

SHADOW WORLD

MASTER TIMELINE

1. THE FIRST ERA

-150,000,000 to -1,000,000: The Abarquan archipelago rises from the depths of the seas.

c. -80,000 FE (Approximately 200,000 years before the present time.) A group of inter-dimensional travelers (later to become known as the *Lords of Orhan*) arrive through a rift between this and another space-time. Their transit has unexpected destructive side-effects, however, and in order to prevent the collapse of both dimensions, they are forced to close the rift from this side, trapping themselves here. The interphase is not sealed completely, in effect allowing energies from the other dimension to seep through. This is the *Essence*.

Requiring a physical anchor for their primarily non-corporeal spirits, they make their home on the barren moon Orhan. Utilizing powers beyond even the Althans at the peak of their skill, they cloak the moon in a barrier which causes all to look upon it to believe that it is unapproachable and inviolate.

As a side-effect of the Lords' arrival, a tiny black hole impacts on Kulthea, passes through and erupts out the other side. Its tremendous gravity draws core material behind it as it exits, and the *Pillar of the Gods* (a pinnacle of black crystal and metal several miles high, located in central Thuul) is created. Severe earthquakes and tidal waves cause widespread devastation, especially in the region surrounding the pillar.

c. -50,000: A group of Older Ones (*Destroyers*) arrives in this space-time, descending to Kulthea and making a home on the desert plain of Nof-Keh in SW Emer.

c. -30,000: Dawn of the Althan civilization. The Older Ones of Nof-Keh enter a state of hibernation.

c. -20,000 — -18,000: Althan culture develops a technology which allows them to conquer the stars. The world becomes the center of an explosion of interstellar colonization. Many planets become homes for seedling cultures. The Lords of Orhan shield themselves on their moon, employing illusion and misdirection to keep the Althan race away.

c. -16,000: First appearance of the mighty comet *Sa'kain* in the Kulthean solar system. In Kulthea's sky it is like a huge column of fire clearly visible by day and making the night as bright as sunset. Unbeknownst to the inhabitants of the *Shadow World*, Sa'kain's entry into the system has reopened the inter-dimensional rift, destabilizing the current balance. The Lords of Orhan are unable to close this interface, so Kulthea is subjected to irradiation by the strange energies of another universe. This energy interacts with all matter in the system, infusing it with what is later known as the primal *Essence*. In addition, the Kulthean system becomes vulnerable to intrusions from the Planes and the Void.

c. -15,000: First discovery of the *Essaence* by the Althan scientists of Kulthea. (Inhabitants were aware of unexplainable

energies, but were previously unable to analyze their nature or tap their power.) Genetic manipulation enhances latent abilities to control the force. Members of the *K'ta'viiri* (family? clan? sub-race?) show special aptitude. The Althans soon discover that the *Essaence* is unique to the Kulthean system. In addition, certain materials are shown to retain, augment, or resist the *Essaence*. These materials are scattered across the globe, but in the western hemisphere they are most prevalent around the Pillar of the Gods. The other deposits are layered in such a way as to suggest that they settled on the earth after a single violent event, such as a catastrophic comet or meteor impact.

Bizarre, violent creatures from other dimensions appear periodically on Kulthea, but are little more than a nuisance to the powerful Althans. The monsters are usually captured and studied.

Side Note: Many of the Althans are also true *Psionics*, able to tap their own energy reserves. (Psionic power is a personal energy which a percentage of all thinking beings in this universe may possess; it is unrelated to the *Essaence*.)

c. -15,000 — -10,000: Althan civilization begins to evolve into a unique combination of technology and 'magic' (the *Essaence* power). Society also polarizes, with the *Essaence* adepts (mostly the *K'ta'viiri*) becoming a privileged upper class. A number of *Portals* are constructed on Kulthea (and several on Charón). These gateways allow instantaneous transport to other worlds, and – using what they have learned from natural interdimensional rifts – to parallel realities (i.e., the *Pales*). Althan scientists master techniques for opening and closing such gateways, sometimes using artifacts such as powerful crystals.

c. -14,500: First reappearance of the comet *Sa'kain*. The perihelion of its elliptical orbit occurs roughly every 1500 years, though the proximity to Kulthea varies dramatically with each pass: sometimes brighter than Orhan in the night sky, sometimes all but invisible to the unaided eye. Its presence coincides with violent *Flowstorms* and serious disruption of the *Portals* and interdimensional barriers.

c. -14,000 — -10,000: Led by the *K'ta'viir* family, the Althan race conquers nearly a quadrant of the galaxy. They rule a sprawling interstellar empire, maintaining control by virtue of their superior Psionic powers and their mighty starfleets. Their dynasty survives for millennia.

c. -10,000 — -6000: The *K'ta'viiri* begins experimenting with cosmic forces to open gates in other regions of space. Their hope is to tap the *Essaence* elsewhere. All such attempts end in spectacular failure. However, they do master the ability to move between parallel universes (which they refer to as the *Pales*, implying that all other dimensions are inferior to their own of course).

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Many peoples and creatures from other planets are brought to Kulthea and experimented with. Masters of genetics, the Lords of Essaence alter plants, animals, and races to suit their whim. The sumprerme arrogance and amorality of these projects is irrelevant to them: they are Altha. These unusual races include the *Krylites*, the *Saurkur*, and the *Kuluku*.

c. -2000 — -250: The Empire becomes increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. Worlds are destroyed and entire races put to death with the wave of the Emperor's hand.

c. -510: The dark line of the K'ta'viir culminates in the ascension of the Empress Kadæna. She supervises the creation of an aritifact of surpassing power: the *Shadowstone*, a huge adamantine gem set in a barbaric torque of star-iron. Stolen souls of billions, the fire of six-times-six stars, and the blood of Kadæna's own infant daughter fuel its creation.

c. -250 — 0: Rebellion against the K'ta'viiri begins, instigated by the Lord *Utha*. He is Kadæna's cousin and so also a K'ta'viir – a captain of the elite order of philosopher-warriors known as the *Duskwalkers* – but one who has turned against the terrible hubris of his family.

Political, technological and Psionic powers are used in a sweeping attempt to overthrow the Empress and her allies. But Utha, knowing that a special weapon will be needed to destroy Kadæna, sends the *Duskwalkers* on their final quest.

The Lords of Orhan — fearing the complete destruction of life on the Shadow World — rescue representatives of their favorite animal and plant species from Kulthea and bring them to Orhan. Indeed, large areas of Kulthea are laid waste as the K'ta'viir tap channels of raw Essaence in their efforts to destroy each other. The backlash from this power tears open the barriers between the Pales. Creatures and demons are free to rampage across Kulthea and beyond.

The Orbs of Rebirth are crafted by Oyan (cousin of Utha). One of these seven orbs is set up in a place that will be the head of the Elysea Bay.

c. 0: From the farthest Pales, the *Duskwalkers* return with a weapon forged out of space and time. The *Soulsword* is a barbaric tool; it is somehow fitting that it alone is immune to the unimaginable powers of the *Shadowstone*.

The final battle between the forces of Utha and Kadæna takes place on the Althan homeworld. The Empress taps incredible energies through the *Shadowstone*, but to no avail. Wielding the *Soulsword* and wading through a river of blood and lava, Utha himself beheads the Empress. Her body – along with the foul artefact – tumbles into a fiery abyss.

The rebellion is successful in that it has brought down the tyrannical empire, but the result wipes out the Althan Civilizatoin almost to a man and destroys almost all life on the planet. The Shadow World is a wasteland.

Utha gathers the few surviving *Duskwalkers*. They combine their powers to create the *Eyes of Utha* to guard the planet against Essaence storms and place them in shrines located at the north and south axial poles. While it was always believed that

Utha caused the Flows to shift by dividing the world into hemispheres, that was merely a side-effect of the crystals which he placed at the two poles of the planet. Their real effect was to insulate Kulthea from the radiations of the inter-dimensional rift, and thus inhibit Demonic incursions from the Void. That done, they construct a bunker deep beneath the earth with the intention of maintaining a vigil: if any of the minions of Kadæna have survived, a watch must be kept so that those evil forces can be destroyed. Relying on sophisticated machines to alert them, the *Duskwalkers* place themselves in cyrogenic hibernation.

- *A secret cabal is formed at this time; led by none other than Utha's son Daenkú, it is made up of eight surviving rebels and calls itself the Ahrenreth (Ir. "Secret Circle"). Their mission is to ensure the safety of the Eyes of Utha and to continue to close the errant Portals (or 'Shadowgates'). These Portals, though severely inhibited by the Eyes of Utha, still allow demonic beings limited access to Kulthea.*

2. INTERREGNUM

- Also called the "Long Night", this period lasts approximately 100,000 years. For many millennia the broken earth is unable to support more than the simplest life: things that survived in the depths of the ocean or far underground. Some things sleep within the polar ice or trapped in magma lakes.

The world begins a slow return to stability. Many lands are lost beneath the waves as the clouds condense. Only the most sturdy peoples survive the period, and most are held at the lowest level of civili-zation. Unfortunately, many of the survivors are twisted, evil creatures such as the deformed *Lugrôki* and subterranean *Trogli* — and worse things, evil intruders from the end of the First Era. The *Krylites*, insectile people, maintain their culture hidden deep beneath the Spine of Emer and slowly elevate into a technically advanced society. The *Dwarves* also manage to survive by hiding underground.

It should be noted that the *Loresmasters* have chronicled (though in only the most general terms) the rise and fall of at least three civilizations during this time. They are known—among other names—as the *Jinteni*, the *Wôrim*, and the *Taranians*.

- c.-70,000 - -50,000 SEI:** The Lords of Orhan send their servants, the *Fey Folk* (*Nymphs* and *Sylphs*, *Naiads*, *Dryads*, and *Oceanids*) to Kulthea to begin nurturing fragile life back from the edge of oblivion. Next, the lords return the sentient peoples to Kulthea: *Elves*, mortal men, and the numerous exotic races.

During the latter part of this period there are legends of a group known only as the *Earthwardens*. They are credited with the creation of the *Coral Roads*, but little else is known of them. Some believe that they were surviving *Duskwalkers* attempting to repair the destruction that their race had wrought, but this seems unlikely. [The *Earthwarderns* also create the shrine of *Lon Lemira* on *Vog Mur*].

- c.-50,000 - -5000 SEI:** Rise and fall of the *Jinteni* and *Wôrim* civilizations in southwest Emer and Gaalt, respectively. Both succumb to a combination of famine, disease, natural disasters,

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and exhaustive warfare between themselves and the eastern Elven empires. The most remarkable legacy of the Jinteni may be the City of the Dead in southwest Emer. The contemporaneous *Taranians* meet their end more dramatically as their island-continent home sinks beneath the *Lonely Sea* in a terrible earthquake.

- *The Daenkú Ahrenreth is also active for many thousands of years. But one by one, these immortal men and women fall victim to various disasters. Three are believed killed in combat with servants of the Agoth. Two are slain by the backlash of closing Portals, and two others perish destroying a cult of hidden Kadaenan survivors. Twenty thousand years after the fall of the K'ta'viir empire, only Daenkú himself remains. Unable to bear continuing alone, he constructs a secure vault on an isle south of Jaiman and places himself in suspended animation. Sophisticated machines are set to awaken him if the Essaence is disturbed. (What even Daenkú does not know is that one of his order — Ondoval — was not killed but caught in a warp of time. Far more horribly, another of the Order was captured by the Agothu and taken into the void. By some unspeakable method, the female K'ta'viir was impregnated and bore a child. It consumed the mind and body of its mother and sought a way to return to Kulthea.)*
- *The machines fulfill their instructions after about sixty thousand years, during a particularly close pass of the comet Sa'kain. Daenkú wanders the globe for centuries, finding that the world has blossomed. Races have multiplied, and ancient wounds have healed. He suspects intervention, but is as yet unable to pierce the magical veils shrouding the Lords of Orhan. Daenkú assumes the guise of an Elven sage and begins to gather other wise Elves together. He takes the name Andraax.*

3. THE SECOND ERA OF IRE

1: (Pre Imp. 12400) Founding of the College of Loremasters by Kirin T'thaan, Ilmaris Terisonen, and Andraax. All three are supposedly Iylar Elves, though Andraax is actually an awakened K'ta'viir, a Lord of Essaence in disguise. The College is based on the isle of Karilôn, the location of which is a well-kept secret. [It is in the Barren Ocean, just south and west of the Shinh archipelago.]

The purpose of the Loremasters is twofold: first to serve as an instrument for gathering knowledge and information so that it is not lost; and second to disseminate this information 'for the advancement of civilization.' This date is not a coincidence; this is the beginning of 'Loremaster Reckoning' after the interregnum.

- c. 100:** A large Elven community, migrating from the east, settles on the green islands east of Emer. They name their home *Námar-Tol*.
- c. 300-471:** [Palia] Consolidation of much of Palia by the Loar Elven Lord Jayled Kodorian. He names it his 'Kingdom of a Thousand Dawns.'
- 450:** First Loremaster-recorded appearance of the comet *Sa'kain*, a burning mass that hangs in the Kulthean sky for

weeks, the angry red-orange tail by far the brightest light in the night sky. (The comet returns every 1500 years).

This close pass by the comet disrupts the function of the *Eyes of Utha*, causing an unbalance in the Flows. Also, the moon *Charón* passes through Sa'kain's tail. Soon after this event the *Dark Gods* – cruel counterparts of the Lords of Orhan – begin to appear. Unlike the Lords, these entities revel in manipulating the peoples of Kulthea for their amusement . . . and their amusement includes human sacrifice, perverse rituals, and bloody warfare.

To counter these new deities, the Lords of Orhan create manifestations – *Avatars* – of themselves and appear in these forms on the *Shadow World*. They present themselves as gods, and they allow their powers to be channeled for generally benevolent purposes. They also allow their demigod spirits to travel to Kulthea and intervene directly in world affairs.

The origin of the Dark Gods remains unclear, shrouded in the superstition and myth of a time long ago. Some Loremasters suspect they are actually former Lords of Orhan who turned from the benign ways of their brethren. Others hold that they are escapees from some inter-dimensional prison, or even the result of experiments by the Althans to create non-corporeal life.

450: Daenkú (Andraax) discovers a surviving K'ta'viir, who is gathering evil creatures in Mulira. After a spectacular battle the former servant of Kadaena is slain—but his half-K'ta'viir son (Lorgalis) escapes.

500: The Loremasters call the first Council of Karilôn, a gathering of seven leaders, to address a variety of issues. Joining the Mage Kirin T'thaan, the Bard Ilmaris Terisonen, and the Mentalist Andraax are Tanris Dekdarion (a Loar Warrior Monk), The Linaer Cleric Yael Ziriv-kari, Galen (an Erlin Animist), and the Loar Astrologer Romenor Tartalus. They meet at Karilôn.

c. 800: Six powerful *Spirits of Orhan*, now tied to Kulthea and residing on the mountainous isle of *Votania* in the heart of Emer, decide that the continent needs order. As the *Titans* they begin to gather servants. [The Loremasters take note but do not interfere.]

1000: *Andraax reforms the Daenkú Ahrenreth, dedicated to maintaining the balance. As a lord of Essence and 'son' of Utha, he is one of the few who even partially understands the real purpose of the Eyes of Utha. Kulthea hangs on the threshold between universes—a wild, chaotic one where magic rules (worlds like the demon inhabited Pales); and the one where only physical laws apply. The Eyes hold the world in the open doorway, allowing Essence to work while maintaining the world in this universe. Should the eyes be destroyed, the world may fall one way or the other. Either all magic will fail or the world will enter a universe where flowstorms are continuous and the chaotic demons rule. The comet Sa'kain complicates things, as it too is apparently from another universe and possesses arcane properties; its visitations seem to weaken the barriers between the universes.*

- c. 1000:** Warrior-mages on huge enchanted steeds begin purging the wilds in central Emer, driving out the ubiquitous Gark and Lugrôki hordes from Hæstra. These knights are harbingers of the coming of the Masters.
- c. 1000-2000:** Many Shay peoples, fleeing the tyranny of the *Titans of Emer*, migrate north to Jaiman. They find steppe lands, sparsely settled by a tall, hardy people – fair-haired east of the Grey Mountains (Myri); more varied in the central plains (Zori, related to Laan). On the great isle of Urulan they are made unwelcome by the tribes of Erlin, while further west and north they find largely empty lands to claim as their own. At first the Zori greet the immigrants warmly, but as the newcomers begin to outnumber the indigenous peoples, suspicion grows. The Zori begin to subjugate the Shay, who over time evolves into an underclass. One Zor group goes east and settles in what will eventually be Tanara. Much of southern Jaiman evolves from isolated villages and tribes to feudal structures – mainly dominated by the Zori.
- (Kelestia): Semi-nomadic horse tribes of Y'nari sparsely settle most of the central plains. North lies *Samli* and the *Rings of Ice*, domain of the Umli. A C-shaped subcontinent to the south, known as Gethanen, is the domain of numerous quarreling warlords. The south-western isles of *Verya* and *Orbis* are home to isolated Jiner and Shay fisherfolk.
 - (Palian Archipeligo): Numerous city-states and rural communities of Iylar and Erlin Elves gradually coalesce more-or-less peacefully into the Kingdom of a Thousand Dawns.
 - (Palia): Led by Queen Nor, Erlin elves settle in the great *Silver Forest* in the southwest, protected by the Nereid *Nimira* and many Dryads. The Wild Elves in the northeast are left to themselves.
- 1073:** A pantheon of godlike beings (the Titans) calling itself the “Masters of Emer” claims all of central and northwestern Emer. Their home is the mist-shrouded isle of Votania. Lordly beings, they are the size of giants, yet handsome and fair, and immortal. They rule through an order of warrior-mages (the Xiosians) but appear for festivals and ceremonies, riding out of the sky on enchanted chariots drawn by Pegasi.
- c. 1073 — 5000:** Under the Masters, most of the rustic Shay peoples are driven out of Hæstra, and the Laan settle in various areas. By 2000 the central and eastern regions are well populated with the Laan (who in the Third Era are referred to as the “Old Race”). The Laan construct beautiful cities of granite and marble, and their knowledge of science and magic exceeds for a time any that has yet to be seen on Kulthea since the First Era. But they are more easily called to the Darkness, and beginning as early as 3000, servants of the Unlife begin their slow work to undo the power of the Laan.
- 1075 — c. 1200:** Another Master known as Kio Viax joins Titus Híaz (who is their Military Captain) to lead a mighty army through the Gap of Uj. By the end of the century they drive out the Goblins of Murlog and subjugate the upstart peoples to the southwest. The early horsemen tribes worship Viax as a god.
- 1200 — 1218:** Titus Híaz, now joined by Ria Xain, crosses the Spine of Emer east and easily subjugates the nearby SE regions. Xain takes up rule of Khûm-kaan while Híaz moves on southwest. Meanwhile, the Master Xaym Jyax marches towards Tai-emer, quelling war between the peoples there and consolidating the region. The mysterious and elusive Sandstriders of the Arûl desert are left to their own devices.
- 1220 — 1229:** Híaz, after crushing the Garks of Onar, leaves Xaix Yjan in control; Híaz and Mira Zyan then civilize the Anzeti of Silaar; she remains to rule. (The Islands of Námar-Tol are left unassailed; whether the Masters elected to ignore the Elven peoples or a secret pact was struck is uncertain.)
- 1230:** Titus Híaz returns to Votania triumphant: all of Emer is in the hands of the Masters. Each rules a region as lord. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.
- c. 1300:** (Jaiman Norek)The Temple of Cay is formed near the Elysea Bay.
- c. 1600:** First records of a permanent structure on the site of Haalkitain: a small Keep built by a ‘Lord halek’.
- 1950:** The comet Sa’kain returns, as it does every 1500 years, triggering massive flowstorms and random gate openings. The third moon (Charòn) passes through the long, fiery tail of the comet, and the Essænce of the comet’s tail interact with the gates on the moon. New creatures and beings (they are eventually called *The Dark Gods*) are transported into the Kulthean universe – and a presence of unspeakable evil arrives on Charòn.
- c. 2,000 - 3000:**
- ? First appearance of servants of the Unlife. The Unlife is a dark power—a force for total destruction and death—originating in another universe, perhaps the negative or polar oppsite of this one. It has been allowed access to this place through a combination of the Eyes and the Comet. Unlike the Dark Gods, the inhabitants of the Planes and even the Void (whose actions and purpose seem unfathomable), the Unlife is a single power with many servants and incarnations, all bent on annihilation. Dark cults—followers of the Unlife—begin to appear. Among them are the *Priest of Arnak* and *Sirens of Sorak*.
- ? (Kelestia/Gaalt – Northern Regions): An evil presence known as the *Master of Malice* wars against the proud *Umli* people. The Master’s armies of Pale Men seem numberless to the scarce Umli.
- c. 2000 :** (Norek)The Orb of Rebirth is Activated, It emits an energy which mutates a local hunter/fisher tribe.
- 2200:** The Council of Loremasters decides to take a more aggressive stance against dark forces.
- c. 2500:** Establishment of the *Changramai* Monastery in the Choak mountains of northern Emer. It is believed that the Changramai are disenchanting Xiosians who left the service of the Titans (In fact, some are; however, the founder is Loremaster Tanris Dekdarion, grandfather of the famous T’vaar Dekdarion). Their quasi-religious order seems filled

with contradictions to outsiders, but they are soon renowned as unsurpassed warriors in unarmed combat.

2530: (Jaiman) Andraax establishes the Library of Nomikos on the isle of Ormian in southern Jaiman. It is administered by a monastic order of sages and scribes.

c. 3000:

? Emer: The Charôn Lord *Andaras* gains a following among the *Jush* of southeast Uj and the Sandraiders of the Charn Plateau.

? Emer: A group of Loar elves, political refugees from the *Kingdom of a Thousand Dawns* sail west from Palia. They are swept through the *Shallow Ocean* and past Iyxia. Upon entering the Circular Sea, they reach a cluster of lush islands, inhabited only by a few scattered clans of Erlini. The Loari settle here, naming it Námar-Tol (Iy. “verdant-towers”).

• Jaiman: Rularon mines are opened in Brank mountains.

c. 3000 – 4000: Eastern Lands:

? Kelestia: Y’nar horse tribes are pressured by incursions of the fearsome Umlí from the north, now under the *Master of Malice*. The more peaceful clans embark on a treacherous migration west to avoid the bloodshed while others try to stand against the Master’s general, the *Frost King*, and his legions of pale-skinned warriors. Some settle on Orbis and Verea, a few continue on to Silaar. Many are lost in the treacherous seas. [A small group of Y’nar is led by Jaysek through a Coral Road to Silaar just before the southern mainland is over-run.]

? Palia: The mighty High Elven *Kingdom of the Thousand Dawns* and the Erlin of the *Silver Forest* are at war with dark powers.

? From his holy citadel in *Shæsra Talæl*, The *Lord of Light* (an avatar of Phaon) sends Elven knights to establish watches on far-flung isles. The Loar noble *Dulucaborn* and his knights sail to *Vog Mur*. They were known as the *One Hundred and One*, and their vigilance was peaceful if uneasy until the Wars of Dominion.

3100: The first stirrings of discord among the Masters of Emer. Two (Mira Zyan of Silaar and Xaix Yjan of Onar) are unhappy with their regions and wish to reapportion the lands. Titus Híaz refuses to do so.

3103 – 3110: (Emer) Border skirmishes begin between Silaar and Tai-emer along the southern frontier, and between Onar and Khûm-kaan.

c. 3200 — 3350: (Emer) Goblins resume raids into northern Uj and Morbek and the Forbidden Ridge. Garks multiply in the Rulaash Forest of Onar and terrorize the Kuluku; LUGRÔKI breed in the Spine of Emer and begin raids on the lowlands of Hæstra.

3300: While traveling in Iyxia, the Loar explorer Sæzur Vranuk finds a secret underground chamber containing many wonders. Among them is a cache of maical devices that allow the user to tape the Essænce Flows for safe teleportation. He names these *Compasses* and hits upon the idea of a fraternity of guides using these artifacts. Thus is soon founded the first guild of

Navigators, a group which offers guaranteed safe travel as a service to anyone who can afford their fee.

c. 3300 — 3700: Competing ‘Navigator’ groups proliferate as additional hoards of these compasses are found, all of different design but similar purpose. At first there is competition between the Guilds, uneven service, and low fees. These ‘Navigators’ can only be found and hired at large cities.

3345: Forces of the dark god *Andaras* attack Uj via land and sea. Because of the ongoing fight amongst the Titans, the Master of Uj (Kio Viax) leads an army himself.

3347: The fight for Uj climaxes with a confrontation between the Titan Kio Viax and the god *Andaras*. Kio is nearly slain before his brethren come to the rescue. Uj is overrun, signaling the end of the undisputed reign of the Masters.

c. 3400: (Jaiman) A powerful being commences construction of a citadel on Ulor (western Jaiman) and begins to build a following among Lugroki and Trogli. He is Lorgalis, the half K’ta’viir son who escaped Dænkú.

3450: The comet Sa’kain returns.

