



e wanted there to be a better world. So we built it.

It wasn't easy. Every nation began with someone claiming land as theirs, and it usually wasn't. Might makes right and all that. It had gotten us this far—cities, roads, commerce. Everything flowed from the same overwhelming flood of conflict. Why stop it? Building Rosewall felt like trying to reverse the flow of a flood.

Through hard work and more than a few miracles, though, we did it.

The worst war in recorded history ended in a stalemate, and Rosewall was where the rebuilding started. It was too little, too late for a lot of people, but just in time for many others. The flood stemmed a bit that day. People were tired of fighting over things they didn't understand or believe in, I think.

At first the leaders of the old world resisted. They couldn't understand how you were supposed to hold power without force. It took a while, but I think they eventually realized power wasn't the goal; the people were.

So the founders found Rosewall. I really do think they found it. Echo Mountain was the perfect place for a city built to be different. It had everything people could need or want, and plenty of it. So they built a city where people really could have it all. No one wants for food because they can't work. Everyone has what they want, so they don't fight over what their neighbors have. Time flows like a river and people forget things, though. I definitely do. When we remember things, we tend to focus on the good and skim over the bad. And when it comes to whole countries, I think they start pining for some of the good things they used to have and forget that a lot those good things were stolen.

Then the Memories started popping up. You could hold these little motes in your hand, and you could experience someone else's memories as if they were your own. The first one we found? The end of the Great War. It became a constant reminder that, no matter what, we couldn't repeat that.

The founders wanted everyone to hold that Memory, and invited anyone who'd visit to hold that memory and take it in - and it worked. You show any kind of leader that Memory, and they tend to sour on conflict pretty quick. So the flood stopped.

That's how we got to today. We don't craft weapons anymore. We still make and trade stuff—you of all people know that. And it kind of just works. Sure, we have a few bad apples, but I think everyone's mostly happy here. And now that we have a new company moving in to expand our trade, things should get a lot better.

Oh, that didn't answer your question? I guess I misunderstood when you asked, "How does this whole place work?" This is the Guild Hall and I'm the receptionist. Says so right on my name tag. Any other questions?

