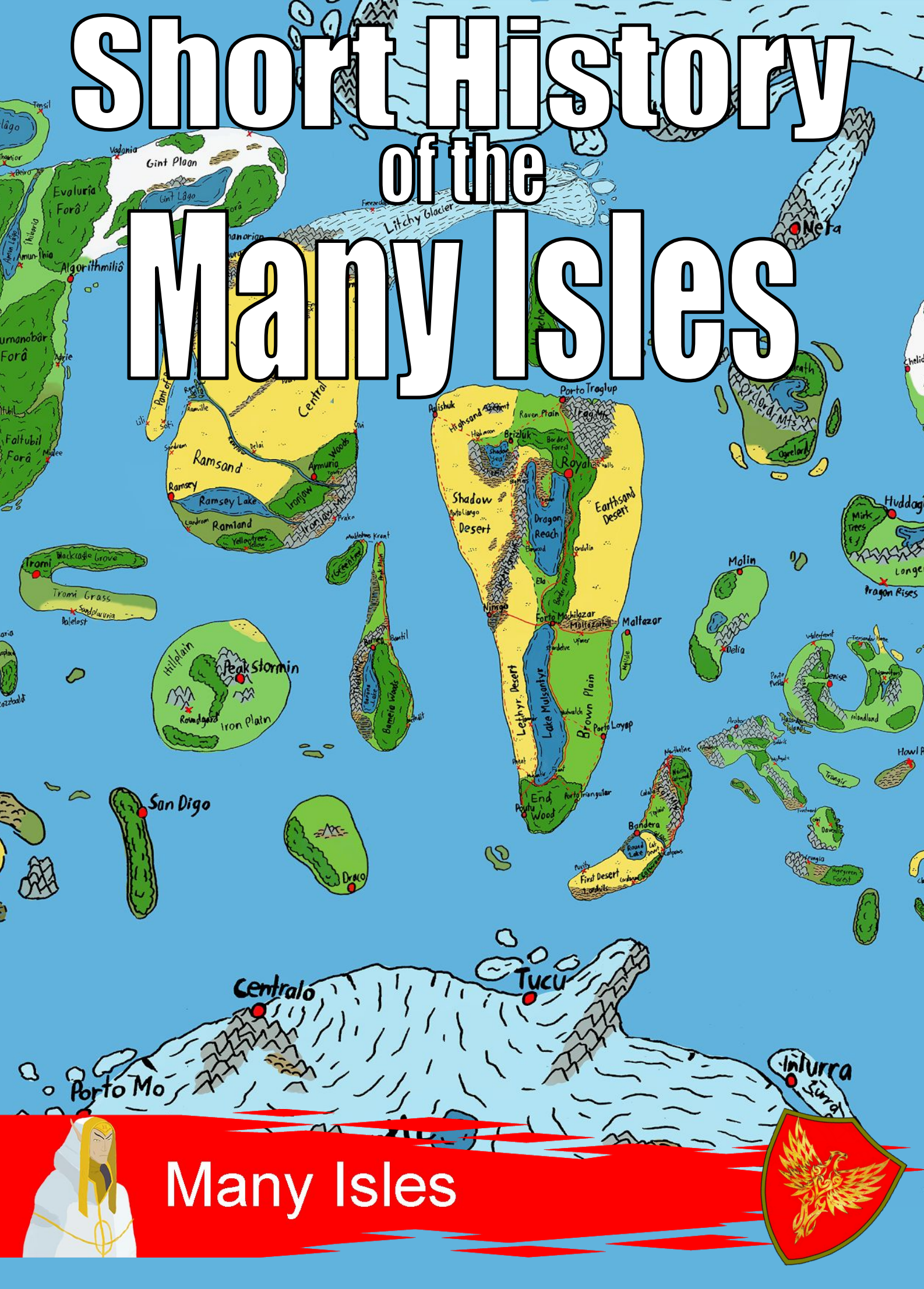


# Short History of the Many Isles



Many Isles



# History of the Many Isles

Before the Celestial Wars, there was a world, but none know how it truly was. Not even the gods themselves lived in the Untold Times. It is the true ancient past of the Many Isles, one shrouded in such clouds that none may pierce through them.