• The Windlord ship leaves the Port of Alaene in East Palia toward the Great Barrier in an attempt to cross. It is not heard from again.

c. 3450 – 5000: Emer continues to be assailed by incursions from various enemies and by the growing threat of Goblins, LUGRÔKI and Trogli. Dragons and other terrible enchanted beasts are everywhere, wreaking havoc and destruction. Corruption spreads through the Xiosians as well. The Masters settle their grievances by the end of this period, but enemy forces have grown too strong for them to overcome.

They can only hold Hæstra, watching as the civilizations they worked so hard to build collapse into dust. Soon even the Laan of Hæstra begin to revolt, seduced by dark gods. The plans of the Masters of Emer eventually come to nothing.

3451: Birth of *Tethior the Smith* in Námar-Tol, son of the noble house of *Jeranian*.

3453: Birth of Krelíj (later known as ‘The Swordmaker’), Tethior’s younger brother—and eventually his rival. Over their lifetimes they both will create a number of powerful tools and weapons to aid in the fight against the Unlife.

c. 3500: [The six mightiest of the Great Drakes (more than dragons, they are lordly beings of the Essænce), gather at the ancient breeding caves at *Ssoiayig Saer* (K: “Caves of the Drakes’ Birthplace”) at the behest of Voriig Kye. They agree to form an alliance of sorts.

c. 3500–3700: (Emer-Silaar) – The indigenous Jaaderi cultures of Silaar begin to evolve from a nomadic people into more steeled mixed economies. Towns grow, and chief among them is the trade center of *Thanor* along the northern coast.

c. 3700–4200: (Emer-Silaar) – Thanorian lords soon dominate nearby city-states, and by 4000 Thanor holds sway over all of inland Silaar, with satellite states in southern Tai-Emer and much of the western Sea of Tears coast.

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- c. **3600:** *The White Dragon Oran Jatar approaches Krelj and secures his assistance in creating the Dragon Helms. There are to be Six, the number of the Dragonlords, designed to enhance the powers of the lords while they are in human form. In return, Krelj learns much of the arcane arts of alchemy—including the working of laens and eog.*
- c. **3600:** (Jaiman Norek) Foundation of the city of Norek.
- 3610 – 3665:** (Jaiman-Rhakhaan) King of Rhakhaan: Nøekhaan Faslorin Hælik (“Nøerkhaan I”). Nøekhaan is a Zori warlord of Hælkitaan, the first to declare himself king of ‘Rhakhaan,’ independent of the Zor kingdom to the north. He is the first of the Hælik Dynasty.
- 3665 – 3722:** (Jaiman-Rhakhaan) King of Rhakhaan: Drøemen I
- c. **3700:** Caverns are found in Norek islands. They are expanded.
- 3710 — 3730:** Convinced by the legendary Navigator *Orbaal jen Zamain* that the Navigators cannot survive in their present state, a summit is convened among leaders of all the Guilds. After literally years of negotiation, the Navigator Guild Alliance is formed. Pricing is rigidly fixed, and the Guild Alliance sets up a sophisticated network of obelisks, allowing anyone to ‘summon’ a Navigator just by touching the obelisk and requesting one. The Navigators make their home at the center of the land known as *Iyxia*. Annual Conclaves are held at their headquarters there, a sprawling citadel called Nexus. (Note: *Erroneous accounts give the origin of the Navigator Alliance as late as TE c 5000*).
- 3722 – 3752:** (Jaiman-Rhakhaan) King of Rhakhaan: Cærnedek I. Cærnedek’s younger brother Brød heads east into Tanara.
- 3744:** *The Dragon Helms are completed, and the Six gather. What they do not know is that Krelj, using the knowledge gleaned from the Dragonlord, also made six rings. These would allow a human wearer to assume the powers of a drake. They are known as the Daath Leerssoi (K. “Maker of the Shadow Drakes”). He tells no one of their existence but makes note of them in his secret journals. Soon after the helms are distributed, the golden dragon Kydak Dâm, vanishes.*
- 3,750:** (Jaiman) The Warlord Lorgalis the White, having conquered the western isle of Ulor, attacks Ly-aran. Beginning at the northern tip, his armies sweep southward. As they sieze castle after castle, Lorgalis replaces the lords and garrisons with his own minions: cruel men with pale skin and black eyes. The old lords are slain, their wives and daughters imprisoned or raped. Other men are taken away to serve as slaves on Ulor.
- 3752 – 3781:** (Jaiman-Rhakhaan) King of Rhakhaan: Væris Faslorin I.
- 3781 – 3830:** (Jaiman-Rhakhaan) King of Rhakhaan: Drøemen Færis II
- 3800:** (Jaiman) Tethior’s Forge at Arion is constructed.
- c. **3800:** Lorgalis stops at the vulture’s Neck, where the peninsula narrows to a land passage only twenty miles wide. Beyond to the east – guarded by the treacherous Shattered Hills – lies southern U-Lyshak. Having secured Ly-aran, he turns his gaze north to Xa-ar.
- c. **3800-4000:** (Kelestia) Voriig Kye becomes apprehensive of the growing power of the Master of Malice in the north. In human form he leads a series of military and diplomatic campaigns to consolidate the southern part of the continent under his rule. Gethanen, Verya, Orbis and numerous isles (including Vog Mur) are united as *The Dragon Kingdom*.
- 3830 – 3910:** (Jaiman-Rhakhaan) King of Rhakhaan: Drøemen III
- 3833:** His southern lands secure, Lorgalis launches his offensive against Xa-ar.
- 3,835:** Even the tough Haid and Jaimani Elves of Xa-ar are no match for Lorgalis’ hordes in the end. The land falls and its indigenous peoples are scattered.
- 3835-3840:** (Jaiman) Lorgalis consolidates his hold over the western peninsulas. He controls the Bay of Ulor and all sea trade in western Jaiman. It is clear that he won’t stop here, however. Forces are massing at the land bridges, and Loremasters have observed a fleet under construction. After many debates, the Loremaster Council decides that this evil lord must be stopped before he takes any of the mainlands.
- 3840:** (Jaiman) *At the request of the Loremaster Council, Tethior and Andraax retire to the Alchemist’s forge in Arion and begin work on the Six Crowns, pendants and swords of Jaiman. Krelj is angered that he was not even consulted on the making of the swords and refuses to speak to his brother Tethior again. The Vault of Crowns is located under the island in central Jaiman, beneath Tethior’s Forges and Fortress.*
- 3850:** (Jaiman Norek) Tethior and Andraax visit Norek. They come to study the Orb.
- 3840-3910:** (Jaiman) The western kingdoms of Saralis and U-Lyshak arm themselves in preparation for war, anticipating an attack from Ulor.
- 3907:** (Jaiman) Lorgalis seems poised to strike. The Loremasters reveal their plan to the kings of the six major realms of Jaiman and urge Saralis and U-Lyshak to stall by asking for terms of surrender. The kings bristle at this interference, but realize they have little chance against Lorgalis without help from the High-Elves.
- 3910:** (Jaiman) The Six Crowns and other artifacts are completed. With great ceremony, they are presented to the kings of the six most powerful kingdoms in Jaiman: U-Lyshak is the Sea-Drake; Saralis – Wyvern; Tanara – Pegasus; Zor – Gryphon; Urulan – Unicorn; Rhakhaan – Phoenix. When worn, each crown would normally appear as a simple jewelled circlet, but could magically transform into a protective helm.
- (Jaiman-Rhakhaan) King of Rhakhaan: Varis Faslorin II is the first King of Rhakhaan to be presented with the Phoenix Crown.
 - (Jaiman) Dominating the continent, the six kingdoms wield their items for Light and hold back the Unlife (including the assaults of Lorgalis) for a long period. Even the Flows of

Essaence are altered, creating sea-lanes for the trade ships to escape the pirates of Ulor.

3947 – 4003: (Jaiman-Rhakhaan) King of Rhakhaan: Cærnedek Færis II

c. 4000: (Jaiman) *The Order of the Priests Arnak is formed by a manifestation of the Unlife known as the Iron Wind. They establish themselves in six locations across the continent of Jaiman. Tools of evil, they work to destroy society and civilization from within. Each Order has the mission of targeting one of the six kingdoms.*

c. 4000: (Jaiman Norek) The Rularon mines are abandoned.

c. 4000-5000: (Eastern Emer) – The rise of the Kingdom of Thanor in northeastern Emer.

4003 – 4876: (Jaiman-Rhakhaan) There are many rulers of Rhakhaan through this period of the Hælik Dynasty. Jaiman is generally at peace.

4131: (Emer-Thanor) – Wizard-king Pakaal commissions the building of a new royal city on the shores of the Lake of Glass. Thenia is a place of graceful alabaster and crystal towers, inhabited by scholars, astronomers and magicians.

4145: (Emer-Thanor) The youngest daughter of King Pakaal II of Thanor has an affair with a handsome white-haired commoner (*he is in fact Akalatan the Dark Spirit and 'son' of Klysus the Serpent God*). She becomes pregnant and her lover abandons her. In shame she flees to the province of Arûl in southern Tai-emer, having her twin children there—one boy and one girl. She names them Sendar and Sendil. Other than having white hair (unheard-of among the Jaader Thanorians), they appear to be entirely human. The children bear the social onus of bastard nobility: no one would believe that their father is a dark demigod.

4175: (Emer-Thanor) Sendar, now a decorated Warrior-mage in the Thanorian army, is appointed governor of Arûl. His sister Sendil, a Mystic, is always near him.

4179: (Emer-Thanor) Sendar challenges the authority of King Pakaal II of Thanor (his uncle). He declares himself lord of Arûl and Thanor, challenging Pakaal's authority. Civil war is inevitable.

c. 4180: (Emer) *The Dragonlord Voriig Kye considers the powerful and unstable kingdom of Thanor to be a threat to his Dragon Kingdom. Seeing an opportunity with the rebellion of Arûl, he begins preparations to neutralize the threat.*

c. 4200: Proceeded by a series of earthquakes, the fleets of the Lord of Encla Turic (*Voriig Kye*) assault the Silaar and Tai-emer coast from the north and the south. The Lord's armies utterly destroy the realms of Thanor and Arûl; Thanor's treasuries are looted and cities laid ruin. Voriig himself leads a force of fire and gas drakes in a series of devastating air assaults. The Gas Drakes Ssoei Womiis and Ssoei Womuul settle south of the Asamis Arg ("Great Grove") and over time turn the region into the Værken Mire; the Fire Drake Vaalg Stoyy makes a home in the Arûl Waste.

c. 4200: (Jaiman Norek) Norek popularion grows too high to support without commercial aid. The King adopts a lenient policy regarding trade and visitors.

- Sendar and Sendil vanish. *The twin demigods escape to a secret temple in the Pelegris Mountains where Akalatan casts them into a magical sleep.*

4430: *Tethior's son A'kesh is born, the product of his brief romance with a Dyar mystic named Naeri viQuar. She does not tell Tethior of his child but instead arranges to have the boy apprenticed to Krelj.*

4495: *Krelj reveals the Daath Leerssoi to A'kesh.*

4790: (Jaiman) Tethior (with the aid of Andraax) creates the Ilarsíri – four Master and sixteen access spheres.

c. 4800: (Jaiman) Gryphon College is founded in NW Tanara by a group of refugees from Zor.

4976 – 4995: (Jaiman-Rhakhaan) King of Rhakhaan: Thaddeus II.

4980: (Jaiman) The work of the Arnak Priests bears a bitter fruit: A cataclysm of uncertain origins destroys the capital of Zor and lays waste to the central region of that kingdom. The Zorians, ever hungry for ancient technology, uncovered a terrible weapon from the lost realm of Taranía. They unwittingly triggered it, causing an explosion not unlike a thermonuclear blast. The city was vaporized, the land all around melted to slag. Radiation persists to this day. Fortunately, the Crown, sword and pendant of Zor had been removed to the refuge of Gryphon College by loyalists and were not destroyed. Zor would never rise again as a kingdom, however.

4995-5026: (Jaiman-Rhakhaan) King of Rhakhaan: Thydorus I. Thydorus is overthrown in 5026 by Nærkhaan Austrenos, Duke of Lathornia. Thydorus is the last of the Hælik Dynasty.

c. 5000-6000: (Jaiman) While every ruler of the remaining Five Kingdoms dons the crown at coronation and is 'attuned,' a growing recognition of the crowns' mind-altering effects (and a wariness of the influence of Priests Arnak) leads to a tendency to wear them less frequently. Without the will of the wearer, the powers of the crowns to enforce borders are weakened. Border conflicts begin to spring up across the continent. Only the kings of Rhakhaan don the crown with any frequency, and that realm is the only one to survive into the Third Era intact.

5026-5063: (Jaiman-Rhakhaan) King of Rhakhaan: Nærkhaan Austrenos, Duke of Lathornia. First of the Lathornia Dynasty, Nærkhaan overthrows the previous leader, Thydorus I.

5063-5238: (Jaiman-Rhakhaan) King of Rhakhaan: Arej IV "The Old"

5230: *Tethior and Krelj have a confrontation, which reputedly ends in Tethior killing his younger sibling in self-defense. (Krelj is killed, despite many rumors that he survived.) The incident leaves Tethior unbalanced with grief and guilt. He at times assumes the personality and appearance of his brother, and eventually becomes The Nameless One.*

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A'kesh witnesses the killing; unaware that Tethior is his real father. He flees with one of the Daath Leerssoi. Tethior finds another of the Dragon-rings in the wreck of Krelj's workshop. Andraax later takes the other four.

5238-5300: (Jaiman-Rhakhaan) King of Rhakhaan: Arej V.

5300-5388: (Jaiman-Rhakhaan) King of Rhakhaan: Arej VI.

5388-5467: (Jaiman-Rhakhaan) King of Rhakhaan: Nærkhaan II.

5,410: Fall of the Tanarans (the original Cloudlords were of Duranaki stock, wait – the Master Atlas says they were of Myri stock and the collapse of their civilization may have been a result of Dúranaki machinations.). The Halls of the Cloudlords are closed. The Steardan are lessened in succeeding ages.

5467-5588: (Jaiman-Rhakhaan) King of Rhakhaan: Arej VII

5588-5697: (Jaiman-Rhakhaan) King of Rhakhaan: Bøeren II.

5590: The coming of the Saurkur to the Abarquan glislands. Their origins are unclear, although it is rumored that they fell from the sky.

5697-5788: (Jaiman-Rhakhaan) King of Rhakhaan: Arej VIII.

5788-5880: (Jaiman-Rhakhaan) King of Rhakhaan: Tyrus I.

5880-5975: (Jaiman-Rhakhaan) King of Rhakhaan: Nærkhaan III.

5,899-5905: A plague sweeps through Saralis and northern U-Lyshak. It begins as severe flu, then progresses to pneumonia and often death. Over half the population of Saralis is dead by 5905.

5975-6039: (Jaiman-Rhakhaan) King of Rhakhaan: Arej IX

6010-6028: King Arej IX, at the urging of one of his councillors (the White Mage), annexes much of what was once southern Zor. He stops wearing the Phoenix Crown, and falls further under the Magician's spell. He becomes obsessed with becoming Emperor of all Jaiman. Only the Elves of Urulan stand in his way.

6028: (Jaiman) King Arej of Rhakhaan declares himself Emperor of Jaiman and demands Urulan's submission to his rule. King Istaro refuses, and Arej declares war on the Elven kingdom of Urulan.

6030-6500: (Jaiman) Elven emigrations from Urulan. They flee the threat of Rhakhaan, settling in the Blue Forest of NW Jaiman, the Remiraith (in U-Lyshak), Vog Mur, Orbis, and Námár-Tol.

6039-6306: (Jaiman-Rhakhaan) King of Rhakhaan: A series of rulers of the Lathornian Dynasty under the influence of the White Mage and Priests Arnak.

c. 6200: (Jaiman) Every kingdom on the continent is at war on at least one front. Within decades, U-Lyshak and Saralis cease to exist as united realms. The designs of Tethior and the Loremasters have been largely undone.

c.6200: (Jaiman Norek) Norek begins fighting against Unlife coming from Ly-Aran.

6,201: (Jaiman) King Karnis of U-Lyshak dies and the country is torn by civil war. The northern provinces remain loyal to the King's son, young Prince Selcarnen, while many southern lords seek independence. Selcarnen decides – against the advice of his father's advisor, the White Mage – to don the Sea-drake Crown. He is found dead outside the Royal treasury, murdered the night before his coronation (*slain by the White Mage*). The artifacts have vanished (*taken to the Ahrenreth*).

6203: (Jaiman) An *Ordainer* appears in southwest U-Lyshak (*summoned by Lorgalis*) and leads an army of evil creatures north. Mortals flee before the demonic lord.

6,210: (Jaiman) The forces of Lorgalis reach Cynar, the capital of U-Lyshak and home of the northern loyalists. After a siege of eighty-seven days the walls are broken and the city is sacked.

6306-6314: (Jaiman-Rhakhaan) King of Rhakhaan: Tyrus II, last of the Lathornian Dynasty is overthrown (and killed) by a coalition of Nobles.

6312-6356: (Jaiman-Rhakhaan) King of Rhakhaan: Marikos II (Malvion), Duke of Thendara and the first of the Malvion Dynasty, is crowned after two years of turmoil (after the death of Tyrus II).

6356: King Marikos of Rhakhaan dies suddenly. His only child is a daughter, Ajkara. After much debate, the council of nobles rejects a claim by the Marquess Citara (the King's nephew), and Ajkara first ruling queen of Rhakhaan.

Historical scholars may notice that this text conflicts with the scrolls of one Lerianis of Nomikos regarding his recounting of the tale of Ajkara. His description is clearly that of Ajkara III, who lived in the sixth millennia of the Third Era. It has come to light that there has been more than one Lerianis of Nomikos, and the scrolls were misinterpreted. We are pleased to be able to set the record straight on these pages.

6356-6410: (Jaiman-Rhakhaan) King of Rhakhaan: Ajkara I, First Ruling Queen of Rhakhaan.

c. 6400-6450: All across the western hemisphere, governments destabilize, criminal activity rises, cultural and racial hatreds inflame. This is partly caused by the corrupting influence of organizations such as the Priests Arnak and other dark religious orders preaching intolerance and subversion, but there seems to be literally something in the air causing tempers to shorten and aggressive behavior to increase. Goblins and Lugrôki breed in large numbers and are seen walking openly in the daylight—something they never dared do in the past. They burn farms and ambush travelers with impunity. Once again dragons and other fearsome creatures are seen with growing frequency. At the bidding of the Dark Gods, the undead rise and demons appear to rape and kill – and sometimes drag their victims back to their otherworldly homes. Evil empires thought to be subdued rebound with new strength.

6410-6457: (Jaiman-Rhakhaan) King of Rhakhaan: Kalen II.

6441: Because of increasing dangers and flow instability, Navigators suspend commercial travel services until further

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notice (until the end of the war). *While it is not widely known, they offer their services to the Loremasters and their allies through the end of the Wars of Dominion.*

WARS OF DOMINION

6450 – 6825: The arrival of the Comet, severely disrupting the Flows, triggers the apocalyptic war which spans nearly four centuries and brings to a close the Second Era of Ire. While the primary instigators of this conflict are the Dark Gods of Charón seeking to overthrow followers of their rivals on Orhan, servants of the Unlife and many other powers of chaos and evil see an opportunity to gain an advantage. It should be noted that the wars rage for almost three hundred years before the Lords of Orhan decide they must intervene directly.

Flowstorms throughout this period open countless *Portals* and create tears in the fabric of space itself. Unimaginable creatures are liberated upon the earth. The unleashed energies create terrible meteorological and geological events: hurricanes, earthquakes, tidal waves, and volcanic eruptions at all major fault lines.

- *The disruptions of the Wars cause a ripple in space-time, reopening several Portals. Ondoval of the Ahrenreth returns to Kulthea, but he has been driven insane by his eternity in another dimension. His soul is corrupted by the Unlife.*
- Lorgalis reluctantly joins forces with the Unlife during the Wars of Dominion, which is his undoing. As a Captain of Unlife forces he finds himself unable to engage Andrrax in combat and instead encounters none other than Jaysek, the Lord of Orhan.
- With the aid of the Lords of Orhan and the Titans, the Dark Gods are driven back and imprisoned on Charón, their powerful servants destroyed. Many valiant Loremasters and Sages are killed, however.
- (Kelestia) – The *Master of Malice* sweeps south with hordes of Snow-garks, Ice Trolls and pale men. Awakened Shards ravage *Samli*
- (Emer) – In Vog Mur, *Dulucaborn* and his knights' stand against the Master's minions, led by *Rorg* the Fiery Serpent.
- (Abarqua) The Saurkurians, with the help of the Oracle, help to drive the Unlife back into the void. Towards the end, the Saurkurians begin to trade openly with their neighbors. However, many Saurkurians died in the battle against the Unlife; as a result, Saurkur society retreats into itself and is cast into a dark age. This dark age will last for 3000 years, as they renounce their "Gift from the Sky". The Oracle becomes a prominent figure in their religion.

6457-6520: (Jaiman-Rhakhaan) King of Rhakhaan: Ajkar I.

6500: The Tanarans, seeking shelter in an increasingly hostile environment, begin constructing elaborate subterranean cities within the labyrinthine caves of the Grey Mountains.

6520-6541: (Jaiman-Rhakhaan) King of Rhakhaan: Itaran I (dies by violence).

6521: The Ordainer Kharuugh breaks through the weakened magical protections of Saralis and within weeks is at the gates of Turak on Lake Karish. King Hanreth dons the crown and comes forth to face the Ordainer, and a terrible duel ensues. In the end Hanreth is slain, his helm cleaved by the demon's sword – which also shatters from the blow. A pillar of fire arcs high into the sky, answered far away above the Isle of Ghosts. Then all is quiet and the city was laid open to the dark raiders.

6541-6593: (Jaiman-Rhakhaan) King of Rhakhaan: Thydorus II (dies by violence).

6600: (Jaiman Norek) Norek seals its gates and remains self sufficient for about 300 years.

6593-6666: (Jaiman-Rhakhaan) Queen of Rhakhaan: (Queen) Italana I.

6666-6705: (Jaiman-Rhakhaan) King of Rhakhaan: Ajdankar I.

6705-6761: (Jaiman-Rhakhaan) King of Rhakhaan: Andej I (dies by violence).

6761-6792: (Jaiman-Rhakhaan) Queen of Rhakhaan: (Queen) Ajkara II, 'The Warrior Queen'. Ajkara is killed in battle.

6769: The *Burning Abyss* opens along fault lines on continents across the globe. Armies of fire demons led by Ordainers emerge and lay waste to surrounding lands.

6769-6780: the Years With No Days: Besides the Burning Abyss, volcanoes erupt all over the planet, spewing black ash and smoke into the air. The sun is obscured; creating an endless twilight that wreaks havoc with the ecosystem.

6780: The Dawn. Led by Cay, the Lords of Orhan and a force of demigods arrive on Kulthea and lead the forces of Light to victory against the Darkness.

6800: (Jaiman Norek) Half Elven Paladin Innlotu Pahal dies in a final clash with the Unlife and is laid to rest in the Temple of Cay which was overrun thereafter.

6792-6801: (Jaiman-Rhakhaan) King of Rhakhaan: Itaran II (believed assassinated by a Priest Arnak).

6801-6825: (Jaiman-Rhakhaan) King of Rhakhaan: Andej II "The Valiant". Andej is killed by a demon in the final battle.

6820: (Jaiman) The Haalkitain Fire. Flaming stones fall from the sky over central Rhakhaan, setting many farms, fields, and forests ablaze. Worst hit of all is Haalkitain, which burns for days before the fires can be put out. Over two-thirds of the city is destroyed. The Imperial seat is moved to Lethys.

6820 – 6825: At the conclusion of the war, the Loremasters coordinate a massive effort to set enchanted, immortal Guardians at the many Portals to guard against new incursions of dark forces.

• Andraax, in 6825, vanishes through a Portal at Ruuth.

• The Battle of Maegrís occurs in 6825, where Cay, Lord of Orhan, met Scalu, one of the Dark Gods.

• *Tethior is said to have been a casualty of the wars but in fact goes into hiding. The Masters of Emer retire to their palace-*

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city atop Mount Votania (in the center of Emer), setting guardians about the perimeter and a barrier of clouds about the city.

4. THE THIRD ERA OF IRE

c. 1 – 1000: The weakened Loremasters begin to aid the rebuilding of civilizations. Across most of the hemisphere, it is a struggle to survive in a dark age which has destroyed much of what the Loremasters labored so long to build. A few scattered enclaves survive, but they are under siege in a world of chaotic forces. Wild demons, undead and evil creatures roam free for centuries, only slowly hunted down and destroyed.

- Jaiman fares better than most lands of the hemisphere, perhaps because of the crowns—even though only Rhakhaan’s rulers wear them with regularity. As a result, while the lands themselves are not ravaged as some others, the other four governments are either ineffectual or nonexistent (Zor is, of course, no more, Tanara is a shadow of its former glory, and the Wyvern crown is destroyed); their royal artifacts lost or hidden.

- (Jaiman) Rhakhaan consolidates power along approximately its old Crown-enforced borders. Much of Haalkitain City is rebuilt: larger and more imposing than before.

- (Jaiman) Formation of Ja’miil Targ in NE Jaiman.

