

BELADCOM PRESENTS ...



# The Saga of TOULAN

VOL.01



## RISE OF QUMRAN

Join The Game...It's free to play  
Join The Discussion at Toulan forum



Somewhere  
in Toulan's deserts...

The heat of the sun is unbearable,

and your journey seems  
no closer to an end.

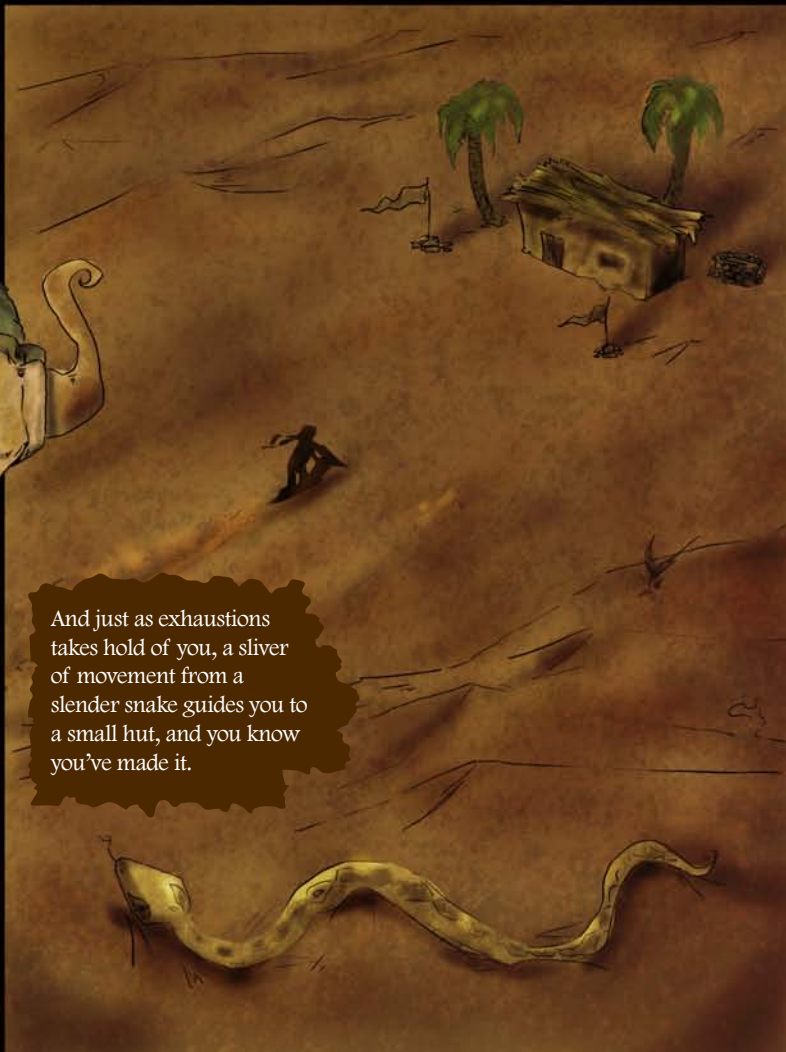
But this was definitely the  
path to the Oracle and to the  
sacred history of your people,  
kept secret for far too long.

A secret you will set free –

if you survive the damnably hot sands...



And just as exhaustion  
takes hold of you, a sliver  
of movement from a  
slender snake guides you to  
a small hut, and you know  
you've made it.







The strong smell of desert coffee leads you in, where you find her waiting...



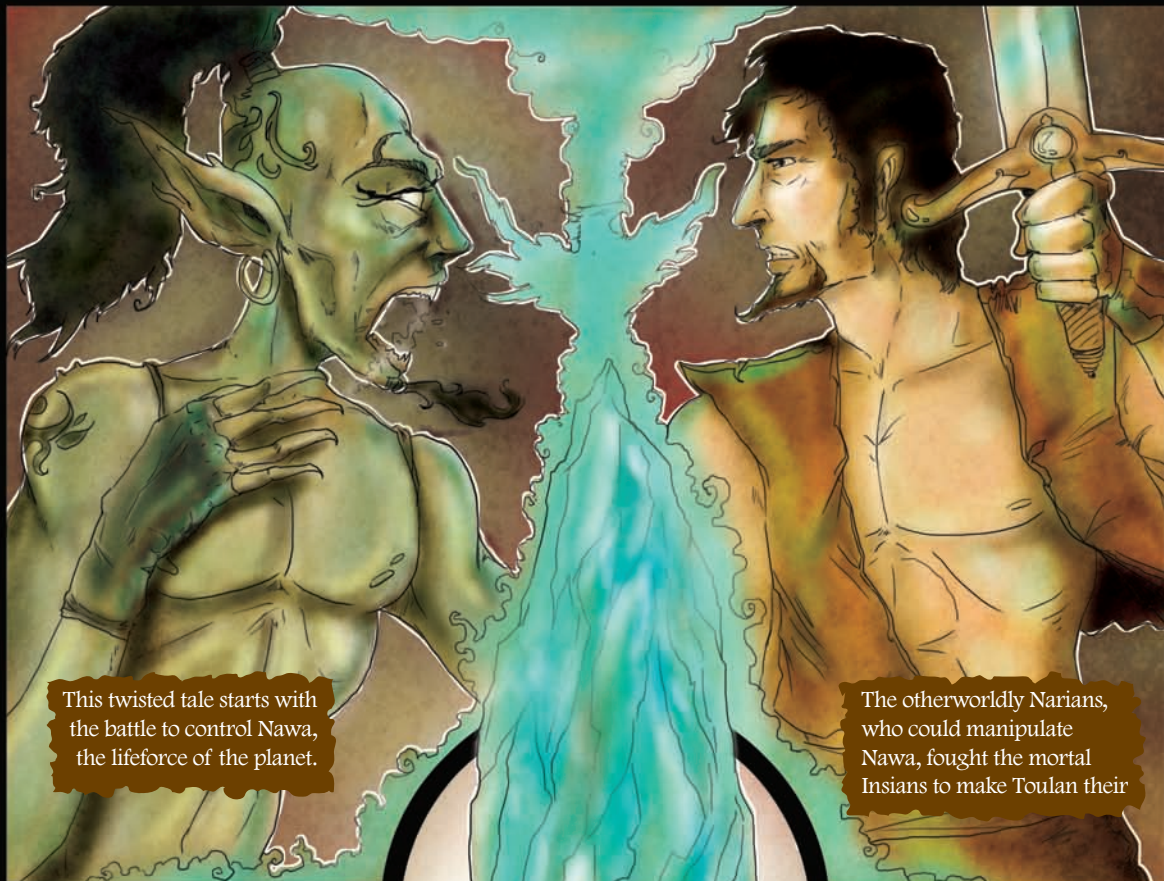
Well done, you've found the Oracle. Now, come quickly and we can start. There isn't much time.