## Celestial Wars

*50'000 b. OW - 41'000 b. OW*

Oshmondu was a barren plain of stone and dirt. No plants grew, and only some streams of water and lava pierced the monotony. Some mountain ranges rose high above the wasteland, looking down upon the balls of fire and flashes of blinding light.

These were caused by celestial, devilish and demonic armies as they clashed against each other. Oshmondu was a battleground, one regularly torn apart by the clean steel boots of sellvindyr, the celestial armies, as they marched under the orders of their angels. Sharp claws dug into the soil as bearded devil legions rose from the Seven Hells. Rocks splintered as ravenous demons stormed onward, destroying everything in their wake.

## Longhorn Day

*49'839 b. OW*

In a clash greater than the others, the hordes of the devil Lõrharn marched against a demonic host and a celestial legion. The archangel general, hoping to guide her troops to victory, cast a great spell upon her soldiers, granting them great wisdom and tactical slyness. However, Lõrharn saw this spell, and shattered it. The Weave buckled under this great magical event, and the spell spread out, turning the sky green and granting every creature great wisdom, not only the celestials. The magical energies at play were so great that the event became cycled into the Many Isle's Weave: the sky would turn green and grant slyness to every creature each year, on the same day.

## Chaos

*41'000 b. OW - 38'000 b. OW*

Down in the dark pits of the Seven Hells of Baator, great machinations were at play. The Great Lord was pushed from the throne of fire by one of his generals and advisors, Lord Asmodeus. He became the new master of the Seven Hells, and quickly built a much greater army than Ochebana had ever seen. He sent it out of his dark pits, successfully defeating celestial and demonic troops alike.

After their crushing defeat, the celestials retreated from Oshmondu, leaving it as battleground for demons and devils.

## Blood War

As the celestials left, war against them de facto ended. The Great Lord of Baator and some demon lords from the Abyss faced each other upon Oshmondu, declaring the Blood War. And so, they started the neverending battle of demons against devils, one that would ravage many lands in the future and never be completed.

However, just after the initial declaration of the Blood War, such a great battle ensued that both sides had nearly annihilated each other. They quickly retreated from Oshmondu to tend their wounds in their own home planes.

This is when the Contract of Blood was signed. Asmodeus and five demon lords met in Machinum, the Gear of the World, and signed a great contract. By its rules, no creature native to a plane, with a number of exceptions, could die outside their home plane. However, if they were killed in their home plane, their soul would be destroyed and lost forever.

## The Rise of Others

Because Oshmondu had suddenly been abandoned, some races who had been cowering in darkness quickly rose to take some of the vacant territory.

In the southeast, a race of living plants grew out of the soil itself. These were the marins, creatures loving the calm and planting trees. Their realm, which would later be called First Marin Empire, was quickly covered in all kinds of plants, which slowly spread further upon Oshmondu.

Further to the north, creatures from the Flowing Winds were populating the continents. These were one-time air elementals, transformed into powerful magical beasts known as dragons. Powerful specimens of their race rallied the weaker ones under themselves, eventually forming a feudal state with each dragon being tied to another one. These were the Feudal Draconic States.

A millenia later, a new race joined the scenario: giants, created by their god, Annam. They suddenly appeared to the west of the draconic states. All giants were bound by a strict social structure, the ordning, and therefore rapidly built a cooperating system. Major fortified cities were built, and eventually, the empire of Ostoria was founded.

## Thousand Year War

*38'000 b. OW - 25'000 b. OW*

In the Feudal Draconic States, discontent teemed, fueled mainly by an ancient red dragon named Garyx. Under his leadership, the dragons revolted, assuming an attitude of hate towards the prospering giants to the west.

Eventually, all great draconic lords agreed in a meeting to start the war against Ostoria, elevating Garyx to the role of supreme military commander and giving him a great noble title. The feudal system was reworked into a tight hierarchical system, named the Draconic Order.



## The War

Compared to the devastating battles that the celestials and fiends had led three millennia earlier, the Thousand Years War was nothing.