- (Jaiman) The Tanarans, after three centuries of living almost entirely underground, are a changed people. Smaller and pale, with a culture adapted to living in caverns and only emerging at night, they bear little resemblance to their ancestors.

- On Emer, Votania is a haunted island, shrouded in clouds of mist. Most of the continent reverts to wilderness broken by isolated city-states.

1-3000: (Abarqua)The Saurkurian Dark Age. Saurkur society regresses and retreats into itself and becomes very isolated from the outside world. The Oracle becomes a religious figure; The entire civilization becomes centered around the Great Oracle. (The Oracle was injured during the course of the Wars of Dominion and lost part of his memory.) He becomes the leader of his people, but never leaves his home in the mountain. No Saurkurian has ever seen the Oracle but he is heard by all of the people.

1-22: (Jaiman-Rhakhaan) King of Rhakhaan: Tyrus II.

75: (Jaiman Norek) The gates of Norek are opened.

22-140: (Jaiman-Rhakhaan) Queen of Rhakhaan: (Queen) Italana II dies with no heirs, the last of the Malvion Dynasty.

140-1011: (Jaiman-Rhakhaan) King of Rhakhaan: None. This is the First Interregnum. Rhakhaan is ruled by a loose alliance of Nobles; several ‘Pretender’ kings. The realm is fragmented.

c. 300: A group of Dyari Elves, led by the Dark Prince Quentar Daal, arrives on the western shores of Emer. They are traveling east from their homeland, seeking new lands to settle. After some exploration they find a high hidden vale in the

Mountains of Gold, and a cave complex directly beneath. They establish a small kingdom of their own and name it Skystone.

350: The Dyari of Skystone encounter the Dwarven kingdom of Ton-Bor further south under the mountains. After an initial period of mutual suspicion, they make an alliance. The naturally secretive Dwarves agree to broker the Dyari goods to the outside world—while preserving the anonymity of the Dark Elves—in return for a commission.

408: After travelling across Kulthea, Ondoal returns to the Guarded Isle, original gathering place of the Daenkú Ahrenreth. He decides that it is his duty to reconvene the Ahrenreth, and ventures forth again to gather a new cabal. He is completely insane.

c. 500: Silaar: the Nuyan Khôm highland and coastal settlements begin under a handful of regional warlords. The horse-tribes of the plains, however, stubbornly cling to a nomadic lifestyle.

560: (Abarqua)The Palace of the Oracle is completed after forty years of work. Again, the Oracle is never seen, only heard.

888: Ondoal convenes the Daenkú Ahrenreth, giving it the new name ‘Cult of the Secret Circle’ (Jerak Ahrenreth). The members: Churk Ta, Schrek, Ondoal, Lorgalis, A’kesh (son of Tethior), Dari Holvir, Oan Lyak and Shanarak. Their goal: to free Kulthea from the oppressive barrier surrounding it and allow complete access to the Flows of Essaence. They and their servants begin the process of reawakening the heart of the Ahrenreth, a great focus-crystal. However, Ondoal does so by the use of human sacrifices. But even Ondoal does not possess the power to destroy the Eyes of Utha... yet. He requires certain artifacts from the First Era. Construction begins on the Eight ‘Secrets’ (or ‘Ahreni’), towers and citadels scattered through-out the world to act as centers for the plan of the Cult.

898-1108: Construction of the Ahren-lyax (Ir. “Dreaded Secret”) in central Rael. It is also later known as the Tower of Vour.

c. 900: Schrek, with the help of the artificer A’kesh, creates an item to allow him to retain his human form indefinitely. Schrek erases A’kesh’s memory of creating the Faaw Shryaac, (K. “Talisman of Hiding”). It is a translucent red stone roughly in the shape of a humanoid heart, which pulses with a reddish light, set on a staff or Dir-wood, held in place by a setting in the shape of a black dragon-claw with silver talons. However, the talisman also locks Schrek into human form, and without it he cannot assume his true shape or access all of his powers.

- Andraax, wandering far in the East, is awakened as if from a dream. His memory remains fragmented, but he knows that something is terribly wrong.

960-1011: (Jaiman-Rhakhaan) King of Rhakhaan: Andej II Faslorin. Andej crowns himself king, rebuilds Haalkitain Palace and returns the throne there as the first of the Faslorin Dynasty.

c. 1000: (Agrya) An oligarchy of Dyar Elves (actually hosts for Thalan) rise to power in central Agrya; they call themselves the *Alliance*.

• *Shanarak is invited to sit as Kort Hulm (Ir. "Cloud Master) on the Jerak Ahrenreth.*

c. 1000-1500: (Jaiman) – Rhakhaan reasserts its authority over approximately the old Crown-enforced borders. The other five realms also rebuild during this period, though Tanara is now the domain of the Dúranaki.

1001: (Jaiman) The King of Rhakhaan, Andej II, returns to Haalkitain amid much splendor and ceremony. He rules the greatest land in the continent. The only remaining kingdoms of note are Urulan and U-Lyshak; the former is aloof and quiet while the latter is constantly divided by civil war.

1011-1098: (Jaiman-Rhakhaan) King of Rhakhaan: Kelir I.

1050: (Jaiman Norek) King Liras Alinar of the Remiraith begins trade with Norek.

1085: Aldaron comes to Emer, transported, most suppose, through a Portal. Actually, he and his group are from *a colony ship that arrived in this system from a far planet of the Althan Empire*. He leads a fair people who begin to settle the continent. While not immortal, he seems to age slowly even for his race, which is long-lived. Some of the Laan (now referred to as the 'Old Race') resent his presence, but most welcome a unifying force. The People of Aldaron were never many, numbering perhaps only a few hundred when they first appeared. They tend towards fair hair (even white or silver) and skin, with blue-gray eyes. They have a youthful mien for most of their lives, and then age slowly. Life span is usually about 500 years.

1098-1145: (Jaiman-Rhakhaan) King of Rhakhaan: Westley I.

AGE OF CONSOLIDATION C. 1100 — 1300

Aldaron's charisma and determination (not to mention powerful tools and weapons, the exact nature of which are now lost to history) earn him the respect of his neighbors. He establishes his home at Votania, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded, and Aldaron orders that it is off-limits. From this base - Aldain Castle - and using a combination of diplomacy and disciplined armies (and apparently a natural talent for Mentalism), he solidifies his hold on central Emer. Aldaron easily brings all of the bucolic Shay and Talath tribes of central Hæstra under his control. Eventually even the most willful (some would say arrogant) Laan people in more civilized lands are for the most part convinced to ally under Aldaron's flag.

1105/1 ER (Empire Reckoning): Aldaron sets up temporary quarters on the northern banks of the inland sea of Votania. He also founds the Eight Orders and directs the creation of the Artifacts of the Orders.

• The workshops of the *Ahn Sye Ni-Vulma* (OE. Order of the White Flame) are constructed along the rocky west-ern shore of Votania. The first Master of Ni-Vulma is Kerento T'ara. He gathers an elite circle of Laan and Elven smiths and they begin to create the artifacts of the Eight Orders.

1112: Construction begins on Aldain Castle on the northern shore of Votania itself.

1125: The comet Sa'kain returns, though on this pass it is relatively distant.

1130: The Garks of the northern Spine of Emer are virtually eradicated by Aldaron's armies.

1135: The Murlogi of the Forbidden Ridge are driven into their caverns and the entrances into Hæstra are sealed.

1144: Most of the Lugrôki of the Mountains of Gold are scattered and their king slain by Lord Kendos. A non-aggression treaty is made between Aldaron and the Dwarven kingdom of Ton-Bor under the mountains, but Skystone City, the hidden Dyar kingdom, remains secret.

1145: Hæstra is secured; Aldaron names Kendos the Grand Duke of Hæstra. The regional capitol of *Ardan* is established in Hæstra, along the foothills of the Mountains of Gold. Its symbol is the Unicorn.

• Aldaron names himself King of Hæstra and in a grand ceremony he founds the eight orders:

1. *Ahn sye Nokora* (E. "Order of the Flaming Sword," the King's Guard)
2. *Ahn sye Zanar* (OE. "Order of the Cloak"), also known as the Crimson Cloak or Crimson Order, the priests of the official religion of the Kingdom—worship of the one god Zanar)
3. *Ahn sye Talaus* (OE. "Order of the Ring"), a group of magicians)
4. *Ahn sye Shan* (E. "Order of the Sun"), Animists responsible for the agricultural health of the kingdom, also specialists in herbs and drugs)
5. *Ahn sye Takla* (OE. "Order of the Four Winds"), the messengers of the King)
6. *Ahn sye Woloka* (OE. "Order of the Eye"), a group of Seers and Astrologers to advise the King)
7. *Ahn sye Nomoke* (OE. "Order of the Hand"), a secretive society whose purpose was always unclear. In fact, the name 'Ahn sye Nomoke' means Order of the Mask; they are a sort of secret elite guard, spies for the king both inside and outside the realm).
8. *Ahn sye Ni-vulma* (OE. "Order of the White Flame"), a guild of craftsmen and artisans who were the master smiths for the King and creators of the artifacts).

1145-1171: (Jaiman-Rhakhaan) King of Rhakhaan: Aragain I "The Scholar". Aragain is murdered by his lover, leaving no direct heir.

1171-1321: (Jaiman-Rhakhaan) King of Rhakhaan: Kalæn III and Kærwen, Aragain's nephews, co-rule. Kalœn is allegedly

assassinated in 1307, starting the Great Schism – the civil war over the death. These are the last of the Faslurin Dynasty.

1187: Sailing south along the western coast, Aldaron's forces secure western Uj and head east. Regional capitol of *Leonas* is established at the mouth of the Daluj River in Uj. Its symbol is the Wyvern.

1190: Aldaron returns home for a few years to supervise the growth of his capital city.

1192: *The Loremasters first learn of the Alliance, and send a few agents to ascertain their alignment. They are unable to penetrate the secret Brotherhood. However, the Alliance sends one of their own back to infiltrate the Loremasters. This spy must be cautious, however. Andraax can recognize a Thalan on sight.*

1201: (Abarqua) A great cloud of smoke and ash is seen rising from the edge of the horizon, northeast of Biakga. This is the Phegri, the land of fire. It is seen as an omen of bad fortune. Chaos reigns in the cities of the Abarquan Islands for several weeks.

1204: (Thull) From his citadel of Ahrenraax (Ir. "Secret Claw," one of the Eight Secrets of the Jerak Ahrenreth) the Ordainer Morloch completes his subjugation of eastern Thuul. He turns to the southwest.

1208: (Ahrenreth) Voriig Kye encounters a servant of the Ahrenreth and traces it back to the Ahrenaek, in Onar. There he meets A'kesh the artificer. Voriig gathers a few hints about Schrek as well (but Voriig does not learn of the Faaw Shryaac, as A'kesh himself no longer remembers it). Voriig decides that he should be a member of this council, if for no other reason than to keep an eye on them.

1210: *Churk Ta of the Jerak Ahrenreth dies under mysterious circumstances. A'kesh nominates Voriig Kye to replace him.*

1261: After several years of bloody strife, Aldaron subjugates the indigenous Jaaderi people of Tai-emer. A regional capitol of *Relas* is established in Tai-Emer, at the mouth of the T'voca river. Its symbol is the Lion. Aldaron heads further east while his brother Aldanor leads a fleet across the Sea of Tears to the north.

1262: Aldaron advances into the land of the *Nuyan Khôm*. Not only are the Nuyani better horsemen but they are skilled in a style of unarmed combat unknown to the Emerians. However, the Nuyani are fewer in number and they have little defence against the Imperial crossbows. Aldaron's losses are heavy but he eventually makes his way to the capitol of *Ashenoq*. Aldaron asks to meet the Nuyani warlord (Hûta'arn) Tasan Nuyin, but instead the Nuyani surrender. He is lead to the Warlord's palace where he learns that Tasan has committed suicide. Aldaron is named the new Hûta'arn of all the Nuyani. Meanwhile, Aldanor founds a regional capitol in northern Silaar, at the northern tip of the Rust Mountains. It is called *Corinn*; its symbol is the Hawk.

1286: Heading south, Aldanor moves into Khûm-kaan, settling *Coronan* at the mouth of the Sybarus River.

1298: *Voriig Kye determines to some extent the nature of Schrek's powerful Faaw Shryaac (K. "Talisman of Hid-ing") and convinces another of the Eight—the Lyax Khâng—that Schrek is a threat. The Khâng (an elf named Nandaar Darian at the time) manages to steal Schrek's staff and gives it to Voriig. The Dragonlord keeps it for nearly five millennia, during which time he has his cohort, the Dragonlord-alchemist Oran Jatar separate the staff into three parts. He removes the red jewel in the center leaving an empty gap between the four claws. The gem becomes known eventually as the Dathmaur Shryak (K. "Heart of Agoth"). Now the top of the staff is called Raathtruliik (K: "Cold leaping flame"), and between the claws the staff glows sometimes—especially near Schrek, creatures of the void—and of course the Heart. The lower part of the staff, a rod of Dír-wood is the Riig Prona (K.: Ember of Hope") The top of the staff is given to the Elven brothers on Vog Mur to keep, while the heart itself is guarded in Voriig's vault, and the rod is kept by Jatar.*

1300: Aldaron's unification of central Emer essentially complete, he declares himself the Emperor of Emer. At a grand ceremony he presents the four scepters of the Archduchies, crowns his brother Prince of Coronan.

The Four Realms are:

Name	Region	Symbol
Ardan	Hæstra	Unicorn
Relas	Tai-emer	Lion
Corinn	Silaar	Hawk
Leonas	Uj	Wyvern

Plus the Princedom of Coronan, covering the region of Khûm-kaan.

c. 1300: *Navigators venturing into Alliance territory (central Agyra) are told they are not welcome. At first they ignore the warnings, but after a Jenaara (with twenty Kal'chah) materializes in the center of the Great Hall at Nexus on Iyxia to press the Alliance's wishes, they quickly relent (and after the intruders have left they reinforce their magical defenses). This event is a closely guarded secret among the Navigators. If anyone should ask to go to Agyra, they are simply told that it is off-limits. This marks the beginning of an uneasy truce between the Navigators and the Alliance. Since this time, the Navigators have been essentially giving ground as the Alliance assumes total control over more and more land. The Navigators have warned the Loremasters of the Alliance, but the Loremasters are reluctant to interfere—and unsure whether the Alliance is even a bad thing.*

AGE OF EXPLORATION

1300 — 1500 / 200 — 400 ER:

Aldaron sends many ships out from Emer to explore the surrounding isles and lands across the seas. In addition to securing the remainder of the Emerian continent under his rule, Aldaron establishes relations with realms to the west, south and

north. Attempts to explore the lands east in Iyxia are turned back by powerful Essaence flows.

1307: Aldanor's fleet arrives on the shores of Námár-Tol. The regional lords greet him politely but coolly. By the time he makes his way to the capitol, the Prince has learned Aldanor's intentions: to annex the Isles for the Empire. While the ships of the Elven fleet are individually superior, the Emerians outnumber them; on land the vast armies of the Emperor are overwhelmingly superior. While the Elves might hold off an attack, they have little stomach for warfare with such an enemy. After meeting with the Council of Lords, the Elven Lords of Námár-Tol sign treaties with Aldaron, essentially agreeing to be a protectorate state, independent but under the wing of the Empire. The Elves are not pleased at paying tribute but they are surrounded and vastly outnumbered. The Emperor agrees not to interfere with the internal workings of their land as long as they pay their tribute.

c. 1310-1320: Aldanor explores Khûm-kaan and establishes settlements along the northern coast. Expeditions sail up the rivers to the foothills of the Black Mountains, but do not penetrate the deep jungles. The Kuluku people remain in hiding.

1317: Janel Vonn, a Loari Magician of Námár-Tol, is named to the Order of the Ring.

1318-19: Aldaron sends agents into Jaiman.

1320: Aldaron abandons the idea of annexing Jaiman, partly because of the peculiar geopolitics of the land (i.e., the magical crowns). Instead, he secures a nonaggression treaty with the southern kings of that land. He directs the Duke of Leonas in Uj to explore south.

c. 1320-1332: Aldanor sails out of the bay of Zalkali and back south into Onarian waters. He continues east past the Rulaash region and to the grasslands of central Onar, a land known as *Ahnasan*. There he encounters the Kinsai, riders of huge six-legged panthers. The Kinsai are semi-nomadic—barbarians to Aldanor's eyes. He claims the land in the name of the Emerian Empire, though the Kinsai seem unimpressed. Continuing east the Prince arrives in Malqanar and discovers the Shuluri, the Sea-elves. Aldanor meets with their leaders and after some negotiation they form a simple alliance. The Shuluri grant an area of land to Aldanor on which to build an outpost.

1321-1354: (Jaiman-Rhakhaan) King of Rhakhaan: Aragain I Mather. Aragain, Duke of Nortagle, consolidates the realm and ends the Great Schism as the first of the Mather Dynasty.

1322: *Bethis Hirl*, Lord High Seer of the Order of the Eye, is found dead in his quarters; apparently he committed suicide. The Laan *Vartain Leganto* is named to succeed him.

1325: The famed Laan explorer *Jelred Tain*, under commission from the Duke of Leonas, rounds the spur of Rael. He is the first to do so, after many ships are lost in the Dead Sea. Continuing east, he passes through the treacherous Spire Straits between Rael and the continent of Falias. Only 20 miles wide and filled with rocky barren islands, the straits also harbor swift, unpredictable currents. Tain enters the Raelian Bay.

1326: Jelred Tain lands on the Isle of Jade and nearly loses his life to unspeakable creatures there. He escapes but many of his crew do not. They continue westward to the Raelian mainland, claiming it for the Empire. The natives greet Tain as a god.

1332: The Satellite capitol of *Shanish* is established in Onar, along the northern coast.

1340: Aldaron marries one of his own people, Isil.

1341: Colony ships from Leonas in Uj make the dangerous passage to Rael and a satellite capitol of *Intil* is established in eastern Rael, though at this point it is Emerian in little more than name. Rael is so isolated from the rest of the continent that there is little threat from Imperial fleets or armies. The colonists treat the natives like little more than animals, hunting and enslaving them. By the end of the century the indigenous people are nearly extinct.

1354-1494: (Jaiman-Rhakhaan) King of Rhakhaan: Unknown.

1368: Isil bears Aldaron a daughter: Vania.

1372: Aldaron doubles the size of the Order of the Silver Sword from 88 to 176 plus an equal number of adherents.

1388: Isil bears Aldaron a son, Terenis.

1388: *The Jerak Ahrenreth, led by Ondoval, begins their destruction of Aldaron's Emerian Empire. They work with subtlety and from within; so the rotting is not evident for several centuries.*

c. 1400-1420: The Komaren Isles and the Shinh Archipelago west of Emer are brought under rule, and most of the pirates who had been flourishing there are rooted out. Rumors of the *Alliance* in Agyra are first heard in the Emerian court of Aldain. Aldaron sends a few agents from the Order of the Hand. When they return a few months later, a few note that their behavior is somewhat changed. (*They are actually Brotherhood spies in disguise.*)

1415-17: The young Prince Terenis distinguishes himself as a warrior and commander in the Shinh and Komaren campaigns, captaining the flagship of the Imperial fleet.

1425: Ships from the Emerian Empire encounter the Kingdom of the Desert Jewel (Gethyra).

1428: Gethyra and Emer sign a peace treaty. Embassies are established.

1430: As arranged by Aldaron and the Church, Terenis marries the Laan woman Syba, daughter of the *Na-Fulk* (OE. Archduke) of Relas.

1431: Explorers enter the Ring of Thuul and encounter the Pillar of the Gods. They also discover the isle of *Iordan* and the *Jhordi*, a race of telepathic, blue-skinned men and women. Jhordi emissaries return to Emer. Much of southern Thuul is a shadowed land populated by evil races.

1432: Aldaron first hears of Terenis' illicit liaisons from agents of the Order of the Hand, but does nothing.

- 1434:** Rumors spread of Terenis' infidelity. Court gossip is that his consort is Jaad, one of the Knights of the Silver Sword (a man). The Aldain court is rocked by scandal.
- 1437:** Terenis divorces Syba and 'marries' Jaad by declaration, in defiance of the religion of Zanar (homosexuality is quietly tolerated in more liberal sections of Emerian culture but open relationships of this type are frowned upon in society and disallowed by the official church). Despite pressure from the *Cho-Na-kudai* (Lord High Priest), Aldaron refuses to banish Terenis. Nor will he either bless or condemn the 'marriage.' However, he declares his daughter Vania is ordained heir, despite tradition of the male being selected as heir.
- 1439:** Vania marries the Laan Lord Estar of Leonas, shifting some focus from Terenis.
- 1440:** Terenis survives an assassination attempt (the assassin, a woman, is thwarted by Jaad). He retires for a time to the Imperial winter palace in the Komaren Cluster.
- 1451:** Londoris, Lord High Mage of the Order of the Ring, founds the *Olas Shryak* (K.: "Library of Essaece") with the sage T'jamiis (*really the Dragonlord Voriig Kye*) at the source of the Lene river.
- 1462:** Emerians encounter the *Shoneb Kingdom*. The first meetings do not go well, the Shoneb being an aggressive and suspicious culture. Emerian explorers shift their attentions more south.
- 1466:** Aldaron's brother Aldanor, Prince of Coronan, dies of an unknown illness. His son Keil succeeds him.
- 1480:** Aldaron lays aside the Scepter of Emer, and his daughter Vania assumes the throne. To her are given over the symbols of rulership and the allegiances of the Eight Orders. Aldaron retires to the Houses of the Dead. At his departure ceremony are many dignitaries from far-flung realms, including the Great King of Gethyra and the Crown Prince of Rhakhaan.
- 1482:** Tyganis, the Zanar Cardinal of Ardan, begins to pressure Vania to banish her brother and his lover from Emer. She refuses, but at her urging Terenis and Jaad maintain a low profile at court.
- 1493:** Gorjar, the Fulk of Relas, contests Vania's authority and attempts to secede from the Empire. But the Empress reacts swiftly, sending a large force into the Relas region and arresting Gorjar by the dawn of 1494.
- 1494-1580:** (Jaiman-Rhakhaan) King of Rhakhaan: Høener II, the first to welcome the White Magician again.
- c. 1500:** At their compound on the *Aaen Vulm* (K.: "Isle of Glass") on the Raelian Bay, members of the Order of the Sun begin genetic experiments on various flora. They are aided by the powerful Animist *Durnanga* (*in reality Driil Churk*).
- (Jaiman) The *White Mage* appears in Haalkitaine. Under his influence the emperors wear the crown less frequently, and expand aggressively into surrounding lands.
- 1512:** Vania gives birth to a son: Vanaar.
- 1525:** Vania has another son: Vemik.
- 1535:** Vania's husband Estar dies in what is announced as a hunting accident in the forests of Norg near the eastern edge of the Forbidden Hills. *In fact he was is found beheaded along with the rest of his hunting party. (They were ambushed by Shards of Viour.)*
- 1543:** Vania remarries: this time a Laan lord of Corinn named *Shanar* (*really the Dyar Elf Shanarak, a.k.a. Kort Hulum, of the Jerak Ahrenreth*).
- 1548:** Vania's eldest son Vanaar is slain in a hunting accident. While circumstances surrounding the incident are quite different than those of Vanaar's father Estar (Vanaar is shot by an arrow, apparently by accident), there is speculation at court that the deaths are part of some plot.
- c. 1550 - 1600:** (Emer) Vania's last few years are marred by corruption among her ministers and—despite a strong and even hand—disaffection in the outlying provinces and possessions, and nearly continual uprisings. She is also forced to pay some regional armies for their allegiance, thus creating mercenary forces who will work for the highest bidder. Corruption in the military becomes rampant, and naval ships are little more than privateers.
- In Coronan (the Princedom controlling the lands of Khûm-kaan and Onar), Keil maintains control over the Shay peoples of western Khûm-kaan, but Onar and Rael essentially fall out of contact.
 - In Nuyan-Khôm, the individual warlords begin to assert more and more authority, and the Duke of Silaar is essentially powerless to stop them.
 - In Tai-Emer, the indigenous Jaaderi people of the Lion Province of Relas begin to chafe under the increasingly oppressive rule. Skirmishes and civil disturbances become common
 - In Uj, The Wyvern Province of Leonas suffers attacks from the Charn Raiders in the highlands, and the no-madic Rhiani tribes—always only nominally part of the empire—ignore all Leonas authority.
 - Finally, in Ardan, the land of the Unicorn and the heart of the empire, the counties begin to chafe under oppressive Ducal rule and ever-increasing taxes needed to pay for the army.
- 1551:** Based on evidence gathered by the Order of the Eye, the Order of the Hand is charged with plotting against the Empress. Vania disbands the Order of the Hand and banishes their leader, the Laan/Iylar Mystic Barul Xygarus. (In fact, the Order goes underground. They choose as their headquarters an isolated tower in the Northern Spine of Emer. They become truly the Order of the Mask.)
- 1552:** Vania gives birth to twins: Vaeric and Vinya. It is obvious that they are part Elven; Vania's husband Shanar vanishes, the courts at Aldain and Corinn are rocked by this scandal: Shanar was apparently not a Laan but an Elf. Vania is accused of deception and sorcery. She eventually reasserts her power and Vaeric is accepted as her son.

