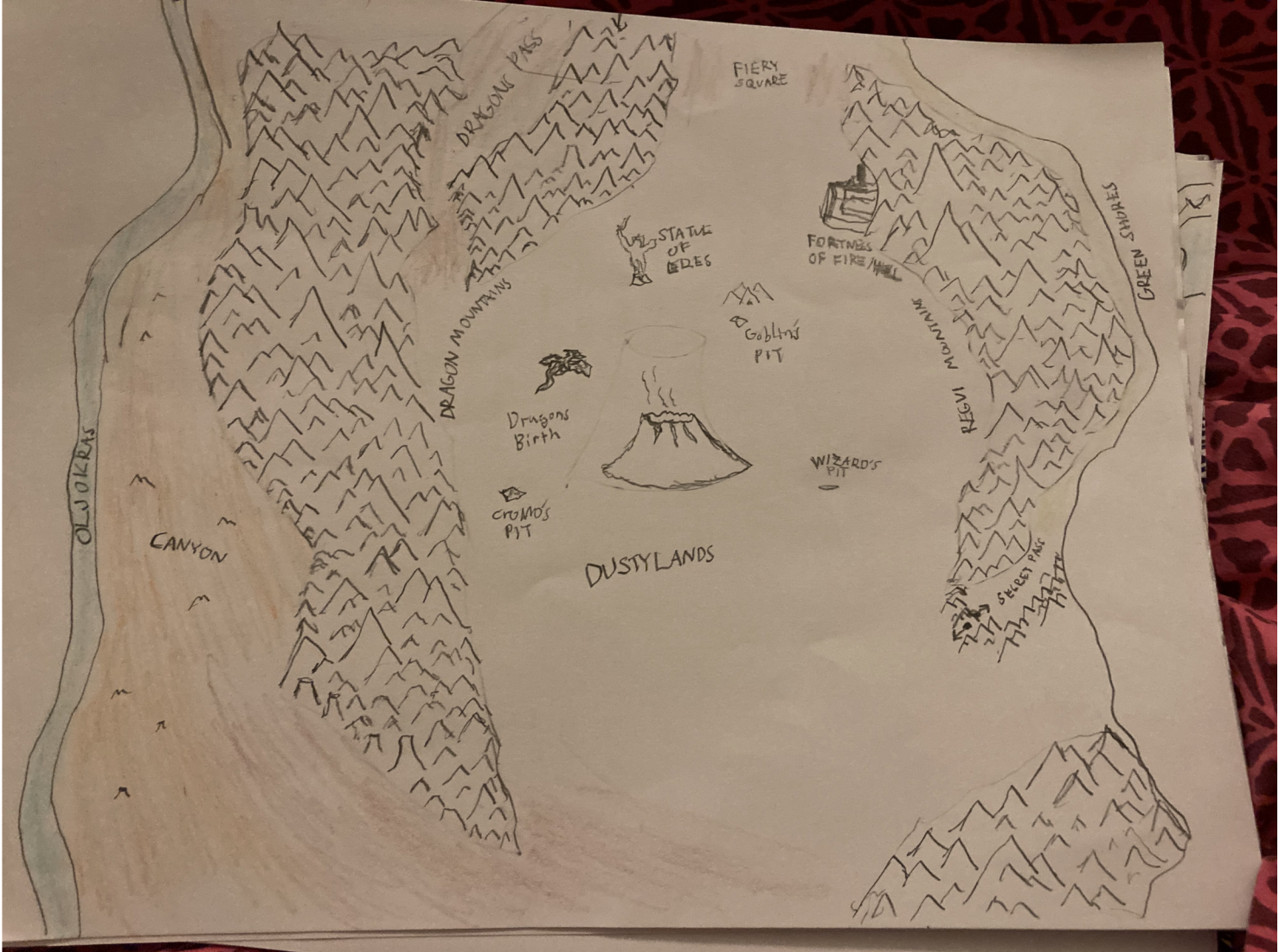




Maps of the Southern Continent – Gemlas



Dustylands



Welcome to Lost North, Friend!