Indeed, it wasn't a war of great battles, but one of attrition. Dragon flights regularly flew out to pummel giant supply lines or weaker settlements, whilst heavy giant troops smashed out against the weaker edges of draconic territory, killing weaker dragons in their lairs. Dragons dominated the ocean, giants the land, and so the war carried on and on. Both sides exhausted themselves, with giant cities always on the verge of famine and some even being abandoned, whilst draconic hunger kept spreading. The time spent in battle was time kept from hunting and building dominions with lesser creatures, such as saurials or the new race of nigfodsel. Especially the hierarchy that was being kept up in the Draconic Order caused discontent, since dragons were authoritarian creatures intent on building their own realms, not being part of one.

Eventually, the war was decided with the disbandment of the Draconic Order. Five races, which were called chromatic dragons, had had enough of the hierarchy and split from the order. The rest of it quickly faltered, and the Thousand Years War ended as one opponent had left the battle.

## Mighty Empires

*25'000 b. OW - 15'056 b. OW*

With the end of the war, tensions released in Ostoria, and it crumbled upon itself. The empire was disbanded and retreated to a small territory in the west. The wake of the Thousand Years War left huge open territories open for the taking - which, of course, were taken.

### Third Marin Empire

In the ashes of the realms of giants and dragons, marins rose. Spreading from their home in southeastern Oshmondu, they quickly populated vast territories, those of the Draconic Order and Ostoria combined, spreading vegetation as they went. In 24'223 b. OW, they founded the Third Marin Empire, the realm with the greatest surface ever to be seen on Oshmondu.

The Third Marin Empire was ruled by 22 elders (perhaps a remnant from the Draconic Order, which was also ruled by 22). These were the oldest, wisest and most experienced of their race. They were benevolent, and hardly anyone disagreed with their ideas - marins were a communal, good-willed folk.

### Dady Empire

Around 21'000 b. OW, the Dadys formed a kingdom of their own to the southwest of Oshmondu. Dadys were stick-thin animated plants, with a highly fragile physiology but very speedy reproduction rate.

What marins built, dadys destroyed. They devastated huge forests, building great ships, fortifications, and war material out of the trees. So, they spread, gnawing away at marin

territory whilst the marins desperately tried replanting forests where dadys had taken them.

But the marins didn't manage. Eventually, they were so weakened that their magic couldn't protect them from the dadys anymore. The seas turned brown with ships, and the Third Marin Empire destroyed. Instead, the Dady Empire came to rule. The thick forests that dominated every environment started to be destroyed so as to keep dady fleets and constructions intact. Legend says this is how the first deserts were created, that before, they were covered in trees.

However, dady territory never became as vast as that the marins had occupied. There were contestants everywhere, the land was no more free for the taking. A considerable marin state remained on Litchy; dragons, giants and efreet dominated the Clipper Archipelago and beyond; and later, dwarves would conquer most of the Colupan Archipelago, as well.

### Elvish Empire

Elves populated northern Silur around 18'000 b. OW, hailing from the far Feywild. The dadys there had to cede some land to the much more powerful fey, but this elven territory didn't spread far. They spent three millennia building their own society, founding settlements, building ships, and strengthening their army. In that time, the dadys regularly raided the outskirts of elven territory, with the prime ambition of taking slave prisoners for powerful dadys to show off. What the animated plants didn't know was that the fey were purposefully leaving whole villages, often populated by females, vulnerable. These new slaves were implanted into dady society in the goal of eventually overthrowing their entire empire. This risky venture had been launched by the high elven house of Mystraeth, the main military arm of the elves.

In 15'057 b. OW, following the attempt of a dady noble to invade elven territory, the offensive was launched. Fast elven ships, using magic to keep the dady fleets at bay, would approach one of the great dady coastal city-forts. Inside, the slaves would revolt, causing chaos and the fall of the city. So, the elven fleet defeated the entire dady empire, sending vast masses of dadys fleeing into the elemental planes thanks to this shock and confusion effect.