- 1553:** The Lord High Priest of Zonar declares the church independent of the Imperium and moves his official seat from Aldain to the Isle of Fire, off the coast of Hæstra. (The Isle of Fire had previously been a religious retreat). The church takes no official action against the Imperial family, but at the direction of the bishops, priests begin to openly speak out against certain empire policies.
- 1555:** At A-kesh's suggestion, the Order of the White Flame relocates their home to the Ahrenaek in Rulaash. The rest of the Order does not realize the true nature of the installation until it is too late and they are under the spell of the Ahrenreth.
- 1558:** Vania's second son Vemik is lost at sea. The half-Elven Vaeric is named heir to the Empire despite conservative outcries.
- 1576:** *Vinya disappears (she joins the Cult of Stars).*
- 1580-3789:** (Jaiman-Rhakhaan) King of Rhakhaan: Many rulers.
- 1588:** Vaeric narrowly escapes assassination. The would-be assassin is never caught.
- 1589:** Vaeric marries the Lady Kyria of Leonas.
- 1600:** The strain of rulership takes its toll, and Vania passes the Scepter of Emer to her son Vaeric. She dies within a week; Emer mourns for eight days.
- 1603:** Archduke Welias of Corinn marries the Laan beauty Jysela.
- 1604:** Raiders from the south assault Rael. The Imperial fleets, already stretched thin to maintain peace in other regions, are unable to protect the possession.
- 1605:** Archduke Welias names Jysela his co-ruler. Within weeks she (and the Seer Kesilex of the Order of the Eye) begins to institute 'reforms,' restricting the rights of many citizens. She also begins to speak against the Nuyani race, naming them inferior to the Laan and Old Race. Corinn forces begin to collect Nuyani books and scrolls. Certain civic leaders are taken in for 'questioning.'
- 1607:** Vaeric appoints a new Keeper of the Eye: Luarto Shang (*it is Ondoval in disguise*).
- 1608:** The Prince of Coronan is assassinated; his half sister Driselle seizes power with the blessing of the church. She refuses to acknowledge Vaeric as Emperor, instead crowning herself Queen of Coronan.
- 1609:** The Order of the White Flame recalls many of the Imperial Order artifacts and 'enhances' them (actually adding lenses made with the help of the Order of the Eye).
- 1612:** Racial tensions in Corinn reach a climax—Archduchess Jysela orders restrictive curfews for all Nuyani. There is rioting in several towns, and within days of the proclamation, Jysela declares martial law. Her husband Welias—supposedly the actual ruler—has not been seen in public for weeks. Hundreds of Nuyani are arrested; many are summarily executed as traitors. When scholars among the Laan speak out, they too are arrested as traitors.
- 1617:** Vaeric is besieged as the full decay of the heart of Emer is revealed. The provinces either rebel or are assailed by forces out of the frontier. The Emperor loses his elder son on the fields of battle.
- Relas secedes; Vaeric is unable to hold it. Later that year, two cities in Ardan are burned. Vaeric's seers, led by Luarto Shang (Ondoval) foretell the end of his rule within a year.
 - (Silaar) Isolated by the secession of Relas, Corinn is torn by civil war. In the southern region, the Nuyani are victorious (they are aided by supplies from the Elves of Námár-Tol and – in a key battle – by Reandor). Jysela manages to maintain control of the northern mainland and the islands. While still part of the empire in name, Corinn is essentially independent.
- 1618:** Luarto Shang (Ondoval) tells Vaeric that his remaining son and heir, the teenage Valaan, has betrayed him (a lie, but Vaeric believes it). Valaan is arrested and put on trial, convicted of treason through Shang's skillful framing. In Vaeric's moment of greatest anguish, Luarto Shang murders him with a poisoned dagger, then steals many of the Imperial artifacts and departs. Valaan escapes, rescued by the Storm Wizard and taken to Storm Castle.
- Ageren Vuk, the *Cho-Na-kudai* (Lord High Priest) of the Order of the Cloak, names himself Imperial Reagent and declares the eight-year old Silima Chark (a distaff niece) Empress. He has the backing of most of the Council, but there is dissent from some of the Orders. Ageren Vuk is extremely conservative, and believes that the fall of the Empire was because of sin and corruption. He orders martial law, censorship and strict adherence to oppressive laws.
 - Many priests of Zonar fall under the shadow of the *Jerak Ahrenreth* by tapping its power, and their followers are forced to pay a sinister price: the life-force of all who die under their care is channelled back to the jewel at the heart of the Ahrenthrök.
- 1618-1648:** The next thirty years are marked by religious inquisitions presided over by the Order of the Cloak, now generally known as the *Church of Zonar*. At first only books and scrolls are confiscated and rights are restricted, but soon the terror escalates. Inquisitors, assisted by Knights of Zonar (who are little more than hired thugs) order the detainment of any who speak against Zonar. Tribunals condemn hundreds to death, burned at the stake as heretics, sorcerers, and 'the perverted.' (This time is later referred to as the 'First Zanarian Purge'). Loremasters rescue what texts they can, and free many innocents, but soon the church also targets them. Silima remains a puppet Empress, eventually marrying Vuk's nephew, Horgo.
- *Ondoval abandons the Order of the Eye. His work in Emer complete, Ondoval begins his search for the Book of Gates and travels into the East. The Order is in disarray; Zonar and the others gather many of its artifacts.*
 - The Imperial Orders disband or break away one by one. The Church of Zonar works to destroy them, painting the organizations as tools of sorcery or politically corrupt. Some members go into hiding, while the leaders of a few others try to

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set up governments of their own. Zanar attempts to establish order on a religious rather than political basis, the *Cho-Na-kudai* endorsing leaders he feels will survive. The Four Winds Order vanishes; Eye, Sun, Silver Sword, Flame and Ring all disband. The Mask was always invisible.

- In Midwestern Silaar, the Duke of *Reandor* (a nephew of the Archduke Welias) declares independence and is crowned king by the Bishop of Tendorn. The tiny realm fortifies itself against invasion.
- The Navigator guilds declare many regions of Emer within off-limits or 'hazardous' (they supply a surcharge).
- There is widespread famine and disease throughout the Emerian Empire as systems of trade, food distribution and bureaucracy break down
- A nonaggression pact is made with Queen Driselle of Coronan, but it has little meaning considering the separation of the two realms.
- By the end of this period, the western isles, Námar-Tol, and most of Uj has essentially seceded. The Emerian Empire has shrunk down to the region of Hæstra.
- (Jaiman) As the Emerian Empire collapses, Jaiman is forced to isolate itself to avoid being drawn into the political and religious conflicts tearing apart the great continent.
- (Emer) Loremasters in Emer lay low after Zanarian zealots imprison many.

1648: Ageren Vuk dies; he is succeeded by an even more cruel but politically inept cleric. Silima attempts to assert herself but her haphazard policies wreak havoc with the already faltering Imperial economy.

1649: Empress Silima dies suddenly [she was poisoned by her husband Horgo]. Horgo's bid to rule causes chaos.

1649-1652 These three years mark the final death-throes of the Empire; seven men and women sit on the throne in quick succession; most die by violence or apparent poisoning. By 1652 even Hæstra is in anarchy: the provinces are now city-states ruled by petty despots constantly at war.. Most of the Aldari have fled into the mountains while the Laan retreat to islands or sail westward.

1650: *Approximate time period for the events and situations in the book Vog Mur™.*

1650-1660: Second Zanarian Purge. As the remaining vestiges of organized government collapse, Priests of Zanar continue to rile against sin and excess, while demanding heavy tithes. They are able to move between the warring city-states with relative impunity, as few warlords wish to anger the Church.

1650 – c. 2000: (Sel-kai) The town of Sel-kai emerges as a regional influence because of its ideal location and the ambitious nature of her trader-captains. Wealth brings skilled craftsmen and the town grows. Guilds are formed which act as super-extended families: educating children, caring for the sick and elderly. Leading merchants and craftsmen from these guilds meet informally to coordinate the explosive growth of

this emerging trade center. A government based on capitalism evolves, thriving in the trade vacuum left by the fallen Emerian Empire.

1653: Raiders (mostly Shay brigands from the countryside) sack Aldain City. Only hours before the looters reach the old city, a force of Loremasters and Navigators enter and rescue what art, books and other treasures they can salvage. The last man claiming to be Emperor of Emer is slain on his throne. The city deteriorates into a partially ruined (and reputedly haunted) refuge for bandits and criminals.

c. 1660-1700: Tired of their poverty while the Zanarian clergy lives in prosperous monasteries and abbeys, rustic peoples of Emer begin to fight back. Anti-church uprisings spread across the continent, despite the very real power wielded by Zanarian priests. Priests of other religions lead many of these rebellions. Zanarian missionaries are driven out of Tai-Emer and Silaar by warlords and shamans of To-to-nar. Tai-Emerian priests order the Zanarians captured and sacrificed to their local gods. In Uj the priests are hunted across the plains. The Elves of Námar-Tol take great pleasure in routing Zanar priests from their island realm.

c. 1700: *His work in Emer complete, Ondoval begins his search for the Book of Gates. He travels into the East.*

c. 1800: The city-state Kaitaine has established a name as a trading center along the southwest coast of Emer.

• Aldain City is essentially abandoned; the isle of Votania is deserted.

• The *Yellow Death* sweeps across all of central Emer, killing twenty percent of the mortal population. It is marked by high-fever and a yellowing of the skin and *eyes*. (*It is an acute form of hepatitis; Elven races are immune.*) Jaiman is for the most part, spared from this epidemic. Zanarian Priests in Hæstra portray this as punishment by Zanar for the peoples' lack of faith and regain some of their former influence. The disease subsides after a decade or so, but remains a lurking threat in Tai-emer and western Uj.

c. 1900: The bucolic land of Lys is founded by Linaeri disenchanted with Urulan and fearing the growing power of Rhakhaan. En route to their new home in southern Emer they are joined by others of their kind who depart Námar-Tol.

1998: *Ondoval recovers the Book of Gates. With it—and the power of the Secrets—he may open Portals to the past and begin his search for the Shadowstone.*

c. 2000-3000: (Emer) Most of Emer remains politically fragmented and slides into a Dark Age lasting over a thousand years. With the exception of a few enclaves and a handful of resilient coastal trade centers, the continent is sparsely populated. Fields go fallow, towns and castles are abandoned and fall into ruin.

• Linæri refugees from Urulan arrive in Southern Uj and establish the land of Lys.

- The Dyari of Skystone City expand their underground realm and in high sheltered mountain vales. The Dwarves of Ton-Bor also expand their subterranean metropolis.
 - The goddess Mynistra first appears in Hæstra and cults following her spring up across the land.
 - Námár-Tol isolates itself, constructing lookout towers along the perimeter shores of the Seven Isles and patrolling the Circular Sea in swift warships. The Elves are wary of 'barbarians' on the mainland. Meanwhile, however, they continue their technological advances.
 - Kaitaine, while beginning as a mere cluster of wooden building, is already a trade center.
 - The cult of the Jade Dragon spreads over the isle of Jade.
 - (Jaiman) After many more years of relative peace under the influence of the Six Crowns, The Priests Arnak return to the realms of Jaiman. Under their evil influence, the kings and queens wear the crowns less, opening the door to outside influence. The magical borders falter.
 - (Agyra) The Alliance gains dominion over virtually all of Agyra.
- c. 2000 – 5030:** *Ondoval travels through time and space seeking the Shadowstone. He returns at various times to rest and call the Council, but as the ages pass, dissension grows in the ranks of the Ahrenreth, and Ondoval begins to communicate less with the order.*
- 2059 – 2065:** A plague known as the *Lingering Pain* sweeps through northern Emer. It kills through a long, excruciating and wasting disease and there is no known cure. [It is transmitted through blood: flea and mosquito bites, though this is not discovered; incorrect theories about its source and transmission abound however]. Fear of the Lingering Pain creates suspicion and isolationism, but nevertheless it manages to claim the lives of almost one quarter of the mortal peoples of Silaar, Tai-emer and Hæstra (Laan, Shay, Nuyani, and Jaaderi).
- 2061-2070:** The plague (the 'lingering pain') from Emer comes to Jaiman. Many Y'kin, Jameri, Dúranaki and Zori die.
- 2090:** (Sel-kai) The first official meeting of the Council of Guilds, headed by the wealthy (and shrewd) Danis Kellian, Guildmaster of Silversmiths. This first council includes a representative of every guild formed to date.
- c. 2100:** A Dragon Cult spreads over the Isle of Jade in SE Emer.
- c. 2100 – 2500:** (Sel-kai) Shifts in the Sharya cause much of the land in the delta to become soft and unstable. Rather than move to solid ground less accessible to the river, residents begin to construct wood and stone pilings to shore up their homes and businesses. This marks the beginning of a long evolution towards the city of islands known in current times.
- 2300:** Prince Elar take rule of Námár-Tol. He maintains rule up through the present time.
- c. 2500 – 3293:** (Sel-kai) The number of Guilds in the Council becomes increasingly unwieldy over the next several decades, and those who are not members of the guild suffer from lack of representation.
- c. 2500:** (Jaiman) *Approximate time of the events and situations described in the book Cloudlords of Tanara – minus the Cloudlords perhaps?*
- 2625:** The comet returns once more, passing particularly close to Charón. The Third Moon is bated in Sa'kain's tail and the particles weaken the prison of the Dark Gods. While the Watch of the Lords of Orhan languishes, the Evil One escapes.
- c. 2625-2700:** Altered weather patterns (possibly caused by the return of the comet) increase the average temperature and reduce rainfall in regions of eastern Uj and Tai-Emer. These areas shift from a semi-arid environment to arid. Easternmost Uj becomes a desert.
- 2705:** *Shanarak ("The Fair") Departs the Ahrenlaakh (Ir. "Lost Secret") on an errand to the East. Schrek begins to infiltrate the citadel with his agents.*
- 2755:** *Shanarak returns to the Lost Secret to discover Schrek's work. There is a battle between the two Lords' forces and in the end Shanarak is victorious. However, Schrek intervenes, summoning the power of the Ark of Worlds, sending the citadel and its surroundings into a parallel plane.*
- 2920:** (Abarqua) T'regg, a young Saurkurian Historian/Philosopher, begins to explore the past history of his society. He meets with disapproval from his peers and is reprimanded for questioning the words of the Oracle. He is cast out of his society, sent into exile.
- 2921-2973:** (Abarqua/Kulthea) T'regg wanders Kulthea and learns much of the world around him. In the process, he becomes the apprentice of a wandering Loremaster and begins to study with him. T'regg becomes the First Saurkurian Loremaster. He longs to return home, to enlighten his people and speak with the Oracle.
- 2973:** (Abarqua) T'regg leaves the confines of Karilon and return to the islands. He comes under the guise of a Loremaster who wishes to consult with the Oracle. His request is reluctantly considered, but he is granted an audience. While in council with the Oracle, T'regg discloses the information that he has gathered over the past fifty years on the older Saurkurian society. The Oracle listens, but is not impressed initially; T'regg remains as a guest of the Oracle while he ponders the information that the Loremaster gave him. Over time, the Oracle's memory begins to be restored after some 3000 years of being clouded.
- 2974:** (Abarqua) The Oracle begins to return rule to the people of the Abarquan islands. He appoints a group of prominent individuals throughout the islands to act as The Council of Lords, similar to pre-Dark Age society. T'regg is named the head of the Council by the Oracle. Some skeptics remain, however, believing that the would-be Loremaster has cast a spell upon the Oracle. The society is factionalized.
- 2979:** (Abarqua) T'regg dies. A bloody struggle for the leadership of the Council ensues. The Oracle intervenes, reestablishing his authoritarian rule until he deems it such that

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the people are ready for self government. The Oracle begins to establish colleges and schools of learning to educate his people.

c.3000: (Abarqua) Intermittent trade begins with nations outside of the Abarquan Islands.

c. 3000 – 4000: The Lords of Orhan send their avatars to Kulthea once again, ending a long absence after their aid in the Wars of Dominion. Some do this reluctantly, realizing the need to counteract the influence of the released Dark Gods. Others (Kieron, Jaysek, Teris . . .) never completely abandoned the residents of Kulthea. Their servants the Nymphs and Dryads and Fauns have always been here.

- (Námar-Tol) The Loari continue to make technological advances, creating ever more complex mechanical devices. Their skill with alchemy is unmatched on western Kulthea. Sel-kai eventually wins the confidence of the Loar Council, and they initiate trade.

- Kaitaine's population swells, and her powerful trade guilds explore further and further outward.

- (Jaiman) In the northeast, the realm of the Dragonlord grows, while the western realms fall to armies of Lugrôki. The Dúranaki go into hiding. Only the Elven-realm of Urulan stands against the growing domination of Rhakhaan.

- (Jaiman) Founding of the United Orhan Church in Jaiman.

3030: Kaitaine establishes a trade pact with the Elven realm of Lys.

3050: *Schrek sends his lieutenant Wargur to assume command of the Ahrenaek from the Elf-lord Sigirus and the Alchemist A-kesh.*

3115: (Abarqua) The Oracle establishes a new Council of Lords from among the citizenry of the land. This time, it garners popular support among the citizenry.

c. 3000-present: (Abarqua) The Age of Enlightenment. During this period, the Saurkurian people develop culturally and socially. External trade increases, and a new prosperity begins. The Saurkurians become renowned for the quality of their ships and shipping techniques.

3150: The Grotto Path is discovered by ships sent out by Kaitaine to find new markets. Rael and the islands of the Raelian Bay are open to trade.

3155: Kaitaine makes trade pacts with the *Naal Triumvirate* in western Rael.

c. 3200: A group of Emerians settle at the mouth of the Urij river; their land is called *Sarnak*. After the male leaders make a series of foolish decisions that threaten the realm, the women revolt and take control.

3214: *Karzôk, chief of the Lankani tribe in Tai-emer, is seduced by the power of the Charôn god Klysus.*

3214-3248: (Emer). The nomadic tribes of central Tai-emer are brought together under the sun-and-sword banner of the charismatic warlord Karzôk Lankan. He seems to possess

superhuman strength and is immune to sword and spell. Perhaps more importantly, he has the power to inflame the hearts of men.

3248: (Emer). Karzôk begins construction of *Kenezán* at the mouth of the T'voca River. At the heart of this city plan are temples to honor the serpent gods Klysus and Akalatan. Labor is provided by slaves: Jaaderi from further south and Pochanti in the north, captured by tribal chieftains now under Karzôk's rule. Always at his side is his son, the priest *Akaal*.

3288: (Emer). The temple complex at Kenezán is complete. High Priest Akaal presides over the dedication ceremonies, which consist of solemn rites and sacrifices, a drunken revelry and orgy, and finally another sacrifice: Akaal murders his father in the Pyramid of the Kings. Akaal declares himself the *Khurtûm* (M. "Son of the gods" or "divine son") and King of Lankanôk.

3290: Hostilities between Naal and Ansidus in Rael erupt into war.

3293: (Sel-kai) In an effort to streamline proceedings at Council meetings, Kadus Mafeggin is named *Lord-Merchant* and granted permanent status as First Speaker of the Guild Council.

3296: (Sel-kai) Kadus Mafeggin renames the current Council the Grand Conclave and nominates representatives from certain non-Guild groups to seats. He then creates the Inner Circle and names only selected Guilds to that executive body. He appoints a group of personal advisors which he names his Privy Council. They have little political power.

3300: Kaitaine caravans moving along the Scorpion Ridge have their first encounter with a Rhiani tribe.

- The Naal/Ansidus war climaxes in a huge battle near the tower of Vour. The fight is inconclusive though many thousands die. An uneasy peace follows, and the battle-field is a haunted place thereafter.

- (Sel-kai) Kadus Mafeggin is named Merchant-prince and given sweeping powers by the Inner Circle. This begins a glorious reign lasting nearly a century.

c. 3300 - 3500: In Silaar, the Nuyan Khôm begins a rise again from scattered clans into a group of provincial city-states. The lords (called 'Tarns'), form trade and antiaggression pacts.

- The Loari of Námar-Tol continue to make technical advances, creating ever more complex mechanical devices. Their skill with alchemy is unmatched on western Kulthea. They make tentative contact with Sel-kai and the Nuyani.

3305: (Sel-kai) The famous Iylar bard and chronicler Theodoric of Arnoth invents an alphabet for the Prince of Sel-kai. He dubs it *Eidolon*, the name of a mythical cloud-haven in Emerian legends. Prince Kadus adopts the runic letters as the new official script of Sel-kai.

3380: Trade explorers from Kaitaine enter the Bay of Izar (at first thought to be another ocean); they encounter the Amazon culture of Sarnak. Their first meetings end in disaster.

- 3451:** (Sel-kai) Merchant-prince Xagon Borg dies suddenly. After a series of inconclusive elections, a power struggle ensues between Borg's Privy Council, the Circle and the Grand Conclave. Finally, the Inner Council appoints a triumvirate to rule; the Privy Council is dissolved. This begins the First Interregnum.
- 3462:** (Sel-kai) One of the Triumvirate – Hallis Ib – dies under somewhat mysterious circumstances. He is not replaced.
- 3465:** (Sel-kai) Valiav Nodiies (another of the Triumvirate) drowns in a boating accident. The remaining member – Chanik Alian Moorn – proclaims himself Prince. This ends the First Interregnum.
- 3755:** First contact between the Laan of Irdania and the Amazons of Sarnak.
- 3789-3811:** (Jaiman-Rhakhaan) King of Rhakhaan: Arej X “The Clumsy”.
- 3811-3902:** (Jaiman-Rhakhaan) King of Rhakhaan: Kelir III
- 3840:** Trade agreements between Sel-kai and Kaitaine are signed.
- 3845:** *Oan Lyak is chosen as Lyax Khâng on the Secret Circle. The previous Lyax Khâng met with an unfortunate accident involving a Loremaster. Oan Lyak moves her headquarters to Ahren-lyax, one of the Eight Secrets. Also known as the Tower of Vour, it stands in the hearts of the Whispering Moor, lowland in what was once the realm of Ansibus in Ræl.*
- 3925:** (Thuul/Jan) Beginning of the period known in the Jan as the Exile.
- 3902-3996:** (Jaiman-Rhakhaan) King of Rhakhaan: Høener III.
- 3980:** The Laan lord Jengar Qatanen of *Orian*, a city-state at the mouth of the Alarna river (north of Votania in Hæstra) secures fealty from several nearby lords and establishes the kingdom of *Irdania*, spanning most of the old land of Miir. Jengar then launches on a campaign to expand his realm into the neighboring regions of Vornia to the west and Stroane to the east.
- 3989:** Jengar has lordship over most of the lands surrounding the Sea of Votania.
- c. 3900:** (Abarqua) The first group of Saurkurian settlers land on the Island of Phegri. Dubbed the Land of Fire by the pioneers, the colony will grow to a size of slightly more than ten thousand citizens.
- 3996-4157:** (Jaiman-Rhakhaan) King of Rhakhaan: Kelir IV.
- 3998:** Jengar is killed while in the forest of Norg on SE Hæstra. He and his entire party are found beheaded and dismembered; many appear to have been drained of blood. (*It was the Shards of Viour.*) Jengar's 15 year old daughter Lissane assumes the throne.
- 3998:** (Jaiman) The Magician (or his successor) returns to Haalkitaine and is welcomed.
- 3999:** Many lords in Irdania express dissatisfaction with Lissane's weak rule, while others compete to marry her and become king. Eventually the Lord Terok wins out. They are married and he is declared a member of the royal family of Qatanen. Soon after the wedding he asserts himself, and a period of peace begins for Hæstra.
- c. 4000:**
- (Western Lands) Over the next 1000 years, The Alliance, already in control of Agyra, spreads over most of Mulira and into western Thuul. In addition to their *Kal-chah* warriors, numerous spies and subterfuge methods, they employ swift war-catamarans to control the coasts.
 - (Emer) Most of Hæstra remains in a dark age.
 - (Jaiman) Rhakhaan now controls nearly the entire Jaiman mainland, having beaten back the Lugrôki and the armies of the Dragonlord. There is increasing prejudice against the Elven-kind, leading to internal strife. Many Elves flee the country for Urulan.
- 4008:** (Jaiman) Kelir IV names himself Emperor of Jaiman. This is a bit premature, since Urulan and U-Lyshak still survive, and petty warlords rule much of the continent. But Kelir is determined to remedy that: war is declared on the Elven-realm of Urulan, and the two countries are at odds for over 500 years and three Rhakhaan emperors.
- c. 4008 - 4500:** (Jaiman) While the two mighty realms of Rhakhaan and Urulan fight to the south, many lesser lords begin to quarrel amongst themselves for the northernmost lands of Jaiman.
- c. 4000 - 5000:** Kaitaine's wealth and power continues to grow. Contact is made with the isle of Zinvar, Danarchis (now a young republic) in the mid-millennium. The exotic wealth of Malqanar is brought to the western regions. Desert tribes of the Rhiani trade with Kaitaine, while the *Nuyan Khôm* people of Silaar open their door to the traders of Sel-Kai.
- 4010-4020:** A strange disease virtually wipes out the entire horse population of Silaar and Tai-Emer, crippling the fighting forces of the Nuyani and Jaaderi. The disease is stopped at the Spine of Emer, however.
- 4015:** Queen Lissane of Irdania gives birth to a son, Telemedar; however, she dies in childbirth.
- 4020:** Prince Terok marries again, a half-Elven woman named Selis.
- 4024:** Selis gives birth to a son, Xerion.
- 4031:** Prince Telemedar, at 16, is already a handsome and extremely bright youth, but those close to him see a dark side. Seeming to have little interest in the martial arts, he studies magic under the court Magician Belos, and his stepmother. Rumors also begin to circulate through court that Telemedar and Selis share a more intimate relationship.
- 4034:** Prince Terok of Irdania dies, under suspicious circumstances. Nevertheless, Telemedar Qatanen is crowned king at the age of nineteen.
- 4035:** Court Magician Belos dies of a fall from the Orian castle wall. Telemedar names his stepmother Selis to the post. Her

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influence at court grows, to the consternation of the Royal Council and lords and ladies of the court. The only other person who has Telemedar's ear is a childhood friend, Kevik, the son of a wealthy Orian merchant.

