The town of Fleur was founded by fishermen. History claims the original town began as nothing more than camps on the flat and level meadow near the river. Before long the town grew to a fishing lodge, then a few hunting cabins and, soon more fishermen and their families began to arrive. Outdoor markets turned into store fronts, investors arrived, and a few years later it was a trusty trading post of a town.

It is said that Dominick was an aggressive investor, making his wealth off the backs of the needy who migrated to the town. He gave these poor fishermen’s families jobs, but at low pay and lacking empathy for the working conditions. What was seen as a paradise, as a new start and opportunity had turned to a level near slavery for his employees. Dominick quickly established laws; crafting his own small force of guards which he used to enforce the taxes he implemented. It wasn’t long before the townsfolk began to leave. To retain and attract populace, Dominick would grant them small micro loans. The loans gave the citizens an opportunity to build and repair their homes, to purchase what they needed for the daily duties. These micro loans however had to be repaid, and the high interest attached to them trapped the citizenry. Forcing them to stay in Fleur until the debt was paid.

Dominick would pass years later. Not quite an old man, but shortly after his vision for the town had come to a close. His passing, like him, was also controversial. No one was sure why he passed. Some say magic, others said was just a heart attack. His son Nicholas claimed it was the beasts across the sea; come to exact their revenge upon a poor feeble old man. Others said one of the maids poisoned him with the perfume or dyes he made his fortune from. No matter the case, Dominick’s son **Nicholas** assumed power of the town and the family’s fortune. With his father out of the way, Nicholas could use this fortune to enact revenge on the goblins and beasts across the sea. This would spark what would be known as the **Fifty Year War**.

As trade and population increased Nicholas began to build his army. Conscripting young men and women into the ranks with signing bonuses, decent pay, and the promise of adventure. He advertised his need for soldiers in the local villages and towns, and even hired mercenaries as well. The war began, and Fleur’s forces attacked from sea and land. The overzealous Nicholas wanted the Goblin scum eradicated. The Goblins defending themselves, but unready for the attacks suffered many losses. Nicholas’s forces held a small foothold in the goblin’s lands for many years. Extracting the goblin’s resources and building small villages to support the soldier’s efforts. Years would pass, and the Goblin’s having built up a sizeable force launched an attack against Nicholas’s forces and the small villages they had built, overwhelming them and reclaiming their land. The blow was struck, unable to counter the Goblin’s advance, the soldiers and their families were run-through and pinned along the shores of Augemere. The dismembered bodies of Fleur’s expeditionary forces and workers were sent out to sea, flowing into Fleur’s riverbanks. The town of beautiful aromas was now engulfed with the scent of its dead. Fleur fortified its defenses along the shoreline, but the Goblin advance never came. Both sides forever expecting an attack.

Nicholas would die a mysterious death the same year as his father, not long after the war had concluded. His son; Laslow Chardin assumed role as ruler of Fleur. Laslow’s rule focused on the infrastructure and the well-being of his citizens. Fleur was doing well again once its monetary gains weren’t being used for needless wars. Laslow opened more schools, increased wages, and aided the families that were broken after the 50 Year War had ended. His main goal was to up production and quality of the perfumes and dyes sent to the Verdant Valley. Competition was picking up, and Fleur’s reign as the premier manufacturer of these goods had dwindled in the past many years. To aid in their recovery, Laslow sought the guidance of Wizards, and practitioners of magic. Imbuing their Perfumes with essences unrivaled in the marketplace. Such perfumes and dyes held powers that would cause positive side effects for the wielder.

The imbued liquids didn’t come without consequences, however. The experimented perfumes caused the imbuing engineers and workers to have negative side effects. These effects ranged from skin rashes, blindness, hallucinations, inability to breathe, paralysis, joint inflammation and what led to the event known by the citizens of Fleur as the Rabid Walker Nights. The Rabid Walker Nights was caused by a disgruntled perfume magic imbuer. The employee started suffering from joint inflammation from one of his brews. Receiving little penitence and compensation. He brewed a special batch to seek his revenge. Taking to the market place, he sampled all shoppers he could find. Hoping to cause a skin rash, or joint inflammation to tarnish Fleur’s reputation. Instead, the sampled shoppers soon began exhibiting erratic behavior; screams of discomfort turned into animalistic snarls of rage. The sunlight activated the spell, and caused the wearer of the perfume to behave like a crazed rabid beast. Taking off to the surrounding forests, their howls could be heard throughout the city. Come night fall it was apparent the affected humans couldn’t stand sunlight, and began to terrorize the town until dawn where at that time they would retreat to the forests again. This went on for almost a week until the spell’s effect wore off. Several citizens had been killed, and those affected by the perfume had gone missing, or turned up eventually in tattered bloody clothes, and sick, having ingested anything that moved. The culprit behind this evil concoction fled to the hillside. He’s said to still be brewing his liquors of death, and is often used as a tale to scare children.

Nicholas would also come to die a mysterious death, the same year as his forefathers. Now smelling a conspiracy, Nicholas’s son Richard Chardin assumed role as ruler of Fleur. Richard had his father’s body dissected, bringing in doctors and healers alike to examine, to find the real cause of death. Richard also had his grandfather’s bodies exhumed. To the healer’s surprise, but not to Richard’s, the bodies were revealed to have been cursed. The bones had blackened, and small etchings of infernal or demonic writings were present throughout. The writings read of a curse put on the Chardin family. They claimed Dominick Chardin was to blame for his treatment of the poor families that migrated to the area, and a curse be put upon the Chardin family for their treatment of the original settlers of the area. Nicholas’s current endeavor is to find the culprit, or to find a way to remove the curse. Else he, and his children suffer the same fate as their ancestors.