She throws a handful of translucent sand into the fire – a flash of light, a cloud of smoke, and within seconds the hut is back to as it was.

That'll ward off any eavesdroppers. Now, listen carefully to the tale of your forefathers, the tale of how this empire came to be... and how you will survive it.





This twisted tale starts with the battle to control Nawa, the life force of the planet.

The otherworldly Narians, who could manipulate Nawa, fought the mortal Insians to make Toulun their



While the two races despised each other, there were times when they fell in love, marriages which produced Toulun's half-breeds, the Safians.

These perfect creatures who numbered no more than a dozen took their Safian Lotus Temple to Toulun's moon and made it their home.

It seemed the fighting would never end...



And then came Sultan Qumran.

Qumran Badi al-Zaman, the great leader who brought together the planet's scattered tribes, created a nation that was rich in every way: in wealth and knowledge and land.



Qumran unified Toulan with the help of the Three Mages, men of magic who were bound to the sultan, yet used their power for their own selfish purposes...

For the Mages planned to weaken the Sultan and his fellow Insians until they could become supreme leaders.



As Qumran's old age kept him bedridden, the Mages became more powerful, changing laws and bending rules to place themselves as supreme leaders.



And the weaker he got, the stronger the Mages became.



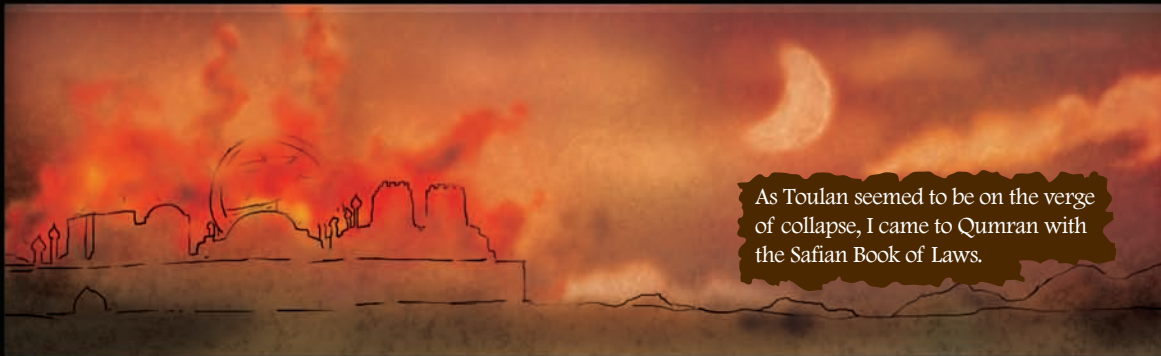
Until Toulon was a barbaric, savage place to live.





With the help of the Astrolabe, a focal point of Nawa magic, the Mages abused their power to strengthen the Narians and increase their number.





As Toulan seemed to be on the verge of collapse, I came to Qumran with the Safian Book of Laws.



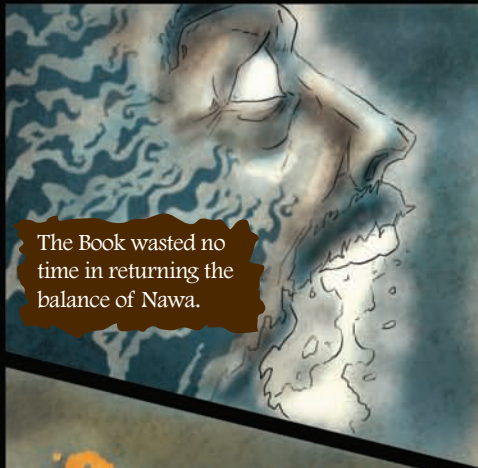
This text would bind the planet's sovereigns, magicians and all inhabitants to the rule of balance.



It would protect the Nawa.

Qumran and I cut our wrists and ran our blood along the jagged, yellow paper. This would bind the sultan and his people to this agreement, and heal Toulan.





The Book wasted no time in returning the balance of Nawa.



The laws that the Mages warped were set right.



All the Narians were sealed behind a veil, locked out of Toulan.



Qumran died before he could see the power of the Book take hold.

But the Mages' plan for domination was rendered useless. Though at a great price.



Alas, the death of the  
sultan resulted in the  
death of the sultanate.

The once great land of vast riches  
and indescribable beauty turned  
into a world of bickering Insians...

... scattered tribes completely  
oblivious to the strength of  
Nawa or of the Book of Laws.

The Book stayed with  
me in this very cave,  
waiting for the master  
who could once again  
rule the planet.