4036: Selis is pregnant; there is little doubt as to the father. At her urging, Telemedar expands Irdania into the Bodlean lands and makes plans to take Sarnak and Danarchis.

4037: The war front to the north does not go well for Irdania. Kevik is found dead in his quarters, hours after counselling Telemedar not to accept Selis' impending child as heir. Telemedar consults a Seer and learns the truth: Selis was behind his friend's killing. Insane with rage and anguish, he brutally murders his pregnant wife. Telemedar is tried and executed. His younger half-brother, the 13 year-old part-Elven Xerion, is placed on the throne.

4052: Like his brother, Xerion shows a preference for the magical arts—and sensual pleasures. He shows little interest in governing, preferring to spend his time in the intimate company of wine, food, young men and women. Privy Council of lords essentially rules the kingdom.

4056: At the insistence of the Privy Council, Xerion marries: the 21 year old Celiana, Countess of Maray. She shows a skill at rulership he lacks, and while he descends ever deeper into decadence, she assumes control of the government. The northern aggression is halted, and Irdania makes peace with her neighbors.

4066: At the age of 42, Xerion is stabbed to death in his bed by a slave boy who had been brought to him for 'entertainment.' Soon after her coronation as ruler, his wife Queen Celiana puts this incident behind her and purges the palace. A long period of stability ensues.

4085: *Schrek nominates an Astrologer named Zagul to the Jerak Ahrenreth, taking Ondoval's vacant place as Arulis Kygari.*

4123: (Jaiman) In NW Jaiman, the Haidic warrior Ugus Syr enters the sacred Blue Forest with his clansmen and ambushes the Jaimani Elves, then proceeds to crush the Fustir peoples. Ugus slays the Fustir lord and takes his young bride as his own, becoming Ugus Fost. He declares himself lord of the Haid and Fustir, but some of the Haid clans rebel, driving Ugus and his men into the wood. They become known as the Syrkakar ("Lords of the Blue Forest")

4125: Sa'kain streaks past Kulthea again, wreaking havoc with weather and Essaence.

4156: (Abarqua) The grat mountain on Phegri bursts into flame and wipes out more than half of the Saurkurian population on that island. The survivors flee to other islands to escape the wrath of the mountain.

4157-4390: (Jaiman-Rhakhaan) King of Rhakhaan: Kelir V "The Immortal".

4166: (Jaiman) The conqueror Ugus Fost (now ruler of most of NW Jaiman) is murdered and his realm destroyed by a demonic force wakened from the forest of Dír. (*it is the*

Shards). The surviving Syrkakar flee to the Mur Fostisyr ("Land of Blue Light").

4195: (Sel-kai) The renowned shipwright Leriú Valain conceives of a 'flying boat'. He begins his work in spite of chiding by his colleagues.

4205: The Laan shipwright Leriú Valain and the Loari alchemist Teryk Altíar construct The First Skyship, the Cloudwing, in Sel-kai. The Merchant-prince of Sel-kai begins an ambitious project: to build a flying merchant fleet. Sel-kai's demand for Xenium is soon unsatiable.

• *After millennia of wandering the planet unaware of his true ancestry, Andraax is swept by into a flow-storm which restores his memory (though he is still vulnerable to lapses into madness). The K'ta'viir Lord visits the Guardian Mind, only to find that it has been cursed by a spell from beyond the Pale. Returning in disguise to Karilôn to discover what has transpired, he learns of the plots of the Eight. He also detects the Alliance spy within the Loremaster ranks, but his own disguise remains intact. He takes no action against the infiltrator.*

4250 – 4600: (Sel-kai) The fame and wealth of Sel-kai grows as her flying ships skim further and further afield.

4210: (Sel-kai) Four more ships set sail from Sel-kai city.

4215: (Sel-kai) Prince Klinir Bonaq departs aboard his sky-yacht, announcing his return in a month. He delegates power to his Privy Council. Prince Bonaq is declared missing after 100 days and the search begins. He is never found. This marks the unofficial beginning of the Second Interregnum.

c.4250 – 5000: In Jaiman, a weakened Urulan falls prey to searaiders and eventually disintegrates as a nation. All that remains by the end of the millenium is a haunted wilderness.

4295: In the Mur Fostisyr, Uka Cloşk (the ninth Syrkakang) is murdered by his nephew, who steals the Collar of the Great King ("Twy Sirkakang") and vanishes into the north wastes of the Gosti Hyr ("Isles of the Green Light")

c. 4300: (Sel-kai) The population of Sel-kai city reaches 15,000.

4345-4349: King Perulin of Irdania, soon after his 100th birthday, claims that he has been visited by the spirit of Telemedar and his unborn child, and claims they are haunting the palace. The King's delusions grow steadily worse over the next few years until he is incoherent. However, strange, unexplainable events have begun to occur: fires starting spontaneously, eerie voices in the night, the walls of the King's inner chambers seeming to bleed. Clerics summoned to cleanse the palace all fail. Finally, the king throws himself off a parapet. Perulin's son Xerion is crowned; the mysterious events cease.

4350 – 4365: Three apparently different plagues wipe out almost half the population of Hæstra. This, combined with a series of droughts and uprisings in the border lands, and the weak rule of King Xerion III, spells doom for the kingdom of Irdania. Several lords in Vornia split away into independent holdings. Fear of the plague severely limits trade and travel

amongst the holds, and few ships from outside mainland Hæstra will go there, wary of contamination

4359: (Jaiman-Mur Fostisyr) Jyka Brust takes control of his clan and crushes unrest in Syclax. Within three months he subjugates the other four clans of the Syrkakar and is named Syrkakang (“Overlord of the Blue Forest”)

4365-4400: By the end of the century, most of Hæstra has deteriorated once again into a collection of small, petty kingdoms and a handful of more powerful city-states. Irdania is no more.

4379: (Jaiman-Mur Fostisyr) *Time setting for the book Iron Windä.*

4380: (Sel-kai) Emissaries from Námár-Tol arrive in Sel-kai offering to trade in their advanced machines and alloys.

4390-4399: (Jaiman-Rhakhaan) King of Rhakhaan: Lxor I “The Fey”. Lxor is deposed in a revolt led by his brother Derwynt and imprisoned in North Tower.

4399-4512: (Jaiman-Rhakhaan) King of Rhakhaan: Derwynt I

c. 4400-5500: Most of Hæstra is in a dark age. Trade ships only enter the Bay of Izar to dock at Sarnak; others remain along the seacoast. Even Skyships do not enter, partially because of tales of at least one dragon terrorizing the land. Navigators add a surcharge for travel there for many years after the plagues have run their course. Bodlea, never densely populated, becomes a desolate empty land. Many castles and manors in the other regions are abandoned and fall into ruin. Even the city-states do not recover from the plagues and lack of contact.

c. 4500: In Rael, the rival kingdoms of Ansidus and Naal escalate hostilities once again. Their ongoing conflict continues sporadically for a thousand years.

• (Sel-kai) The population of Sel-kai city reaches 20,000.

4503: (Sel-kai) In a break with tradition – and constitutional precedent – Prince Barlaan Hærk attempts to dissolve the Conclave and Circle, and name his son Helrik as successor. A period of strife ensues in which Sel-kai teeters on the brink of Civil War.

4504: (Sel-kai) Barlaan Hærk is assassinated, and Helrik immediately renounces his claim. However, the paranoid Conclave – fearing another power hungry Prince – decides to set up another Trimvirate. Beginning of the Third Interregnum.

4504 – 4541: (Sel-kai) The Triumvirate endures for nearly four decades, with a total of eight men and women assuming roles. It is notable for its mediocre and unimaginative – though stable – rule.

4512-4515: (Jaiman-Rhakhaan) King of Rhakhaan: Arej XI. Last of the Mather Dynasty.

4514: *The (female) Dragonlord Ulya Shek discovers a partially functioning Lord of Essaence installation on a far western isle. Inside, she awakens an Althan Lady: Jenkyna. They form a partnership of sorts.*

4515: (Jaiman) The Emperor of Rhakhaan Arej XI (the first to refuse the Phoenix Crown even at coronation) is assassinated after only three years as monarch; the realm, without a strong heir, is politically fragmented. The inconclusive (but mutually debilitating) war with Urulan is broken off.

4515-5011: (Jaiman-Rhakhaan) King of Rhakhaan: None; The Second Interregnum. Rhakhaan is ruled by a council of nobles.

c. 4520 - 5000: (Jaiman) The weakened Urulan falls prey to sea-pirates of Kelestia along the eastern coasts and corruption from within, and eventually disintegrates as a nation, the various regional lords isolating themselves from the helpless capital. Rhakhaan fares better, but her borders retreat to nearly where they once were when the Emperor wore the Crown. Even within the empire, many lords are so powerful as to be virtually independent from the Emperor. They withhold part of their taxes to Haalkitain and exert wider authority.

4543: (Sel-kai) Agren Navalak, part Iylar-Elf and head of a powerful guild of Jewelsmiths, asserts that the Triumvirate is driving the realm into a state of ennui. He calls for structure to be abolished and a return to the Princedom as before. Navalak is successful in his drive – and is elected Prince. End of the Third Interregnum.

4556: (Sel-kai) Prince Agren Navalak signs an important trade agreement with the Hutarn of Nuyan Khôm, opening the way to trade in Nuyani glassware, pottery, textiles (especially their priceless silks), perfumes and dyes. Both parties profit immensely in the following decades.

4578: *Three of the Eight of the Jerak Ahrenreth (Lorgalis, Oan Lyak and Iaen Shiin) meet at the Ahren-Lyax and form an alliance. They lure the Royal Seer of Urulan to their hold, slay him, and Iaen Shiin (the former Loremaster Darí Holvir) assumes his post. He is instrumental in the realm’s demise.*

4600: (Sel-kai) Prince Navalak lays plans to construct a port suitable for his airborne fleet: he will build a city, which floats in the sky. He calls upon the best alchemists and engineers to construct this wonder of magic and technology. Many Loari engineers come from the island-realm of Námár-Tol to aid in this project.

4610: (Sel-kai) Plans are approved for the sky-city. Master Smith Ezaal Quathe (A Loar Alchemist) supervises the construction of the vast Xenium-sheathed sphere which will be the heart of this flying metropolis. Meanwhile, the architect Agel Boch-thalaj coordinates the design of the superstructure which will ring the sphere and support the city itself.

4650 (3•15): (Sel-kai) The city of *Eidolon* rises in the sky above Northern Emer. The central orb and docking ring is finished; it will require decades of ongoing construction before the city is complete. Nevertheless, Prince Navalak throws a mammoth party in his sky-palace. The gala lasts for seven days, the fourteenth day of the third month is afterwards celebrated as a holiday.

4652: (Sel-kai) A delegation of Hírazi (winged men) arrives on *Eidolon*. They reveal that there is a Hírazi city in the cliffs of a nearby isle and wish to trade services for goods. Prince Agren

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immediately realizes the fabulous potential: these agile winged people solve his problem of easy communication between upper and lower city. In addition, Hírazi are welcomed as crewmembers of skyships, making unsurpassed scouts and spotters.

4700: (Western Lands) The Alliance encounters the Shoneb Empire in western Thuul, and begins infiltration. They also send agents into the Jan to the south.

4705: (Sel-kai) Heavy spring rains cause the Sharya river to rise. Three of the southernmost isles of the Burning Rock district collapse.

c.4800: (Sel-kai) The population of Sel-kai City reaches 30,000.

4811: (Sel-kai) The Twelve Bridges Fire. Nearly five hundred are killed as flames engulf six islands. Magical intervention by the Circle of Nine averts an even greater disaster.

4820: (Sel-kai) Prince Agren Navalak, now well over 300 years old, decides to retire. He is hailed as the most popular Prince in the realm's history, and a massive golden statue of him is erected in an Eidolon square amidst a seven-day farewell celebration. The first act of his successor is to name Navalak's birthday (1•22) a holiday.

4828: (Thuul/Jan) Abakar, founder of mysticism, is born.

4838: (Sel-kai) Agren Navalak dies. He is entombed in vaults within the heart of Eidolon.

4880: Vajaar, a state in SW Uj, grows jealous of Kaitaine's immense wealth and attempts to annex the island city – at first on paper, then by force. Its small fleet is crushed, and the Vajaar army is trapped between Kaitaine defensive troops and Rhiani horsemen. Kaitaine insists on a formal apology and a promise to never attempt such aggression again before they will re-establish trade. The Rhiani's alliance with Kaitaine earns them Vaajar's undying hatred.

c. 4900 – 5900: Vajaar slowly expands across western Uj, annexing prairie lands from the Rhiani. The Horse tribes find that their access to Kaitaine is eventually limited to two roads: the southern coast or the Scorpion Ridge foothills (adjacent to the White Wood). The Lord of Vaajar closes other routes.

c. 5000: (Hæstra) With the decline of terrestrial powers comes a rise of religious rivalries in Hæstra. Mynistra's followers wield considerable influence in the southwest, while Priests of Andaras gain power in Stroane. Izar has always been largely a center for Shaal, the Orhan god of the sea. In the north, the Sun god Phaon sees a resurgence of popularity. The church of Zanar has fallen by this time to a little-known cult.

- (Jaiman) Southeast Jaiman is besieged by the dark fleets of the Dragonlord out of Wuliris. The Dúranaki retreat into their caves, leaving the Sulini and Myri to fend for themselves. Many Myri sail south and settle in the empty lands of Bodlea in Emer. Over the next few decades they colonize (albeit sparsely) much of the rolling land north of the Keyten river. They become known as the *Talath*.

- (Jaiman) The politically fragmented Rhakhaan is an easy target for the Priests Arnak. During this time (culminating

with the return of the comet in 5650), provincial lords are entangled in constantly shifting alliances. Arguments in court erupt into petty wars within the empire. A series of weak emperors is unable to hold the disintegrating realm together.

- (Western Lands) The *Alliance* encounters the *Shoneb Empire* in NW Thuul, and begins infiltrating their government. They also send agents south into the Jan.

c. 5000-5500: (Gaalt) The immortal *Raven Queen* continues her expansion south through Gaalt.

- (Falias) City-states of the central lowlands are united under a family of ruthless warlords aided by powerful shamans. The fourth-generation leader, Hutsua Kang, crowns himself lord of the Empire of the Black Sun.

- (Tai-emer) Shay immigrants from Hæstra settle in the rich Lygaar valley. Within a few centuries they expand into the Pelegris foothills and south to the edge of the Quon jungle in Khûm-kaan. They soon encounter the tall, dark *Kuluku*. After a tentative beginning, an understanding is reached and the two cultures begin a lucrative trade arrangement.

5004: (Thuul/Jan) Abakar dies or disappears.

5010: *The Book of the Ring, the focus of the Ahn Sye Talaus ("Order of the Ring") is stolen by a servant of Schrek. It now lies in the vaults of the Ahrenthrök.*

5011-5087: (Jaiman-Rhakhaan) King of Rhakhaan: Ilred I Tovaynak, Duke of Sanaria, seizes the throne. United Orhan Church Archprelate of Haalkitiane names him King. He is the first of the Tovaynak Dynasty and rarely dons the Phoenix Crown.

5028-5029: (Western Lands) A Jenaar emissary from the Alliance pays a visit to the Shoneb Empire and presents the usual Alliance ultimatum: join or be destroyed. But the Emperor is expecting her and demurs, before the Jenaar can depart she is ambushed. Her Kal'chah guard – fierce and skilled as they may be – are outnumbered, and she barely escapes. The Alliance retaliates a few months later: Dozens of Kal'chah attack key government centers in the Shoneb Empire, and it collapses like a house of cards. The Emperor agrees to 'join' the Alliance.

5030: *Ondoval recovers the Shadowstone, an immensely powerful item once worn by Kadaena. As he returns—exiting a Portal in Mulira—the Portal is destroyed by the dark energy of the Shadowstone. The planar instability also allows the return of the Ahrenlaakh to this world. Ondoval retires to the Ahrentorg and plots his final assault on the very Essaence.*

5030 – Present: Worldwide Flow-storm activity increases across Kulthea. Random Portal operation also intensifies, allowing more creatures of the Void and other planes into the world. The Loremasters, the Lords of Orhan, and a few others are aware – though none can determine the cause.

5040: *The Dragonlords Voriig Kye and Sulthon Ni-shaang are nearly slain in a trap laid by Schrek, the acting leader of the Jerak Ahrenreth. Both escape, however.*

5087-5121: (Jaiman-Rhakhaan) Queen of Rhakhaan: Ajkara III.

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- 5087:** (Jaiman) Ajkara III ascends the throne of Rhakhaan at the age of 27. A powerful, charismatic woman, she quickly consolidates power and within a few years Rhakhaan enters a new renaissance. The coastal city of Lethys is brought under control and both it and Haalkitain are rebuilt.
- (Jaiman) The Syrkakang is pushed back into the desert by Rhakhaan. There are also tales that the Syrkakang is battling armies of a great Fire-Drake.
- 5090:** (Jaiman) The Magician again returns to Rhakhaan. While Ajkara is deaf to his words, he finds eager listeners among the Haalkitain Court.
- (Sel-kai) A string of murders in Sel-kai city ends abruptly after a body is found on the steps of the Administration Hall wearing a ring of platinum and a note stating that this is the killer. The cause of death of this man cannot be determined.
- c. 5100:** *The Loremasters learn that a dark power has built a citadel in the northern waters of the Endless Sea, but the area is swathed in a veil of shadow, which they cannot penetrate. Agents sent in do not return. As the darkness grows, their concern intensifies (It is Ondoval).*
- 5121:** (Jaiman-Rhakhaan) Ajkara III narrowly escapes an assassination attempt and is forced to flee Haalkitain when many nobles revolt. She takes the Phoenix Pendant with her.
- (Jaiman) – Until 5340 – Rhakhaan survives the departure of its Queen, but the massive realm continues on a slow decline. A series of puppet monarchs are placed on the throne, controlled by coalitions of nobles. Perimeter holdings operate more and more independently.
- 5121-5192:** (Jaiman-Rhakhaan) King of Rhakhaan: Badar I “The Fool” refuses the Phoenix Crown, even at the coronation. Badar is the first of the ‘Puppet’ kings controlled by theo-and arcanocrats.
- 5188:** *Ondoval declares himself the K’ta’kuli (Ir. “Lord of Shadows”). His court includes Ordainers and other powerful demons.*
- *The Jerak Ahrenreth soon learns of Ondoval’s apparent abdication. A power struggle ensues within the Jerak Ahrenreth, though Schrek quickly emerges as the final authority.*
 - *The fact of Ondoval’s return and full measure of his treachery are finally revealed to Andraax, even in his somewhat unsteady mental state. He begins the search for the Soulsword, the only instrument which might slay the wearer of the Shadowstone.*
- 5192-5227:** (Jaiman-Rhakhaan) King of Rhakhaan: Arej XI “The Unworthy”, refuses the Phoenix Crown, even at coronation.
- c. 5200:** (Western Lands) Alliance forces encounter Lugrôki in western Thuul and Mythenis. After attempting to utilize them as laborers, they find them too difficult to control. They begin a systematic destruction of this race, which they consider ‘unuseable.’
- 5210:** (Emer-Hæstra) Gelenad n’Chenn becomes Lord of Relian after the sudden death of his father. This is somewhat controversial because Gelenad is a priest of Phaon.
- 5210-5220:** (Emer-Hæstra) Gelenad sends escorted trade representatives north to the Dales and Danarchis, west to Zinvar and east into Tai-emer. Over the next few years trade begins to grow, enriching Relian. His aggressive trade policies are welcomed, though his promotion of the religion of Phaon is not greeted with the same enthusiasm. Tensions increase between Relian and Arakin, which has become a stronghold of Andaras.
- 5221-5225:** Gelenad’s religious influence grows from merely openly following Phaon to making it the only tax-free religion in the land, and he begins to pressure citizens to convert. Finally, in 5225, the council of Merchants asks him to choose either his church or the Lordship. He retires to a monastery and the council assumes control of the city.
- c. 5300:** *The Dark Elves of Skystone discover an ancient installation. While not of the Lords of Essaence it is a technologically advanced geothermal power generation facility, possibly built by the Taranians during the interregnum. After many years of work and study, they manage to repair and restart it. They find many other interesting devices, some a fusion of magic and technology.*
- 5227-5261:** (Jaiman-Rhakhaan) King of Rhakhaan: Badar II “The Sickly” refuses the Phoenix Crown, even at coronation.
- 5254:** (Thuul/Jan) The period of Unity begins.
- 5266:** (Thuul/Jan) The Exile ends, and men return to the grasslands of the Jan.
- 5285:** (Thuul/Jan) Stag-pa, father of the nomad nations, dies.
- 5288:** (Thuul/Jan) Three years of civil war among Stag-pa’s sons end.
- 5261-5322:** (Jaiman-Rhakhaan) Queen of Rhakhaan: (Queen) Lysana I “The Whore”. Lysana refuses the Phoenix Crown entirely.
- 5325:** (Thuul/Jan) Lha-dzar, the youngest of Stag-pa’s sons, takes his clan south.
- 5322-5332:** (Jaiman-Rhakhaan) King of Rhakhaan: Gærok I “The Weak” refuses the Phoenix Crown entirely. Gærok is the last of the ‘Puppet’ kings and the Tovaynak Dynasty, overthrown by an alliance of nobles.
- 5332:** (Jaiman-Rhakhaan) Ilred Faslurin, Duke of Sororis, overthrows the Tovaynak king and the Faslurins return to the Phoenix Throne.
- 5332-5350:** (Jaiman-Rhakhaan) King of Rhakhaan: Ilred II Faslurin. Ilred accepts the Phoenix Crown.
- 5335:** (Jaiman) Ilred II repays the United Orhan Church for its aid in placing him on the throne by naming it the ‘official’ church of Rhakhaan.
- 5340:** (Jaiman) Ilred II takes the Throne of Rhakhaan, but refuses the Phoenix Crown. He does, however, use his military

clout to break the power of the nobility. Ilred institutes reforms that strengthen the power of the nobility and monarchy once again

5347: The Magician appears in Haalkitain, offering his services to Ilred. The King, wary of tales of the Mage and attentive to counsel by his friend the Loremaster Uli Tarka, turns the Magician away.

5,350: King Ilred is slain while visiting a frontier province, killed by a crystalline throwing star. His teenage son Fiilig, with Tarka acting as regent, succeeds him. Fiilig, counseled by Uli, also refuses the Phoenix Crown.

5350-5391: (Jaiman-Rhakhaan) King of Rhakhaan: Fiilig I. He rarely dons the Phoenix Crown.

5375: (Sel-kai) Chek Haggesson, Master of the Jewelwright's Guild, throws himself from a terrace in Eidolon. Reason for the apparent suicide is never discovered.

5380: Fiilig dies under mysterious circumstances. His younger brother Yurin petitions to be named heir but the King's son Alaek is named. Alaek's reign begins unevenly, with the realm attacked repeatedly by wild men of Zor and Lugroki. Desperate, he dons the Crown. The invaders, mysteriously disoriented, are easily driven back and the old borders are re-established. However, Alaek's personality gradually changes and he becomes a cruel, tyrannical monarch. His reign is long and considered by many to be a dark period in Rhakhaan's history.

5391-5508: (Jaiman-Rhakhaan) King of Rhakhaan: Alaek III, rarely dons the Phoenix Crown and dies by violence.

5430: The Loari of Námár-Tol develop the first *Airbarges* to transport passengers and cargo. These huge, slow-moving noisy steam powered air vehicles are greeted with awe and suspicion by all who see them.

5431: (Abarqua) A new and mysterious presence is rumored to be on the abandoned island of fire, and a group of adventurers set sail to the islands. They do not return.

5433: (Abarqua) A larger force is sent to Phegri to try and discover the fate of the expedition from two years before. Nothing is found, a small garrison is established on the southwestern tip of the island. The garrison is maintained, but no Saurkurian wishes to resettle the island. No sign of a mysterious presence is found.

5,450: A Dragon is seen over the city of Lethys.