The Elvish Empire was founded. It was led by a council of the mistresses of the greatest elven houses. Each parcel of land in the Elvish Empire was de facto ruled by the house which possessed it, making for a thick network of alliances and dominion. Cities were often ruled by multiple houses. Each house had its own legislative and armed force, deciding upon their rules themselves and keeping their own militia (the great Mystraeth had the greatest of these forces).

## Elvish Empire

*15'056 b. OW - 4'157 b. OW*

The new Elvish Empire was established quite uniformly over most of Oshmondu. The basic political structure was a hierarchy of houses. Each house usually consisted of only

one race, and was led by a single person (commonly female, as most elven subraces are matriarchal). These houses then each had a level of power, with the largest ones being mini-states of their own, with their own militias and being spread over multiple continents. A council of the leaders of the greatest houses formed the government which set the lines in which the empire acted. Cities were ruled by councils consisting of the leaders of all represented houses.

## The Emerald Enclave

15'572 b. OW

On Silur, the members of a few friendly wood elven houses decided that something had to be done to protect nature, as they commonly do. Dark elven and sand elven houses, uncontrolled on more remote continents, were causing considerable damage to flora and fauna.

To restrict the abuse of nature, they formed an organization they called Natōl. In some houses, being a member was an esteemed thing, in others, one had to hide it and was considered a criminal. Natōl still spread to the whole Elvish Empire and slowly grew into a political force.

Later, Natōl's leaders came to realize that nature existed outside the Elvish Empire, too, and accepted other races to join in the organization, too. Males were also eventually allowed to join. Natōl was renamed Emerald Enclave, a term that could be translated into any needed language instead of the Elvish-specific Natōl.

And so, over the centuries and millennia that followed, the Enclave became a strong influence in things concerning nature and wilderness within all races of Oshmondu. And, thanks to the leadership not of a bloodline but of an idea, the Enclave would endure many hardships - it would survive the eventual fall of the Elvish Empire, for example.

## The First Humans

13'467 b. OW

How is a tale of legends, but humans were born. Most believe they are the result of interbreeding between plain elves (the only elven subrace that was present at the birthplace of humanity) and junglor, a monkey-like race native to Luche, somehow produced humans.

Wilder theories include odd magical rites and dark ceremonies, but these have an air of unbelievability about them. In any case, plain elves are always included, so they must have had some influence historically.

Anyway, after the arrival of humans (which was documented in great detail by plain elves), they would spend a few millennia developing their society and understanding of magic until they'd reach a status of true mortal race, as equals to elves, dwarves, goblinoids, and all the others.

From the start on, the humans were helped and immersed by the plain elves. Their small camp on Luche's main island was just next to a plain elven settlement, and the two races regularly exchanged knowledge and services - as well as people. With the help of plain elves, the humans learned farming and even basic magical theory. Eventually, the humans had become so intertwined with their neighbours that only humans remained on the main island. Elven blood

seemed to be diluted and lost when mixed with human's. Half elves almost infallibly produced human children.

Much later, when the Elvish Empire fell, the plain elves of Luche had become so intertwined with humans that they didn't return to Silur. The two races stayed together and the plain elves went with the humans as they slowly expanded into the wild world beyond. For this reason, most early human settlements had a plain elven population part in them.

## Goblinoids Arrive

11'549 b. OW

To the northeast of Oshmondu lie three planes: Bolmeranda, realm of massive stone, and the Mud Hills and Eternal Swamps further north. On all of these, goblinoids had built powerful empires; aulins in the swamps, stoelins in Bolmeranda, sand goblins and normal goblinoids in the Mud Hills.

From these Mud Hills came a large number of normal goblinoids, using only a dozen ships. They had built these thanks to a marin colony that had brought trees to the Mud Hills. Coming in an eternal trickle, they settled the eastern coast of Balebu, then devoid of any kind of civilization. Quickly, they built a stratified society with efficient government and cities and military. It was named the Bromalnor empire.

This formed a base for the powerful goblinoid states to start spreading over all of Oshmondu, but also meant that wild and separate goblinoid tribes could settle over all the empty areas. In an effort to prepare more terrain for civilization, singular tribes of goblins, bugbears and hobgoblins were sent out into those wild lands. Quite quickly, wild tribes of goblinoids inhabited every corner of Oshmondu, with no loyalty or even knowledge left of Bromalnor.