The Lost North holds a history that stretches across thousands of years, filled with countless stories waiting to be uncovered.

If you wish to explore more tales, whether more colorful, more adventurous, or equally dark, the fantasy saga Tales of the Lost North offers much more beyond this story.

Below, you will find other entries in the series.

It is recommended to begin with Book 1: “The Hunt for the Vanishing Magic of the Lost North”, but the order is not strictly necessary to understand the world.

Book 1 - The Hunt for the Vanishing Magic of the Lost North

Three old friends reunite through strange coincidences, beginning the greatest journey of their lives, one that may determine the fate of the entire Northern World.

These events take place during the same time period as Tymon’s story.

Learn more at Amazon [here](#).

Book 2 - Tales of the Lost North - Echoes of the Past

A more lore-rich and demanding read than Book 1.

This story moves across multiple timelines throughout the history of the North, introducing a wider cast of characters.

It reveals the deeper reasons behind the downfall of the Northern World, the same world Tymon now struggles to survive in.

[Learn more at Amazon here.](#)

Book 3-5 - Tales of the Lost North - Decay of the Grand Harbor of Fedreim

At the end of this story, there are plans to escape to a place known as the Wild West, also called Lancros.

Book 3 takes place 1,000 years before Tymon’s time, in a once-great harbor city within that land. It tells the story of how that beautiful city, and the Northern Kingdom itself, fell into ruin and became the place Tymon is now heading toward.

Learn more at Amazon:

[-Volume 1 \(book 3\)](#)

[-Volume 2 \(book 4\)](#)

[-Volume 3 \(book 5\)](#)

Book 6 – At the Edge of Rock Bottom

Tymon. He was a blue-eyed child. Life was yet to come. Dreams that never came true are no longer remembered in his mind.

Or maybe they were...

A young, strong, and strong-willed man had all the prerequisites for a good life. A lost one, now years later.

Born into a wealthy noble family, raised in a good community, a tough, sober, and fair man did not choose wrongly. No, the world just kicked him in the face.

He had a beautiful wife and dreams of starting a large family and having more children in the future. And one day, in his old age, he will be a grandfather to the children of these children. His dream was to grow up to be a royal, respected, and respected knight who would protect his community and intervene in injustices.

But... The twisted mind of man, envy and hatred, hit him unfortunately at the weakest point in his life. Backstabbing, exile, and rejection by his own community have left Tymon bitter. It started as a small snowball rolling down a snowy mountain, causing an avalanche that brought him to rock bottom.

Now... Tymon lives beyond the reach of the Northern Kingdoms, in a remote, cold valley, where only criminals and outlaws can find their way. And there, the tragic figure's life is wasted, so much so that he literally screams for help. But, desperate in a place where the law of the jungle reigns, he cannot show his weaknesses.

He makes enemies. He descends into a vicious opium addiction. His entire former heroic identity crumbles, while the spiral only takes him deeper into the abyss. Every day is a survival, and bitter memories of times he would never see again.

This is not a story about heroes.

There are no heroes in this story; there are only victims...

This is a tragic story about a man who had everything he needed to survive, but the influence of his environment turned him into an anti-hero.

And now, when all hope is gone, Tymon tries to get up one last time...

But will life kick him back to his knees?

This story is suitable for everyone who loves:

- Psychological dark fantasy
- Dark themes
- Antagonists whose strength is not physicality, but poisonous words
- A large and rich lore, where even small things are part of a larger world.

The story contains powerful scenes, such as friends being stabbed in the back, addictions, and desperate survival. And above all, psychologically frightening human monsters whose only joy in life is to discourage others with whom they live.

[Learn more at Amazon here.](#)

Atlas of Gemlas - Vol. 1

An illustrated companion filled with ancient mythology about the creation of the world, along with short stories from across the North.

Includes hand-drawn pencil illustrations.
Also available as a physical edition.

[Learn more about the Atlas of Gemlas Vol. 1 at Amazon Here.](#)

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No spam. Only stories, lore, and dark whispers from the North.

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