5499: (Jaiman) The entire population of Plasidar (a Duchy of U-Lyshak) is wiped out. The first ships to arrive after the event find the port empty except for dozens of large cocoon-like objects. They flee when they hear a loud, piercing shriek. (A nest of Kaeden was found and accidentally awakened by the inhabitants, who were quickly subdued and cocooned). The island is left abandoned for over a century; all trade ships steer a wide berth past it and the boiling waters around Aranmor.

c. 5500 (Sel-kai) The population of Sel-kai City reaches 50,000.

c. 5500-5900: (Abarqua) Many reports of mysterious occurrences filter back from the island of fire. The Phegri Garrison assignment becomes highly unpopular among the Saurkurian military. Many people believe that the island is cursed and turn to the Oracle for help. However, not even the Oracle can explain the mysterious occurrences on the island.

- *Ulya Shek and Jenkyna reopen a sprawling Lords of Essence installation in the Rust Mountains of Silaar. It is a large underground complex, once a research facility. Together they begin their gruesome project: the creation of an army of mechanically enhanced undead: the Gyshon Vurg* (Ir: "walking-dead machines") and demon/human fusions, Dusdurbulgaur (K. "Warrior-demon offspring").

5508-5582: (Jaiman-Rhakhaan) Queen of Rhakhaan: (Queen) Italana III. She rarely dons the Phoenix Crown.

5582-5627: (Jaiman-Rhakhaan) King of Rhakhaan: Høener IV, rarely dons the Phoenix Crown.

5591: An earthquake strikes; the center is estimated by Loremasters to be somewhere in northern Tai-emer, but the shocks cause several structures in Sel-kai to tumble.

5598: The Naal Triumvirate attempts to control access through the Grotto Path, taxing trade ships passing through. This move—a not entirely successful one—angers Kaitaine as well as Ansidus and the independent isles in the Raelian Bay.

c. 5600: Tensions between the Naal Triumvirate and the kingdom of Ansidus in Rael escalate into open warfare.

c. 5600: (Abarqua) Secretly, servants of the Unlife begin to build a small hold on the island despite the presence of the Saurkurian garrison. Forces of the Unlife have been present and in hiding on the island since it rose from the sea in TE 1201. Within the depths of Phegri lies a natural gate through which the Unlife enters Kulthea. The hold is known by its black inhabitants as the Khergog, meaning "Thirsting Cave".

5615: Dyari immigrants—a disaffected faction exiled from Skystone City—come to the deserted isle of Plasidar and decide it is the perfect place to settle.

5625: (Jaiman) The cult of Andaras rises again, this time in Lethys.

5327-5699: (Jaiman-Rhakhaan) King of Rhakhaan: Ilred III "Bloody Ilred". He rarely dons the Phoenix Crown.

5643: (Sel-kai) Freg K'garian is elected Prince of Sel-kai.

5650: The comet returns. During the ensuing weeks it hangs in the Kulthean sky while strange and terrible events occur across the world.

- Droughts strike Rael for the next several years. By 5660, the region that was Ansidus is a wasteland.

- Chronic famine in many lands.

- The Prince of Sel-kai's sky-yacht *Nightflyer* vanishes with his daughter on board. It returns periodically in later years, a ghost ship—and an evil omen.

- Snakes rain from the sky in Tai-emer and Uj.

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- Erratic tides (even for a planet with five moons) cause widespread damage to coastal cities.
 - Another attack of the strange horse-killing disease sweeps across northern Emer, this time also affecting Hæstra, again devastating the equine populations. Three quarters of the horse population is lost. Each in their own way, the Lankanok and the Nuyani decide to seek alternatives.
- 5651:** The High Shaman of the Nuyani lands goes on a spirit-quest to seek guidance regarding the problem of the loss of their horses. He fasts and prays to the god *To-to-nar* ('the two-faced'; actually the Orhan gods Kieron and Jaysek). The gods hear his pleas... after five days of wandering the solution comes to him—in the form of a huge Gryphon. She is to be the mother of a stable of winged mounts for the elite warriors of Nuyan Khôm.
- 5656:** The Animists and warriors of Lankanok embark on a breeding program to domesticate the *Srill*, large, herbivorous bipedal lizards, as an alternative to horses. (A brief flirtation with riding the carnivorous *Quarnaks* was abandoned when they kept eating their riders).
- 5660:** (The Long Night Campaign): Kelgryn Dal'Shrek is born in Urulan to Sirion and Coimas.
- 5699-5785:** (Jaiman-Rhakhaan) King of Rhakhaan: Jædaran II. He rarely dons the Phoenix Crown.
- 5704:** A Silvery Dragon is seen again, the mighty beast terrorizing the city of Eidolon. Yet it does no damage and vanishes into the clouds. Some claim that it had a human rider. Rumors abound that the alleged rider subsequently blackmails the Prince of Sel-kai into paying a 'protection' ransom. *These rumors are not true. It is Voriig Kye, merely observing activities on the mainland.*
- 5780:** (Sel-kai) Prince Freg K'garian falls ill. The nature of his malady is never diagnosed, but he begins a long slide into madness.
- 5785-5892:** (Jaiman-Rhakhaan) Queen of Rhakhaan: (Queen) Ajkara IV, rarely dons the Phoenix Crown and renounces the throne in TE 5892.
- 5800:** (Sel-kai) After awakening from a delirium for five days, Prince K'garian orders all skyships in his fleet to seek out the rare healing mushroom *Pok*. He refuses to explain his actions, and the order is overruled by the Inner Council.
- 5801:** (Sel-kai) Prince K'garian is removed from office. The Fourth Interregnum begins. The Triumvirate lasts only three years however, as the three elected refuse to cooperate and paralyze the government. One – Galilus Duge – emerges as the most popular and manages to convince the Conclave and Circle to elect him Prince.
- 5822:** (Sel-kai) Spring flooding sweeps away most of the southern docks. They are never rebuilt, and the Sighing Docks area becomes pre-eminent for river traffic. The Canal Maze district also falls on hard times.
- 5833 – 38:** (Sel-kai) The plague – also called the 'green fever' – sweeps Sel-kai. Attempts to quarantine Eidolon fail, and nearly one in ten dies of this painful illness. All but pureblood Elves and the Hírazi are susceptible.
- 5840:** (Jaiman) In NW Jaiman, the High Priest Athimurl completes the destruction of Quellborne; it is beset by demons and wild creatures. Within days the capital city of Quellburne is in ruins; only a few outlying towns survive. *Desperate refugees from Quellbourne rekindle the Cult of Hrassk (the Spider Goddess).*
- 5848:** (Sel-kai) Rylec Qaterries is elected Prince of Sel-kai. His reign extends up through the present time.
- 5851:** A series of severe hurricanes buffets NE Emer, causing extensive damage to shipping.
- 5881:** (Sel-kai) A potentially disastrous fire in the Canal Maze is contained by a 'miraculous' rainstorm. Many credit the demigoddess Neela, and she sees renewed popularity for several months thereafter.
- 5890:** (The Campaign) Yorell, Sailor and Priest of Shaal, Herb Trader, and Fearless Warrior, is born.
- 5892-5899:** (Jaiman-Rhakhaan) King of Rhakhaan: Ilred IV.
- 5894:** (Jaiman) A terrible plague sweeps Rhakhaan, killing nearly 30% of the population (including the King's wife and three sons). The plague has little effect on surrounding lands, despite an ineffective quarantine.
- 5899:** (Jaiman) Ilred IV dies in his sleep; is succeeded by his daughter Italana VI, who accepts the crown of Rhakhaan and welcomes the Magician, though he is held at arm's length, his counsel balanced with that of several others. Italana's reign lasts for 144 years and is considered the greatest in recent history. Her birthday is still celebrated in Haalkitane.
- 5899-6043:** (Jaiman-Rhakhaan) Queen of Rhakhaan: (Queen) Italana VI "The Just". She rarely dons the Phoenix Crown.
- c. 5900:** (Tai-emer) The expanding borders of the thriving Lankan Empire and the Blissful Kingdom of Pochantos approach one another. Already, patrols and exploration parties on the frontier have had altercations. At stake are the fertile lands between the two realms and east of the Forest of Ash.
- 5904:** (Jaiman) Italana begins the Great Consolidation, essentially an ambitious campaign to expand the borders of her empire.
- 5904-5950:** (Jaiman) Rhakhaan forces annex lands to the south and west. The Empress signs a treaty with the Wizard-King Liras of the Elven Forest, while occupying the lands north of the forest. Once part of U-Lyshak, these lands are now considered the Western marches. Italana also brings Meluria and the city-state of Norek under her wing. Lands to the southeast are dubbed Taldaar Plain, and the Y'kin are driven east and north into Tanara. From this expanded coastal area, the Empress sends forth explorer ships across the treacherous straits to Urulan.
- 5910:** More than a thousand years after its first aggression against Kaitaine, Vajaar declares sovereignty over the entire mainland of Uj west of the Daluj river. Itanis, Kaitaine and the

Rhiani are all cut off from each other except by sea and a treacherous route (through the Scorpion Ridge) which only the Rhiani will brave.

5912-5913: Two successive springs fraught with severe hurricanes buffet Kaitaine, the Komaren Cluster, and the entire SW Emer coast. Much damage is done, and shipping is disrupted. Only a few very precious cargoes guided by Navigators get through safely. Sel-kai economy suffers somewhat as a result of Kaitaine's misfortunes.

5922: The Loremaster Selas Vey enters ruins believed to be of Jinteni origin in Uj, otherwise known as the City of the Dead. He is not heard from again.

5937: (Thuul/Jan) Jengada first crosses the Dreshon into what will become the Jan.

5943: (Thuul/Jan) The Jengada Allied Nations forms.

5945: A man identifying himself only as the *Nameless One* arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center in three years. (*It is in fact Tethior the Elven Smith, using one of the Daath Leerssoi to conceal his appearance.*) Few take his dire prediction seriously, despite his impressive entourage of four Changramai warrior-monks.

5948: The people of Zinvar are overcome in one night by a mysterious plague of violent madness. The city burns to the ground, set afire by its own inhabitants. Zinvar becomes a deserted place, shunned by sea-travelers. Sel-kai loses an important trading link; several years are needed to re-establish some routes.

5949: (Thuul/Jan) Supreme Jengada I dies.

5950: (Thuul/Jan) Melalo*ich of Xanderen becomes Supreme Jengada II.

c. **5950:** (Tai-emer) Hostilities between Pochantos and Lankanôk continue to escalate. The Pochanti, being a more peace-loving people, attempt to negotiate a border. The Lankani sacrifice the Pochanti emissary and send back his flayed skin.

5950-6000: The Great Consolidation continues. Most forays to Urulan report an empty, haunted land. Some ships to not return at all, and a few report small, isolated Elven enclaves mostly along the western coast. Sir Voris Gunnaria, Italana's lieutenant in charge of eastern expansion, makes treaty with the Dúranaki and Sulini, and continues to the Lyak region further north. Colonies are established in the fjords there, setting the stage to move further north into Wuliris.

Meanwhile, Duke Elrad of Prevan and Sir Leniis (commanding Imperial forces) spearhead cautious explorations north into the lands formerly of the kingdom of Zor. There is still hesitaiton among several of Italana's ministers regarding a move into this territory (now dubbed the Northern Frontier).

5960: (The Long Night Campaign) Yorell 'Seadrake' leaves U-Lyshak and moves to Lethys, spending time trading in the Elysea Bay region.

5964: (Thuul/Jan) Melalich resigns and Atenan noms Dzejjan becomes Supreme Jengada III.

5966-5967: (Abarqua) The garrison on Phegri is struck down by a mysterious and deadly plague. Again, the survivors flee to neighboring islands, and the Island of Fire is abandoned once more. The island remains uninhabited to date.

5968: (Thuul/Jan) Atenan dies and Uzhag of Ulan becomes Supreme Jengada IV.

5970: Birth of Erlin twins Irisa and Irina on the isle of Veriadar, off the SE coast of Urulan.

5970: (The Long Night Campaign) Garath Talon'Kara, Changramai and Scholar Extroadinaire, is born.

5975: (Tai-emer) Lankani aggression continues, with raiders burning southern Pochanti homesteads, attacking traders and kidnapping them to use as slaves and sacrifices. Finally, the Priest-king of Pochantos declares war.

5975: (Thuul/Jan) War erupts between the Jan and the Shoneb Empire.

5976: (Thuul/Jan) Uzhag dies in battle and the Assembly rules until the war is over.

5978: (Thuul/Jan) The Empire retreats from the Jan, and Zoeg mans Erkoli becomes Supreme Jengada V.

5980: The Kuluku of the Quon jungle in Khûm-kaan, who have been trading with the neighboring Shay living near the Gap of Uj for centuries, suddenly vanish into the rain forest. It is believed that they are embroiled in a civil conflict or are suffering some terrible plague. *In fact, warned by a vision of their Druidic Oracle they have retreated into the deep jungle to prepare for the impending turmoil between other races. In their seclusion they begin to arm themselves and train in earnest. They accelerate breeding of their still-secret mounts, the giant dragonflies known as Krell.*

- (Emer) Kaitaine suffers a large fire, one of the largest in many years. These fires are often beneficial, for they clear out old structures so that new ones may be built.

5990: (The Long Night Campaign) Yorell, becoming quite an urbanite, moves to Sel-kai for a bit, opens an herb shop and has a grand time.

5998: (Jaiman) Empress Italana gives birth to a son – Jerrin – at the unprecedented age of 130. In accordance with Rhakhaan tradition, her four daughters each take a step backwards in line for the throne. Jerrin's father is the Empress's eighth consort, 24 year old Sir Eldon Winehart.

6000: (Western Lands) Jenaar emissaries of the Alliance approach the kingdom of *Gethyra*. The GreatKing rebuffs them.

- (Sel-kai) The population of Sel-kai City exceeds 150,000

- (Tai-emer) The Lankanôk-Pochantos war drags on, with the Lankani slowly gaining more territory.

- Over-farming by the Shay in southern Lygaar exhausts the soil along the Dændarus river, and soon they need more land.

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Believing the Kuluku are dead or long gone, they migrate south and begin to slash and burn swaths of jungle along the northwest edge of Quon.

c. 6000-6030: (Jaiman-Rhakhaan) Rhakhaan expansion continues. The lands of Wuliris as far north as the Goldflow River (known locally as the Thousand Fiefdoms and Garlon) are quickly annexed by Her Imperial Majesty's forces. Bellknap Town and Shaambray are occupied and Imperial Lord Mayors appointed to rule. Corrupt local officials (those who did not flee in time) are tried and banished or beheaded. The port of Elvenquay surrenders; it and its surrounding forests are essentially left untouched by pay a steep tax.

6001: (Jaiman) *Priests of Dansart, Lyak, and Thargondaak coordinate attacks on Urulan, sending their Messengers to destroy the few remaining pockets of civilization. Osaran personally leads the attack on the isle of Veriadar off the southeast coast; he rapes Irina and murders her husband. She falls into a deep coma.*

6014: (Thuul/Jan) Zoeg dies and Ebadan of Aldshai becomes Supreme Jengada VI.

6019: The Nameless One enters the Palace of the Emperor of Nuyan Khôm and warns the ruler of a great disaster. That night the Butterfly Scepter of Khôm is stolen.

6020-22: Plague devastates Silaar, killing 35% of the population of Nuyan Khôm, including nearly all of the Royal Family.

6020: (Jaiman) Snow-demons sack the Ky'taari capital city in the Mur Fostisyr. The Ataarn is killed and sword Ashaanaar stolen. The A-Ryaan and monks retreat into the Kaldarak-Vaar. The Arnak Priest Athimurl moves his evil throne to the Ataarn's Palace.

- (Jaiman) Plague infiltrates Silaar, killing 35% of the population of Nuyan Khôm, including nearly all of the royal family.

- (Sel-kai) Minor flooding closes some docks in Sel-kai.

- (Jaiman) *Lorgalis (the Magician) goes to Aalk Gaath to confront the Priest of Gaath and Athimurl; their plans are in conflict with his own. He is rebuffed. Furious that his influence with this cabal has evaporated, Lorgalis departs in anger.*

- (The Long Night Campaign) Yorell, deciding it is time to move on leaves Sel-kai and just travels the seas. He goes from port to port for long periods of time, but always ends up back in Sel-kai.

6021-40: (Western Lands) Alliance agents infiltrate Gethyra.

6022: (Thuul/Jan) The Horse helps Balaan defend against attempted invasion.

6023: Piracy causes serious disruptions along the Lethys— Sel-kai trade routes; Plasidar is suspected. Plasidar is mostly to blame, though Præten also does its share of raiding trade ships.

- (Jaiman) The Dragonlord Ni'shaang drives the forces of the Syrkakang back into Lu'nak.

- (Jaiman) Halek Ianis ascends to the Princedom of Helyssa.

- (Terran Empire) TARA agents (a division of the Dia Khovaria, the "Tabernacle Research Agency") violate Terran Empire quarantine and land on Kulthea, in Nâmar-Tol. Concealing their true identities, they make contact with a select few Loari Elves in Nâmar-Tol.

6024: (Sel-kai) There are several unsubstantiated reports of a gleaming white or silvery dragon flying near Eidolon.

- (Jaiman) Lyak settles on an isle off the Tanaran coast. Both Tanara and Urulan interest him.

6025: *Schrek and the others of the Jerak Ahrenreth conclude that the Lankan Empire has grown too powerful, and since the leadership is so closely tied to the dark gods Klysus and his 'son' Akalatan, they are not easily controlled. It is decided that a new force if needed to counter the growing Lankani strength.*

6025-6035: (Emer) An army of tall, fair-haired men come down from the Spine of Emer and begin taking over the scattered towns in southern Pelegris and northern Lygaar. Their takeover is for the most part bloodless, and they bring administrative order. More importantly, they are wealthy and willing to pay well for honest labor. Soon the region sees prosperity through a growing trade network. Word spreads that the leader of these men is called Aldaron.

6028: (Jaiman) Birth of Kalen Avansir, son of Duke Elrad and Irisa Avansir.

6029: (Thuul/Jan) Ebadan retires and Dorta of Akglern becomes Supreme Jengada VII.

6030-6040: (Jaiman) With the southern regions of Wuliris under Imperial control, Rhakhaan forces begin their move north into the Tharn 'Empire.' Alaros City on the coast surrenders, while Onopole is burned. Tharn forces are disorganized; their captains surrender easily. Soon Rhakhaan controls all lands up to the Jhorda Plains.

6031: (Jaiman) The Udahir of the Mur Fostisyr are under siege by the Syrkakar.

- (Sel-kai) Summer – An outbreak of Bahaar decimates the population of Sel-kai City: more than 15,000 die.

- (Jaiman) During a solar eclipse and conjunction, Irina of Veriadar (now living in Prevan under the care of her sister) awakens, though she does not speak and seems as if in a dream. A few months later she gives birth to a boy: Jad Hurok.

6035: Amidst the ruins of the old capital of Relas (one of the four regions of the old Empire) a new leader begins to rebuild. He names himself the Lord of Arдания. People flock to the site to take jobs, and the city begins to thrive again. The Lord even resurrects the ancient *Ahn sye Nokora* (Order of the Silver Sword) that once guarded the Emperor of Emer.

- (Jaiman) The Navigators place the Mur Fostisyr under Quarantine: they will not transport anyone there.

- The Lankani increase human sacrifices, and that harvest is the greatest in decades.

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6036: (*Emer*) The headpiece setting of the Faawn Shryaac (The red gem alone which becomes known as the Heart of Agoth) is stolen from Voriig Kye by the infamous – and allegedly insane – Loremaster Elor Once Dark. He, in turn, misplaces the artifact and it is lost. NOTE: Some records refer (erroneously) to this gem as the Eye of Agoth, perhaps because it was coveted by the Order of the Eye. Also, the gem may have originally been a yellow sapphire, but apparently the color has shifted to a reddish hue for unknown reasons.

• *Vaag t'kang*, Adherent of the Secret Circle, visits Sulthon Ni'shaang.

• (Jaiman) The Priest of Yarthraak arrives in Helyssa, a kingdom in the heart of old U-Lyshak. He begins his program of subversion and corruption.

6037: Niév (a small town north of Arakin) passes many conservative laws at the urging of the local Priest of Andaras.

6038: A total solar eclipse (by Orhan) over central Emer. Minor tremors shake the lands about Votania... for the next ten days and nights, strange lights are seen in the mists about the base and summit of the island.

• An exploration ship from the *Bokorean United Kingdoms* (located in northeast Falias) lands at the tip of Onar. Sea-elven scouts from Malqanar observe them but remain hidden.

6039: The Nameless One warns the *L'chye Herónath*, Priest-king of Pochanto of impending doom. He is ignored. Eight days later an earthquake levels the capital city. The king is killed in the collapsing palace, but his three sons survive. His eldest son Naentar assumes the throne of *I-chaal* and dons the Holy Torque of the Golden Puma at the age of twenty-seven (his name becomes *L'chye Baentar*), while the second son *Q'venna*, aged twenty-one, is named general of the armies. The youngest son, *Tinturi*, is a boy of thirteen. The Pochanti continue to fight, but *Q'venna* is an inexperienced leader, and the under-equipped Pochanti are demoralized and no match for the fierce Lankani and their lizard-steeds. The following months see defeat after humiliating defeat for the people of the Blissful Kingdom.

• *Q'venna* of Pochantos is captured by Lankan forces in the Battle of Ugoth Plain. The youth and his personal guards are taken to Kenezán. Holy King Baentar offers to negotiate are taken to Keneán. Holy King Baentar offers to negotiate for his brother's release but the Khurtûm (*Agara-Lysus*, Divine Emperor of the Lankan Empire), sees this is a sign of weakness, and instead hands *Q'venna* over to his son *P'har Ahnekar*, the high priest of Akalatan. The Pochanti prince is ritually humiliated before the Lankani people.

• (Jaiman) The Dyar pirate lord Guynar of *Plasidar* is assassinated; his three sons (Aenor, Kalon and Jerel) vie for power.

• (Jaiman) An unusually harsh winter with deep snows continuing into spring causes hardships throughout eastern Jaiman. Snow-gark attacks on the Dúranaki become intolerable. The warrior T'Kaal Arain gathers a force and mounts a series of counterattacks, driving the Garks northward

into the Lyak region and the forests of Galeb-vorlui (E:' Steep green coves;' the high fjords).

• *Ondoval* makes his first attempt to destroy the Northern Eye. His failure is nearly complete but spectacular, triggering a violent Flow-storm and causing an incredibly severe winter for much of the northern hemisphere. He returns to the Shadowed Secret to regroup.

6040: Rumors of visits by the Nameless One in southern Hæstra, Námar-Tol, and *Utor Keza* (a southern city in the Lankan Empire).

• The Lankanok, their elite cavalry astride the swift and agile *Srill* lizards, crush the surviving Pochanti in northern Tai-emer and consolidate their hold on the region. Pochanti king L'chye Baentar and prince Tinturi are captured.

• The Khurtûm (Priest-king) of Lankanok and the Lord of Arдания sign a pact of nonaggression. Lankan priests order more human sacrifices—many of them Pochanti prisoners.

• (Jaiman) *Alarmed by Rhakhaan expansion to his very doorstep, the Dragonlord Sulthon Ni'shaang sends spies and saboteurs into Wuliris as a prelude to invasion. Unknown to the Dragonlord, two Priests Arnak (of Athmiurl) also come to Wuliris. Their mission is not one of conquest but destruction.*

• (Jaiman) *As eldest son of Guynar the Pirate-Prince, Kalon takes control of the pirate realm, Aenor goes into hiding, and Jerel flees with a few loyal followers to southern Urulan, after obtaining financial backing from a Xooba crimelord.*

• (Western Lands) Gethyra agrees to come under Alliance 'protection;' their capital is occupied by Alliance warriors.

• (Jaiman) Several students of Nomikos claim to have seen the Nameless One wandering through the Library Stacks; Changramai guards deny any such man entering the complex.

• The northern hemisphere suffers a harsh winter, with heavy snowfalls and bitter cold.

6041: The Katra of Stroane, urged on by his advisor Shatang (a high priest of Andaras), begins his expansion campaign, drawing nearby Miiirian holds under his rule by oaths of fealty. Those who resist are laid siege. This expansion continues for the next few years.

• *Aenor of Plasidar changes his name to Aenor of Quaal and settles in Sel-kai City. With his share of pirate gold he sets himself up as a wealthy entrepreneur.*

• (Agyra) Dyari of the Alliance uncover a cave near the Sea of Fate in the center of the continent. The entire party is later found dead—dismembered and their heads missing. Within weeks the entire eastern coast of the sea (known as the Green Beach) and nearby forests are terrorized by a murderous force which takes the heads of its victims. *They released Shards of Ubenmas, including N'koru of the I-lat Norg.*

• (Jaiman) Wild horsemen wreak havoc across the plains of eastern U-Lyshak, harassing the Elven Forest and city-state of Norek.

- 6042:** (Jaiman/Urulan) Jerel of Plasidar builds a base of operations in southern Urulan. He names himself the White Swan. Ships flying his flag begin raiding along the eastern edge of the Melurian Straits, creating problems for Sel-kai, Danarchis, Praeten and Lethys.
- *Voriig Kye calls a meeting of the Dragonlords. The five gather at Vog Mur, the first such meeting in tens of centuries. While most have only a passing interest in the affairs of men and Elves, the Alliance – as well as Ondoval and Schrek – are cause for concern. However, only Voriig sees the true threat of Ondoval; the others succumb to the inevitable self-confidence of their inherent power. However, Oran Jatar and Voriig agree that they have recently felt the presence of the Golden Dragon. But where is he, and why does the sixth member of their elite family remain hidden? Kydak Dûm, the Golden Dragon, will reveal himself in his own time.*
 - (Jaiman/Tanara) T’Kaal Arain succeeds his aging mother as Head-of-Family. He begins a campaign to steer the Council of Families towards a greater awareness of the larger political situation in Jaiman—and alliance with Rhakhaan. He is opposed by the First Speaker, K’ya Agarian.
 - (Sel-kai) Aenor of Quaal marries Satha Betaran, a member of one of Sel-kai’s merchant families.
- 6043:** (Jaiman) Empress Italana dies and her son Jerrin takes the throne of Rhakhaan, but refuses the Phoenix Crown. Jerrin’s cousin, Frelik, the Marquess of Nolgara, has fallen under the influence of a high priest of the Order of the Cloak (a religion originating in Emer). Cardinal Belock urges him to take action: he steals the crown and retreats north, claiming to be the true King.
- (Jaiman) Gark raiders attack the Myri lands in the Tanaran foothills.
 - Dyari miners, delving deep under Skystone City, encounter a connection to the Ash Lairs. Ever curious to the point of recklessness, they explore deeper.
 - The Nameless One is seen in Izar, but makes no public statements.
 - Reports of a huge red-gold dragon in the Spine of Emer near Tovor, at first dismissed as hysteria, persist. *It is Motar Voorg.*
 - The Nameless One appears spectacularly in the Vajaaran city of Garlaak, exiting through a temporary Portal. He predicts impending disaster for the coastal town and exits through the Portal. That night a fog rolls in and envelops the city. When the fog lifts, all inhabitants have vanished.
 - (Jaiman) The Priest Arnak meet again in the Aalk Gaath. Lorgalis, learning of the meeting, again travels north, where he manages to form an alliance of sorts with the Priests Arnak.
- 6043-Present:** (Jaiman-Rhakhaan) King of Rhakhaan: Jerrin III
- 6044:** The forces of the Katra of Stroane move through Vornia, capturing hold after hold. The Archbishop of Helberna (the heart of the religion of Mynistra) refuses to yield and the city is laid siege.
- A manor south of Tovor is destroyed—survivors tell of a huge winged fire-drake.
 - The Dyari of Skystone inadvertently release a mighty *Ordainer*—a Lord demon of the Essaence. It slays many of them before they drive it out. It takes up residence in the caves of the Lugrôki to the north, enslaving them.
 - (Jaiman) Prince Halek of Helyssa sends an explorer ship to Ulor—supposedly a lifeless island since the Wars of Dominion. The ship fails to return.
 - (Jaiman) Dansart forces harass the northern borders of Rhakhaan.
- 6045:** Under the influence of Robersin, a Priest of Andaras, Niév becomes even more radically conservative. The cleric of Andaras preaches that all nonhumans are evil. A law is passed making it illegal to be an Elf in Niév.
- Stroane consolidates its hold on the Miirian states, assembling supplies and drafting soldiers. The Katra also hires mercenaries from Uj and southern Tai-emer.
 - (Jaiman) T’Kaal Arain is elected First Speaker of the Dúranaki Ruling Council. His political foe, K’ya Agarian, disappears. *He is offered, and accepts, indoctrination into the Priesthood Arnak.*
- 6045 – 6048:** (Jaiman) Frelik, aided by mercenaries from Saralis, assaults the northern borders of Rhakhaan. They make slow progress southwards through the Frontier, encountering resistance from the forces of the resident nobles.
- 6046:** In the first enforcement of their anti-Elven law, an Elven traveller venturing into Niév is arrested and convicted of “being an Elf.” He is executed by beheading. News of this event travels far, and many Stroane trade partners threaten boycott. Niév trade suffers as traders avoid the town, but most of the residents are now caught up in the religious fervor.
- (Jaiman) King Halek of Helyssa is slain while on a hunting trip. Halek’s son Kier vanishes that same evening and a search is begun. The Priest of Yarth accepts the Regency and maintains order.
 - With the resources of the Miir States, the Katra demands that Sarnak bow to his will. He is widely rebuffed, and declares war on the powerful city-state. Even without Sarnak, however, Stroane controls virtually all of Hæstra south of the Keyten River.
 - (Jaiman) Agents of the Steel Rain pass through an Ash Gate in the Bladelands and arrive on Urulan.
 - After a long siege, Helberna falls to the army of Stroane. The Archbishop of Helberna is thrown into the dungeon.
- 6047:** The Sarnak Council, aware that they may be the next targets of the Stroane aggression, sends a beautiful agent to Arakin.
- (Jaiman) *High in the Grey Mountains, in vales above Tanara, a new generation of Cloudlords emerge from their secret caverns. Their Captain, Keniv Kirian—* Descendant of Alæc –, *sends out scouts to survey the lands below.*

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- (Jaiman) T’Kaal Arain crosses the Grey Mountains and visits Haalkitaine. He meets with Jerrin and several members of the peerage. He remains cautious, however, waiting for the business with Frelík to play out. On his return T’Kaal narrowly avoids ambush by unknown assassins (*Messengers of Al-athuul*) in the Grey Mountain foothills. *He is rescued by Clouddlords. Soon after, (thanks in part to the intervention of Randæ Terisonen), he enters into secret talks with Keniv Kirian, regarding an alliance.*
- (Jaiman) Saralis raiders cross the Pelyar Mountains into Helyssa.
- The wealthy merchant Derik Changa of Kaitaine leads an expedition into Khûm-kaan in hopes of re-establishing trade with the Kuluku, missing for more than six decades.
- (Thuul/Jan) Dorta resigns and Raduvesh of Batai becomes Supreme Jengada VIII.
- *Voriig Kye calls a meeting of the Dragonlords. The five (the golden dragon is still missing—or dead) gather at Vog Mur, the first such meeting in millennia. While most (except Sulthon Ni’shaang) have little interest in the affairs of men and Elves, the Alliance, as well as Ondoval and Schrek, are cause for concern. However, only Voriig sees the true threat of Ondoval; the others succumb to the inevitable self-confidence of their inherent power.*

6048 (Spring): Against the advice of his High Priest, the Katra of Stroane marries *Vazia*, a country maid of questionable birthright.

- (Summer) The Katra of Stroane is found dead in his bed, apparently murdered by his young wife—who has disappeared. His ten year old son Mikel is crowned Katra, but only in name. True power is shared between the Lord General of the military, High Priest Shatang of Andaras, and the Katra’s uncle, Prince Lorek. As news of the Katra’s death spreads, the Stroane forces begin to lose the initiative.
- One crazed man, the sole survivor of the Changa expedition to Khûm-kaan, returns with a wild tale of blinding fast creatures which dealt death like “a breeze through the trees.”
- (Jaiman) T’revor Arain (a cousin of T’Kaal) makes an unexpected appearance before the Council of Families, warning them that they must change their way of life or become extinct.
- (Jaiman) *The Clouddlords agree to an alliance with the Dúranaki but only if they free the Myri and stop enslaving them. They also discuss Urulan: a vast island now assumed to be uninhabited – and unclaimed.*

5. RECENT EVENTS

• 6049 •

- Lugrôki under the Ordainer of Gorlhach expand their realm under the northern Mountains of Gold. They enter the Ash Lairs.

WINTER 6049

- *The Hard Winter in Hæstra: heavy snowfalls block highways. Parts of the Keyten river freeze over. Wild beasts sweep down from the Spine of Emer to harass Stroane and the Dales of Bodlea. Residents of the Stroane manors are more suspicious of strangers than usual, and the Bodleans barricade their villages. The Red Dragon attacks several more manors, though usually just to feed on livestock.*
- (Jaiman) The Priest of Yaarth escalates the search for the son of king Halek, missing since the night of his death.
- (Jaiman) *Prince Kier of Helyssa’s escape casts Lorgalis’ plans for western Jaiman into chaos. The Priest of Yaarth is forced to assume a high-profile posture to maintain control. The Priest sends his Messengers to seek young Kier.*

SPRING 6049

- Hæstra is in turmoil as news of the Katra of Stroane’s death spreads.
- (Jaiman) *Akalatan speaks to the High Priests of the Y’kin, telling them now is the time to destroy their enemies. Yinka armies attack the southern Myri villages, breaking a thousand-year-old peace. The Bucolic people are unprepared and many are slaughtered. Myri begin to arm themselves and receive aid from the Dúranaki.*
- (Eastern Emer) Ardanian forces drive back the Trogli. The grateful Shay accept Ardanian dominion.
- (Emer) Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of Khûm-kaan. The Kuluku are still not to be seen; it is suspected that they died in a plague, though no one dares enter the jungle.
- (South Emer) Lightning is seen at night dancing among the rocks of the Spine of Emer near the grotto path.
- *The Ahrenreth moves to disrupt the stability of Emer.*
- Vorríg Kye sends his spy Guri Kadorian to Sel-kai City, setting him up as ambassador from Vog Mur.
- A ship arrives in Sel-kai bearing a passenger from the east. *He is a spy from the hidden kingdom of Sularin of eastern Urulan.*

SUMMER 6049

- (Jaiman) Yinka attacks in Tanara intensify; a major assault on the river town of Ulir is turned back by the appearance of knights astride flying horses: the Clouddlords of Old have returned, wielding magical swords and wands which unleash the power of the sun. Further Yinka incursions are deterred by a Dúranaki presence and ongoing Clouddlord sightings.
- (Emer) (3• 14) Men in golden armor astride huge winged steeds are sighted flying near Eidolon. They fly close and vanish in the clouds. Sages agree that these are the legendary *Clouddlords of Tanara*, from Jaiman to the north. Their purpose at Eidolon is unknown.
- *Klyrunak of the Ahrenreth begins a search for the Tomb of Andraax, believing that artifacts and knowledge which will aid in Andraax’s destruction might be found there.*

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AUTUMN 6049

- (Jaiman) Yinka attack the Sulini village of Shenin, but are turned back. Mysterious Elven warriors (from Urulan) – who depart as swiftly as they arrive – aboard sleek catamarans aid them.
- (Emer) Eidolon loses a dozen seagoing trade ships—supposedly in freak storms. *Raiders of the White Swan take some; others are victims of scouts from the Raven Queen to the northeast.*
- (Sel-kai) Nearly twenty percent of Sel-kai Cities population is incapsitated by an outbreak of Telmar's Fever for weeks.

FALL 6049

- (Jaiman) Loremasters detect agents of the Priest of Yaarth as far east as the Grey Mountains; they are seeking Prince Kier.
- (Jaiman) The remote Yinka temple of Chakor is burned. There are no survivors, but rumors spread that it was Cloudlords' work.
- (Sel-kai) Ten Cloudlords return to Eidolon. They land and meet with the Prince; a trade alliance between Tanara and Sel-kai is forged a few days later.
- (Jaiman) Randæ Terisonen sees the Nameless One in Haalkitaine; the latter is warning of major disruptions for all of Jaiman. He vanishes before Randæ can get close to him. Nervous Rhakhaan residents are near panic.
- (South Emer) The volcano Mount Chang in Ræl erupts, spewing ash and smoke.
- Planets align on the Night of the Third Moon: many Portals open to the Pales.
- (Eastern Lands) The Vulth Horde emerges to threaten the northern borders of the Kingdom of a Thousand Dawns.

• 6050 •**WINTER 6050**

- (2• 55-61) The Nameless One is (allegedly) spotted in Kaitaine with his escort of four Changramai but he makes no proclamations. Rumors fly that he predicts a fireball from the sky will destroy the city.
- The Nuyan-Khôm Sek-kai mainland residents, and the Reandori all tell tales of ghosts wandering out of the old land of Thanor. Thanor has always been haunted, but now the undead seem to be multiplying.
- (Jaiman) Frelik's armies break through the Northern Frontier and reach the border of Prevan, a duchy northwest of Haalkitaine. Emperor Jerrin Talus Malvion Faslorin III orders his Lord Captain north with four legions to reinforce the Duke of Prevan's men and finally crush the would-be usurper.
- Cloudlords assault the Yinka city of Achren, burning the city and sending Yinka fleeing into the hills.
- Central Jaiman is rocked by tremors.

- Kalen Avaniir sees a vision in the Mere of Phoras. Andraax is present.

SPRING 6050

- (Jaiman) Slowed by a long winter, the Emperor's forces reach Prevan even as Frelik the Pretender is nearing Leathes Castle (the Duke of Prevan's home) just in time to turn the Pretender's mercenaries back into the wastes of Zor. However, several nobles have thrown their lot in with Frelik and there is fighting on the Western Marches and up from Meluria.
- *The Loari inventor/adventuress Selia Rendanaar of Ná-mar-Tol mounts an expedition to the City of the Dead in Uj. She finds the lost journals of the Loremaster Selas Vey—and something else. In a laboratory deep within the catacombs of the city she discovers a cache of jewels of varying sizes, all faceted spheres. She determines that these have the power to absorb energy and release it to power devices—and vehicles, one of which she discovers and repairs. She and her party flee the city in the flying vehicle—barely escaping the site's golem guardians—and return in secret to Ná-mar-Tol.*
- *Vomûk and Gorang, adherents of the Ahrenreth, discover a vault holding three Implementors.*

SUMMER 6050

- With the death of the Katra of Stroane, expansion halts and generals try to consolidate what they have taken (Izar is spared). There is civil unrest but it is generally disorganized. The Bodleans remain safe behind the Keyten. Trade is tentatively reestablished with some neighbors, but local tax officials take advantage of the disorganized Stroane/Arakin government.
- (Jaiman) Forces of Dansart from the Zor Wastes seem to aid the Pretender's armies as they continue to harass the northern borders of the Empire. Traitor lords to the west and south make advances, placing pressure on the Emperor.
- Frelik calls for a truce to meet with the Emperor's commanders, but it is merely a ruse to reveal the Phoenix Crown to them and cast doubt. (The Pretender still does not dare put the Crown on).
- (Emer) Four of the Jerak Ahrenreth hold an informal meeting.
- (Emer) Unusual current flows and winds in the Circular Sea interfere with Ná-mar-Tol / Sel-kai trade routes
- Seismic activity in northern Silaar causes ruins of an ancient Lord of Essance structure to rise out of the waters of the Sea of Tears.
- Rumours reach Kaitaine of conflict to the southwest: The Alliance is facing its first real challenge from the *Vashaan Domain*.
- 3•14: The 1400th anniversary of the rise of Eidolon into the sky. The celebration lasts 10 days.

AUTUMN 6050

- (Emer) Secret rebellious factions form and grow in major Hæstra cities; local lords begin making plans to retake their lands—and perhaps expand in the chaos they know is coming.
- Essænce storms over Uj and Southern Hæstra.
- The Emerald Forest is assailed by Lugrôki, but the power withering turns them back.
- (Emer) News of the growing realm of *Ardania* reaches the court of Eidolon. The Lord of *Ardania* (*really Y-tarmen, one of the 12 adherents of Ahrenreth, working uynnder Schrek's supervision*) has begun construction of that he calls his *Palace of Gold* at the heart of Ardan City. He has surrounded himself with a guard bearing the ancient *Yarkbalkas, symbols of the Order of the Silver Sword, elite warriors of the lost Emerian Empire..* Also in evidence is the Order of the Eye, led by *Iaen Shiin, an Iylar Elf and former Loremaster, now a member of the dreaded Jerak Ahrenreth.*
- (Jaiman) The Priest of Yaarth announces that Prince Kier is dead and declares himself permanent regent of Helyssa. His minions already have subjugated Cynar and the eastern coastal regions. United with the forces of Lorgalis, his men sweep east towards Rhakhaan. Already isolated from the Rhakhaan Empire, Norek is forced to defend itself. King Liras of the Elven Forest fortifies his borders.
- *Loremasters sent to investigate ruins risen in the Sea of Tears encounter hideous creatures and a dark power. They are forced to flee.*

FALL 6050

- Recruiters appear in several major cities in Emer, offering opportunities for well-paying jobs in the new realm of *Ardania*. The lord of that city seems to have endless gold to spend. (He does indeed, tapping the coffers of the *Jerak Ahrenreth*).
- Rebellious activity in central Hæstra increases, funded in secret by Sarnak, Izar and Danarchis. Smuggling and tax evasion is rampant. The Stroane government, having taken out huge loans from Sel-kai to pay its mercenaries, and now unable to effectively collect new taxes, is near bankruptcy.
- (Jaiman) The Empire of Rhakhaan is under siege on three fronts, and Jerrin Faslurin finds that his defenses are strained. Still, he refuses Frelik's calls for a truce-meeting.
- Rumors of the Nameless One in Stroane
- Hæstra and northern Uj are hit by dozens of minor tremors
- Eeries lights are said to glow from the summit of Votania.
- *The Storm Wizard, fearing the fall of Rhakhaan and subsequent collapse of civilization on Jaiman, gathers his powers. The conflict must be slowed, and he takes matters into his own hands He summons a huge winter storm over Jaiman..*

• 6051 •**WINTER 6051**

- 1• 5 Minor earthquake in Sel-kai, Meluria, and central Jaiman. The Jaimani lakelands are enveloped in a dense fog even as they enjoy a spell of balmy weather. Clouds gather over the entire continent.
- 1• 5 *Kalen Avansir and the Loremaster Randæ Terisonen arrive in Haalkitainé. With Randæ and Jad's help, Kalen attunes himself to the Phoenix Pendant.*
- 1• 6 With unnatural suddenness, winter comes to nearly all of Jaiman in the form of a monstrous blizzard. *At midnight the Storm Wizard taps the Essænce focus over Arion and unleashes his snowstorm. Warned by a mysterious stranger, Kalen, Randæ, and co. Barely escape Haalkitainé in a skyship before the storm hits.*

The cold and snows cut off supply lines and freeze armies in their tracks. There are heavy casualties on all sides, but the weather works to the Emperor's advantage. Nevertheless, Frelik renews his call for Jerrin's abdication.

Northern Emer – especially in the eastern quadrant – is caught in the fringes of the Jaiman snowstorm. Præten, Sel-kai, and the Pochanti Kingdom have unprecedented snowfalls.

The Loremasters suspect artificial intervention in the weather of Jaiman, but are unable to trace the source. They are understandably nervous that a source of such power can remain cloaked from their detections. The Navigators, always concerned about strange meteorological phenomena, launch their own investigations.

- 1• 7 A dragon is sighted over Sel-kai. The last confirmed dragon sighting was more than three centuries ago, but the Elves remember. It circles a few times, then climbs near Eidolon, but does not approach any of the Skyships or airbarges before abruptly vanishing into the clouds. Opinions differ over the type, but many believe it is Silver. (*It is Voriig Kye*).
- 1•11 Arrival of the *Hûtarn* of Nuyan-Khôm in Sel-kai for trade talks. He sails into the harbor amidst a fleet of unusual ships, traveling up through the Sea of Tears. He is only 30 years old (one of few of the royal family to survive a plague 28 years ago) but a shrewd ruler. Together with his wizened great-aunt as trade minister, he is a formidable negotiator.
- A strange flu-like illness strikes many Itanian Warlocks. All who succumb recover, though some suffer a terrible permanent side effect: their Mentalist abilities are gone. *There are rumors of a cure, an herb that grows in Nâmar-Tol.*
- Rhiani horsemen are harassed by Charn Riders.
- Vajaar retreats from previously claimed lands.
- *Turasoq of the Ahrenreth seduces a young Warlock of Itanis as part of a dark breeding experiment.*

SPRING 6051

- (Jaiman) The snows begin to melt, but heavy rains further slow progress of any forces in the Rhakhaan conflict.

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- (Emer) A Shay expedition from NW Khûm-kaan, financed by House Elgata of Eidolon, enters the jungles of Quon; none return. A follow-up search also disappears.
- 2•10 – 2•25: (Sel-kai) Heavy rains and melting snow cause the canals to rise to above flood stage. Minor damage to lower levels of some structures.
- 2•15: The Bank of Sel-kai and Ullizi Bank call in their loans to Stroane. The realm is unable to pay, so the banks claim the collateral (the crown jewels) and declare themselves in charge of the government. They send agents to Arakin.
- 2•18: (Stroane) A coup led by the Lord General Terell— *backed in secret by members of Ahn Sye Zanar, Order of the Cloak*— has the other two of the Trinity, as well as the agents of the Sel-kai Banks, arrested and the Katra's son rumored to be killed (*actually, he is taken to Ahrenreth*). Terell declares martial law in Arakin. High Priest Shatang and the Katra's Uncle are tried and executed for treason; the Sel-kai bankers are ordered to return home empty-handed. The Order of the Cloak asserts its influence.
- (Sel-kai) The bankers return (by Navigator Jump), and within hours Sel-kai declares the Stroane government invalid. They make plans to recover their investment.
- 2•31: A Portal opens on the plains of Miir in Hæstra and three beings from another time and place emerge. *They are the Dreamlords. They depart for the East.* This event unlocks the portal, and for several days, horrible creatures emerge: demons from and beyond the Pales. Finally, Loremasters arrive and seal the portal. But many of the hideous beings remain free.

SUMMER 6051

- (Stroane) Lord General Terell has trouble maintaining power in the sprawling, recently taken lands of Miir and Vornia. Independent-minded lords reassert their authority and much of Hæstra is torn by warfare. Resistance in the cities becomes more widespread.
- (Sel-kai) The *Prophet of Valris* first makes her presence known at Sel-kai. A tall Iylar Elf with golden blonde hair and wearing shimmering blue robes, she refuses to give her name or home, saying only that she comes 'from the east'. Claiming to be a follower of the Orhan Goddess of wisdom, she is apparently an Astrologer who can see into people's futures. After a month in Sel-kai city, during which her reputation and influence grows, she travels toward Danarchis.
- (Hæstra) Wild wolves and stranger creatures continue to range far from the Spine highlands to harass homesteads in the hills. The Choak Pass becomes a dangerous road except for well-armed caravans—and even they have no chance against the occasional forays of the Red Dragon.
- (Jaiman) The Arnak Priest of Dansart Osaran sends his evil Messengers of Ulkya against the northern provinces of Rhakhaan. More strange creatures emerge from Zor to harass the Imperial forces (they are mutants bred by Dansart).
- (Jaiman) Tanara faces more trouble from mysterious raiders and forces of Arnak.

- Southern Silaar and much of Tai-emer suffer from drought.
- The Lankani increase human sacrifices in hopes of appeasing Klysus.
- Barrin Qateris (eldest son of the Prince of Sel-kai) is inducted into the Unseen Eyes, a shadowy cabal. His Mentalism skills are rudimentary, but his position makes him a valuable member.

AUTUMN 6051

- (Jaiman) The Dragonlord Sulthon Ni'shaang consolidates his hold over Wuliris. He decides that Frelik has grown too powerful (he would prefer to see the Usurper and Emperor at each other's throats indefinitely) and considers a move south into the Zorian wastes.
- The deterioration of southern Hæstra continues: most lords refuse to pay taxes to Arakin, and desertion among the Stroane mercenary armies is rife.
- Volcanic eruptions in the Black Mountains of Khum-kaan.
- A trade ship arrives in Kaitaine claiming to have been attacked in the Grotto Pass by 'giant insects with lightning staves.'
- Klyrunak of the Ahrenreth acquires a copy of the Andraax Key (the ring necessary to enter the Tomb of Andraax).

FALL 6051

- 5•21: (Jaiman) At the climax of an important battle between Helyssa loyalists and forces of the Priest Arnak, Prince Kier Ianis appears in his homeland amidst a tremendous – and pyrotechnic - surge in the Essaence. He is wearing the Sea-drake Crown. Hopeless against the full powers of the crown, unleashed after long years of disuse, the armies of Yarthraak are routed. Witnesses tell of Kier wading fearlessly into a crush of foes, and with a bellowing cry would cause all within earshot to fall to the ground unconscious or dead. From his hands spewed volleys of luminous bolts of water, and the river would rise out of its banks to swallow the legions of Lugôki and the pale men of Ulor. At the same time, terrible storms pound the western coast of Helyssa, and all of Ly-aran (long ago part of the kingdom of U-Lyshak but now held by Lorgalis of Ulor for many centuries) is shaken by earthquakes, her coasts shattered and highlands torn by storms. *The crowns may command the very earth to rebel to purge the kingdom of invaders.* The Priest of Yarthraak vanishes from the battlefield (*he flees to his tower, which is able to survive even this onslaught. Placed offshore, it is just outside the Crown-defined boundary. And the Priest still has the Sea-Drake Pendant . . .*)
- 5•22: (Jaiman) Night skies above Jaiman are illuminated by unprecedented Flow-storm activity. The most intense disruptions are above the center of the continent. Minor but frequent earthquakes accompany these storms.
- 5•23: (Jaiman) The main powers of the Sea-drake Helm fail (*as do those of all six helm-crowns of Jaiman; the vault of Crowns is disabled – though not destroyed*). The strange meteorological and geological events subside. Prince Kier retreats to Castle Sykara to coordinate his offensive against the reduced and disorganized armies of Yaarth.

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5•40: (Jaiman) In order to head off rumors of his cousin's legitimacy, the Emperor declares Frelik's claim irrelevant, since the Crowns are no longer true symbols of the rightful monarchs. In addition, the Archprelate of Enov Turic declares Jerrin the rightful Emperor. Nevertheless, the realm is in turmoil of uncertainty and fear.

5•45: (Emer-Lankonok) The Lankan Empire sends a small fleet across the Circular Sea from their port of Kûru-kal, with the goal of seizing the northwestern Loari isle of *Surt Naduum*. The first warboat barely reaches shore before airborne Loari battleships appear and drop exploding canisters – “bombs” – on Lankan ships. This marks the first known use of chemical explosives since the Interregnum. The Lankan ships are destroyed and the few Lankani who reach shore are captured. Nâmar-Tol sends a warning to the Lankani that any further aggression will be met by overwhelming force.

- A caravan in Uj returns to Kaitaine to tell of a mighty battle between their Navigator Sulfean and a Herald of Darkness. Their situation was looking desperate when a Storm Herald appeared and helped to drive off the Minion of the Unlife. The exact nature and intentions of the Storm Heralds remain a mystery.
- (Silaar) Strange drums are heard from within the Værken Mire in Silaar. The T'loc-loc go into hiding in the northern reaches of the *Asamis Arg* (“Great Grove”).
- Frequent storms in Southern Emer disrupt commerce.
- Several volcanoes erupt in the Morbek Highlands, smoke and ash clouds drift north and envelop Votania.

• 6052 •

WINTER 6052

- (Emer) Spurred by Bishops of Mynistra and Priests of Andaras, most of the lords of Miir and Vornia sever their ties from Arakin. Larger cities (Relian, Orian, Dynax, Helberna) are independent city-states, while across the countryside dozens of manors become essentially independent fief-doms. This situation creates an environment where bandits and highwaymen flourish. Trade suffers; the cities are full of former mercenaries offering their services as bodyguards. Many are not to be trusted. The realm of Stroane shrinks to the Lene River on the north and Qye to the south. Niév is an independent town, still dominated by a Priest of Andaras. The Archbishop of Helberna is freed from prison and soon elected Lord Mayor.
- (Jaiman) *T'Kaal Arain conceives of a complex plan to free the Myri, ally with Rhakhaan and the Cloudlords, and annex the rich potential of Urulan. However, each part of his scheme depends on the success of the other factors. Most worrisome are the heads of the Dûranaki families reluctant to give up their slaves and a life of leisure.*
- (Emer) *The Elves of Nâmar-Tol begin quietly buying up large amounts of raw Arinyark, the rare mineral crucial to making the antigravity metal Xenium. Their interest spurs more exploration for the mineral. They are building a secret fleet of*

very small, fast Skyships, powered by the starstones—jewels found by Selia Rendanaar.

- (Jaiman) The Dragonlord Sulthon Ni'shaang takes the initiative against the depleted forces of the Priest Dansart and sends three legions of his Lugrôki into the Zorian lands to the south. Earthquakes accompany volcanic eruptions in Ja'miil Targ. A red glow from Uronthis Kalthul (K. “Dragon's Claw”) can be seen for miles. depleted Zor and the Syrkakang, and seizes lands to the west and south.

- The Izaran League is formed: a loose mutual-protection alliance between Sarnak, Izar, the Komaren Cluster, and Barellis.

- The beginning of the Grand Campaign...

1•20 – 1•30: *Schrek, Oan Lyak, and Dari Holvir of the Jerak Ahrenreth meet secretly and decide to begin a program of assassinations among their enemies to further disrupt political situations.*

1•22: Ignatus Jurgon, a merchant baron of Sel-kai, is found murdered in his study. (It is the work of Saren Xanaari, revenge for House Jurgon illegally infringing on their trade.)

1•22: (Sel-kai) Holiday. The birthday of Agren Navalak, perhaps the greatest prince in the history of Sel-kai.

1•26: Funeral Procession of Ignatus Jurgon. A great chain of boats escorts the Baron's funerary barge out into the bay, where he is given to the waters. The ceremony attracts thousands of onlookers and clogs the canals.

1•33: (Sel-kai) First meeting of Olgivana Centaurus, Barrin Qaterris, Koren Maas (security minister), Enik Foor (Minister of State), and Boren Asec (Commerce Minister). Olgivana puts forward her plan to have Barrin succeed Prince Rylec. (This meeting is described in the Intro to Part IV of Eidolon).

1•35: (Jaiman) *One of the Priests Arnak in Lethys is murdered by a Cult of Stars assassin. Only the Loremasters recognize the Priest's ring and its significance.*

1•44: A minor earthquake shakes Sel-kai.

1•54: Rylec Qaterris, Prince of Sel-kai, narrowly escapes assassination. Three days later, the alleged attacker (a woman in black) is found dead on the steps of the Prince's Palace. City gossip says she had on a steel ring— mark of the Grey Ring. *She was a Cult of Stars assassin indeed caught and killed by the Grey Ring.*

1•61: Defense Minister Oleg Golaran is fired, and the Redcapes will be purged of many of their corrupt members. A brief crackdown on smuggling will ensue.

1•66: *The Cult of Stars assassinates the Loremaster Gireg Jaan, who had been investigating the Jerak Ahrenreth.*

SPRING 6052

2•1: Holiday: Much of the city is depopulated as the Spring Games are played.

2•9: Fire in the Sighing Docks. Several Warehouses are destroyed, but the blaze is confined to one island.

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- Zornaq, High Praelector of Vajaar in Uj, annexes the Komaren Cluster, declaring it a haven of sin and evil and in need of a religious purge. The Komari (having no interest in becoming part of religiously oppressive Vajaar) retaliate, precipitating a series of naval battles. The defenses of the port of Aquitar on Komaren are reinforced. Kaitaine, geographically and politically caught in the middle, declares neutrality, but is forced to further fortify the ports and patrol the island perimeter.
 - (Jaiman) The Cloudlords demoralize the Y'kin government. This frees Rhakhaan forces fighting on the southern fronts to defend the east and north.
 - 2•1 (Jaiman) Lord Frelik Malvion, Marquess of Nolgara, begins his final march towards the Rhakhaan capital, accompanied by only 50 knights. He claims to be coming under the flag of truce to negotiate peace.
 - 2•11: (Stroane) General Terell is murdered by one of his generals, triggering a revolt in Arakin. There is rioting and the royal palace is burned and looted. Chaos rules for several days before another officer (Guard Captain Snythe) gains control of the city.
 - 2•15 (Jaiman) Frelik arrives outside Haalkitain in the morning, and by afternoon his men have set up a large tent on the dunnington Field. Instead of negotiating, he sends his heralds to the gates of Haalkitain announcing his coronation as Emperor of Rhakhaan at sunset. The Emperor sends no reply. In a brief ceremony Cardinal Belock places the Phoenix Crown on his head. The Usurper, apparently anticipating that he be granted tremendous powers by the crown, demands that Jerrin abdicate. He barely finishes his declaration, however, when two black-clad women materialize out of thin air nearby and attack Frelik and Belock. The Marquess Nolgara is slain at the very gates of Haalkitain, the crown tumbling to the muddy ground. But Belock apparently fends off his attacker and vanishes in a burst of prismatic light.
 - There is a simultaneous assassination attempt made by a woman in black against the Emperor Jerrin himself, but he is saved by the Loremaster/Changramai Master T'vaar Dekdarion. The assassin is captured before she can escape or kill herself and placed under heavy guard. She is believed to be a member of the Cult of Stars. Taking advantage of the demoralized and leaderless condition of his enemies, the Emperor orders his knights onto the field. The Phoenix Crown is recovered and the Usurper's guard is arrested. *The Jerak Ahrenreth's plan to create chaos in Jaiman backfires as the Emperor of Rhakhaan's greatest threat is removed while the Emperor himself is saved through intervention of the Loremasters. Oan Lyak, the 'Dreaded Assassin' and mistress of the Cult of Stars, swears that she will personally slay the Loremaster T'vaar Dekdarion.*
 - Frelik's body is taken into the palace. His head is displayed over the Phoenix Gate on a pike; his body is disboweled and left in Dunnington Field for ten days while carrion-birds feed on it.
 - 2•16 (Jaiman) Oan Lyak orders the liquidation of the Cult member who failed in her mission. *The Emperor's would-be*
- Assassin is murdered in her high-security cell, despite all precautions.*
- 2•20: (Jaiman) After being assured by the Loremasters that the Phoenix Crown no longer exerts magical control over the wearer, the Emperor announces the date of his coronation: the first day of summer.
 - 2•25: *Zener Morndaak (the Loremaster who's report on the status of the Crowns may have been read in Nomikos) is captured in Urulan by a shadowy group known as the Silver Claw.*
 - 2•35: *Zener Morndaak dies under torture.*
 - 2•35: The Trade Consul of Danarchis arrives amidst much pomp and ceremony. He remains for several days while trade agreement renewals are discussed.
 - 2•39: (Jaiman) The Loremaster T'vaar Dekdarion is attacked in Haalkitain Palace. He fends off the would-be killer but is wounded with a poison knife. The assassin, a woman in black (an agent of the Cult of Stars) escapes. Dekdarion falls into a coma.

SUMMER 6052

- (Jaiman) As news of Frelik's death spreads, the Pretender's forces quickly collapse: all surrender or flee. Their leaders are captured, tried and many are hung or beheaded. Several lords who had been foolish enough (in hindsight) to openly back the Pretender are arrested and taken to the dreaded North Tower. They are found guilty of High Treason, beheaded, and their heads placed on pikes about the Phoenix Gate. Their lands return to Jerrin.
 - The Vajaar-Komari war continues with little progress. The few times Vajaar forces make land on a Komaren island they are ferociously attacked by the infamous *Blood Brethren*. The Izaran League allies also come to the Komari's aid.
 - 3•1: (Jaiman) Jerrin Talus Malvion Faslorin III is crowned Emperor of Rhakhaan by Eldest Loremaster Kirin T'thaan. Many envoys from other countries attend, including Dúranaki, Elves, many Melurian lords, the Prince of Sel-kai (arriving by skyship), Prince Kier Ianis of U-Lyshak, and Cloudlords. The celebration lasts ten days. With heavy security by Palace Guards, Changramai, and Loremasters, there are no incidents. *T'vaar Dekdarion remains in a coma.*
- T'Kaal Arain lingers in Haalkitain to present his proposal to Jerrin: He can provide the Cloudlords, Dúranaki, Sulini and Myri in a mutual defense alliance; in addition they will jointly explore Urulan and divide the continent between the realms of Tanara and Rhakhaan. He is taken considerable risks and liberties here (not actually having some of these agreements), but sees this as his peoples' only chance to survive.*
- 3•1: (Sel-kai) The Summer Games are played. Unfortunately, the games are marred by an altercation between Houses Alaxatan and Pharnese. Jarl Alaxatan (second son of Kellis) assaults Kendon (younger brother of Baron Kyse). Pharnese, and the house guards of both families escalate the

confrontation into a bloody battle. Twelve are dead; Kendon Pharnese is wounded but recovers.

3•14: The 1402nd anniversary of the rise of Eidolon into the sky. Celebration lasts for two days (but pales compared to the 1400th celebration two years ago: it lasted ten days).

3•23: Eidolon trembles and tilts a fraction of a degree for a few seconds, causing a panic among residents. The city rights itself and stabilizes, but the cause for this alarming event is not discovered.

3•37: The *Yultûm* (“Trade-chief” a priest) of the Lankan Empire arrives aboard a majestic barge – one of six in the fleet accompanying him. His visit stirs much curiosity about the ‘barbaric desert-realm’ far to the south, and many citizens gape at the dozens of dark-skinned oarmen-guards arrayed about the boats.

3•44: (Sel-kai) A House Betaran airbarge explodes over the city bay; Xyrus Betaran accuses House Gugulon of sabotaging his trade.

3•44: (Emer) *Sendar and Sendil, demigod offspring of Akalatan, are awakened by their father. They emerge from their secret mausoleum and he directs them to the Heart of Agoth.*

3•44 *Klyrunak of the Ahrenreth arrives at the Watching Isle; his search for the Tomb of Andraax is almost over.*

3•48 *Klyrunak enters the Tomb of Andraax and encounters Tya’ar. Andraax is alerted to the intruder.*

3•49 *Unable to make sense of the Lords of Essaence vault, Klyrunak proceeds to the Hall of Worlds, where Andraax catches up with him. The Mystic is no match for a Lord of Essaence, but Andraax is unable to fully shield his identity from the Ahrenreth adherent. Klyrunak escapes with this knowledge and his life, no more. Andraax remains here to meditate and converse with Tya’ar, then goes to Karilôn.*

3•49: (Emer) *The twins Sendar and Sendil recover the Heart of Agoth from its hiding place, and make their way towards Kenezán, capital of the Lankan Empire. The gem was deep under the Spine of Emer, an object of worship for a colony of Murlogi and their Earth-demon master. The Murlogi vow to recover their sacred stone.*

3•66: A mild tremor shakes Sel-kai City. Damage is minimal, but because of previous predictions of a severe earthquake on this date, there is a brief panic.

- Tensions escalate between the Elves and mortals of Sel-kai. There is a general rise in crime – especially muggings and robberies. Scuffles between rival gangs of thugs increase.

AUTUMN 6052

4•1: Holiday: The Autumn Games are played under tight security. There are no incidents, and House Alaxatan is on probation.

- (Jaiman) Kier Ianis takes his throne in Cynar as King of U-Lyshak. He sends messengers to the Elven Forest, Quellbourne, Tanara, Saralis and Rhakhaan announcing his claim. He is recognized by the Loremaster High Council, and Loremaster Dreana Vaal places the Sea-Drake crown on his

head. King Liras of the Elven Forest accepts Kier; Rhakhaan acknowledges him as ‘King of Helyssa’ (a subtle insult) and Jiax Alison of Saral says Kier has no special rights to any land; that the old Six Realms are gone.

- (Jaiman) While no longer in control, the forces of the Arnak Priests are still troublesome to the governments of Jaiman. They retreat into shadows to build again.

- (Emer) The demigods Sendar and Sendil arrive in Kenezán and present the *Heart of Agoth* to the Khurtûm: a gift from Akalatan. The appearance of white-haired twins is the fulfillment of a prophesy in the ancient *Omiar Akalataru* (The Codex Akalatan), and they are made High Priest and Priestess of Klysus. The Heart is enshrined in the secret Temple of Meditation, beneath the pyramid of separation.

FALL 6052

- (Jaiman) Wedding of Prince Kenek and Ysbeth Alizon in Haalkitaine.

- Large Arinyark deposits are found in the Scorpion Ridge near Jantanen. Miners from Sarnak and other nearby towns flock to the site despite hazardous conditions.

- (Emer) The Prophet of Valris arrives in Kaitaine, preceded by her reputation. In an abrupt deviation from her predictions for individuals, she warns of an imminent worldwide catastrophe. She relays dire visions of earthquakes and storms, and claims to see Kaitaine in flames. The council orders her banished from the city for inciting panic.

5•58: *The Nameless One appears alone in the Garden of Songs on Karilôn. He warns of an impending global catastrophe and vanishes. A few Loremasters claim to have seen six fingers on his hands (marking him as a Lord of Essaence), while a few believe they caught a glimmer of gold in his eyes, spurring a rumor that the Nameless One is in fact the legendary sixth Dragonlord: Kydak Dûm, the Golden Dragon. (Andraax is there in disguise; he and Tethior each see through the other’s illusion, but Tethior flees.)*

• 6053 •

1•1: *(Just after Midnight on New Year’s Eve; the North Pole) The insane K’ta’viir lord Ondoval, accompanied by three K’ta’viiri lieutenants, enters the Northern vault and takes the Eye of Utha. He is unable to destroy it, but has created a vessel that controls its powers. Two of the Lords are killed and Ondoval is badly wounded, but he escapes back to the Shadowed Secret with the Eye. Immediately, the Southern Eye attempts to compensate but is unable to fully protect the globe from the Essence disruptions. The Lords of Orhan also lend power to the Southern Eye, but they cannot continue this indefinitely. Kulthea shakes with a worldwide earthquake. And that is just the beginning.*

AFTERMATH OF THE LOSS OF THE NORTHERN EYE (THROUGH WINTER 6053)

- Essaence storms wreak havoc; the hemisphere curtain (the Wall of Darkness) breaks down in random areas.

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- The entire globe is swept by unnatural storms and earthquakes for the next 2-3 days, causing widespread flooding, property damage and thousands of deaths.
 - Coasts are buffeted by tidal waves and hurricane force winds. Inland areas suffer tornadoes and lightning storms.
 - Many dormant volcanoes are jarred into activity, spewing ash into the sky. Cracks open in the earth exposing rivers of magma.
 - Portals everywhere sporadically open and close, drawing in any beings and animals nearby or spewing forth strange creatures.
 - Meteor showers rain fire down all over the planet; combined with lightning storms and volcanic eruptions they trigger raging fires. These would be far worse except for the widespread downpours and blizzards.
 - The Navigators suspend service for 30 days. (Their compasses behave erratically for 10-20 days before returning to normal function.) Most sea travel is virtually impossible for 10-20 days, perilous for another 10-20 because of storms.
 - (Sel-kai) Sel-kai Skyships, being more fragile and susceptible to Essaence than sea vessels, are grounded by order of the Prince for a full 30 days.
 - (Sel-kai) Eidolon is shaken by tremors for hours; a few residents flee to the ground. Meanwhile, Sel-kai City suffers the worst floods in 200 years. There are scattered fires but they are for the most part contained due to the well-prepared fire marshals.
 - (Emer) The Great Kaitaine Fire. A meteor strikes the city and triggers terrible devastation; fires burn for days. Over half of the city is destroyed or rendered uninhabitable. Undaunted, the Guilds begin reconstruction.
 - *A land mass rises out of the center of the Lonely Sea. It is part of the lost continent of Taranía.*
 - Many other cities across the planet are damaged by earthquakes and the fires which are triggered by them. Several dormant volcanoes become active, spewing ash into the sky.
- the touch of one with Althan blood. None of his surviving brethren can be trusted, but there are a handful of those in whom some of the ancient power still flows . . .*
- *The Navigator Guild Alliance convenes a conclave - they gather as soon as the Essaence storms subside enough for travel.*
 - *Schrek summons a gathering of the Jerak Ahrenreth. They gather to discuss the deeds of Ondoval and how to salvage their own plans for dominance; they are at odds with the Priests Arnak, several Dragonlords and other factions. Schrek is becoming desperate to locate the Heart of Agoth and regain his full powers before the collapse of the protection of the Eyes. He attends the council with a new bodyguard, a very large humanoid wearing a full helmet. Schrek claims that the guard is in fact the infamous Shar-Bu, lord of shards who can literally kill with a smile...*
- 1•35: While the seas are still stormy, the Komari launch a devastating sneak attack against Vajaar, via a coral road. They infiltrate Vajaar's war harbors and sink two-thirds of her fleet while it sits vulnerable, docked in harbors. The Komari demand the Praelector's immediate surrender. He is humiliated, defeated by a nation of *sherki*.

SPRING 6053

- While the weather stabilizes somewhat, sea storms and huge whirlpools are still common - as are sightings of and attacks by a variety of fearsome sea creatures. (Apparently these beasts – which normally reside in the ocean depths – have also been disturbed by the weather changes.) For the next few months, valuable, nonperishable cargoes are rerouted via land routes.
- Stories reach the main cities that several Navigator guarded caravans across Hæstra are attacked by highwaymen. In every case, the Navigator leaves the criminals dead or crippled, to the delight of the caravan leaders, despite a hefty surcharge. *The Navigator Leadership relaxes their noninterference policy in certain circumstances.*
- (Jaiman) Haid of the Lu'nak region speak of a terror in the black Forest of Dír. The 'Forest Demons' have returned.
- (Jaiman) The New Syrkakang (ousted from much of Lu'nak) asserts dominion over all the Myr Fostisyr. The Fustir, Ky'taari and Udahir are in hiding.
- A Jenaar emissary from the Alliance arrives in the beleaguered Vajaar to offer aid in return for Alliance member-ship.
- The Light dragon *Ssamis T'zang* emerges from her eyrie to terrorize the inhabitants of the Scorpion Ridge.

SUMMER 6053

- (Jaiman) Rhakhaan is at peace, the forces of the Dragonlord and Dansart having retreated north to lick their wounds. The western frontier calm under the reign of King Kier I – who has his own problems with the forces of Ulor. But peace comes with its own share of problems: boredom and lack of focus breed discontent. Inactivity makes for irritable knights and lords itching for conquest.
- 1•1 *The Loremaster Council is called into emergency session (attended in secret by Andraax), They order the rediscovery of the Eye as top priority, and research a way to stop Ondoval. Andraax comes to the realization that he does not have the will to wield the Soulsword, and it – like the Eyes – will only suffer*

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- (Jaiman) Haalkitaine is a great hive swarming with gossip, rumors which grow with each retelling, and elaborate intrigues. Rumors: (none of them are true)
 - The Prince of Lethys is planning a rebellion with the help of the Elves and several southern Dukes.
 - The White Mage has returned to Haalkitaine.
 - The Emperor is not well; he hasn't been seen for days (actually he is meeting with his advisors, planning the final removal of the Y'kin and the exploration of Urulan.)
- While the eastern portions of old U-Lyshak are quiet, fighting continues throughout western Helyssa and Ly-aran: lords seeking new domains swear fealty to Kier and stake out their territory against survivors of the Ulor and Yaarth armies.
- The Red Dragon recalls his forces, deciding to ride out the uncertainty of the Essænce storms in the safety of his tortured valley.
- Stung by bitter defeats against Jaiman and U-Lyshak, the Priests Arnak return to what they know best: guile, espionage and subterfuge.
- The armies of Ulor are in disarray, many legions fighting among themselves. Their leader – Lorgalis – has vanished.
- One side effect of the strange weather conditions arrives off the eastern coasts of Jaiman and Silaar: huge icebergs have drifted south to make the sea-lanes even more perilous.
- Appearance of the 'Intermediaries', trade brokers representing the Kuluku peoples of Khum-kaan. They arrive at Ardan City, Kaitaine, Sel-kai, Namar-Tol, and other trade centers almost simultaneously, each accompanied by a Navigator. There is an immediate stampede for trading privileges, as the Kuluku have access to many rare herbs and materials from deep in the Khûm-kaan jungles.

AUTUMN 6053

- (Jaiman) Scouts sent into Urulan. Reports come back from the south of a desolate wilderness, scattered with overgrown ruins. A few venturing north return with stories of wild, barbaric Elves, others tell of an eerily empty land, bereft of even animal life – they reluctantly confess to a strange unease, as if they are being watched by a malevolent force. Other scouts do not return. *In fact there are tribes of Erlin who have become barbaric, tribal, barely surviving. There is a cult growing in the northeast surrounding the worship of a unicorn goddess. . Also, Ulya Shek and Jenkyna have unleashed a few of their hybrids of humans and demons.*
- T'vaar Dekdarion awakens from his coma, thanks to a rare herb.
- (Jaiman-Rhakhaan) The Count Celindian leaps from the tower of his villa.
- (Jaiman-Rhakhaan) A Marquess dies under mysterious circumstances.
- Calthos is accused of High Treason for aiding Frelik. He is tried, convicted, and beheaded.
- (Jaiman) Vice-Ambassador Zyta Nikaru of Námár-Tol is stabbed in the Palace Gallery and dies before he can name his attacker.
- Sir Vyrs Jentariana is found murdered in a private room of the Kieronian Baths, stabbed with a dagger bearing the Seagull insignia (or, more subtly, a Seer will have a vision of a Seagull. Probably only the Emperor's Truthsayer has the powers to see past the magical deception). The Viscount Ridgeston is implicated. *His is innocent, framed by his former teacher Yandar Vit but his only alibi is that he was with Prince Toren – in the Prince's bed.*
- The Y'kin are effectively wiped out on Jaiman.
- Tanarans and Rhakhaani begin work on the great icebridge. They must have it complete and an adequate force on the Urulan mainland before spring when the warm currents will melt the icebergs that make up this span.
- Truthsayer Jorun of Yarmuth warns the Emperor that the Urulan venture is perilous.

FALL 6053

- The Rhakhaan/Tanara forces advance into Urulan.
- Murlogi of the Spine of Emer and their Earth-demon king make preparations to take back the Heart of Agoth from the surface dwellers who stole it from them (the Lankani).
- (Lankanôk) Sendar and Sendil consolidate their political power base and begin pushing the Khurtûm towards a more aggressive stance. They believe that the Loari should be punished for their insults of a year ago, and that the Nuyani can be conquered. The Lankani gear up for war. Phar-Ahnekar wants to ally with Arдания in the war but the twins consider them inferior and unnecessary; they will be conquered later. Even Ahnekar doubts the wisdom of this attitude.
- (Nuyan-Khôm) The Hutarn continues to struggle with the egotistical Tarns; his political power is tenuous.
- (Námár-tol) The Loari have spies throughout Emer, and they are increasingly concerned about Lankanôk and Arдания. They continue to build defenses.
- (Lankanôk) An Ardanian spy infiltrates the Sun priesthood and discovers the Heart of Agoth. Sendil finds and slays him before he can report his find.
- (Sel-kai) The Prince is increasingly worried about Lankanôk; with Pochantos gone, the empire is dangerously near his small realm.