## The Spider Movement and the Elvish Wars

4'158 b. OW

The Elvish Empire, which had lasted over 10 millennia, started faltering. Dark elves, one of the six great elven subraces, had started revering spiders, and later Lolth, their demon queen. This movement was actually performed only by an informal alliance of six drow houses: Maer'Duth, Sull'Lith, Muunil, Dear'Clith, Sun'Saal, Daenra, and Meenre. The others either lined in with the Spider Movement or were wrongly persecuted during the ensuing wars.

Predicting that the other houses would soon move against them, the houses of the Spider Movement allied into a firm organization, the Black Spider. Some sand elven houses also joined. They trained warriors and greatly fueled magical colleges, arraying a force of 8'000 professionally trained soldiers with an united military system, along with 500 warcasters. This massive force was a serious opponent for the 10'000 soldiers the other houses' militias could rally, and only 100 warcasters.

The ruling council found the Black Spider alliance to be going too far, and placed an ultimatum upon them: they should disband their united army, demilitarize completely,

and give up the worship of demons. The Black Spider's answer were five heads of the most important house's leader's daughters.

The Elvish Wars broke out, the Elvish Empire's armed forces coming together however they could to fight the ravaging drow and sand elven units. House Mystraeth's militia, the by far greatest force in the empire, played the greatest role for the light elves.

Small elite drow units, bolstered by spellcasters, devastated smaller elven settlements and got away before any retaliation could be performed. Although the five other races had the upper hand, the Black Spider fought effectively and well, beating superior forces much more often than they beat them.

However, through heroic feats, some light elves managed destroying some of the Black Spider's leadership, causing the remaining leaders and most of the drow force to retreat from Oshmondu and into the great Caverealm below. But the war on the surface raged on, as single houses and the sand elves still hadn't been put down. The Elvish Empire was too weak and shattered from outside pressures, the remaining houses moving back to Silur. Single remains of the empire all around Oshmondu continued the fight all the way until 3'922 b. OW.

## Barbars

*4'157 b. OW - 123 b. OW*

The Elvish Empire left vast territories and great many powerful artifacts in its wake as it retreated to Silur. Upon these abandoned lands, no new all-encompassing empire rose. Wild tribes of goblinoids, orcs, and some odd other races sprung up. Elven relics presented a goldmine for adventurers, and the vast territories presented themselves well to the rising humans.

### First Spread

*3'500 b. OW*

Under the reign of the Elvish Empire, the humans and their plain elven friends in Luche hadn't been able to go anywhere beyond their islands. But after three thousand years of development, they were ripe to go out into the now-wild world and build things of their own.

Similar to goblinoid spread earlier, ships ferried humans from Luche to the lands they colonized. It all started with Litchy, the north of which was at the time full of life. They constructed small settlements of their own, procreating at enormous rates. Quite rapidly, settlements allied together and went on joint ventures in agriculture as well as mining and similar large enterprises.

Next to Litchy, which was the human's main colonizing expansion, others went to San Morin or Conelu, forming some of their own smaller states.

### Early Kingdoms

*1100 - 900 b. OW*

Those united settlements grew into larger city-states, such as Lord Trailer City. These cities had stone buildings and walls, and multiple smaller satellite-settlements producing food for the specialized town.

The humans of Lord Trailer City also built an army of their own, which they used to unite most settlements of the north under the rule of Norbert Jackborn, founding the Northern Kingdom, one of the first human kingdoms. These early states, almost always monarchies, were no larger than the distance that could be travelled in a week and didn't have much centralization at all. In the Northern Kingdom, they had a strong nationalistic feeling, but each settlement pretty much had to fend for themselves in the face of wild monsters.

Towards the end of this period of initial growth, during which human settlements spread as far as Balebu, larger states started forming. The very first empire was created in 920 b. OW.

Initially an alliance formed for economic reasons, the Cuprien Empire would grow to be a strong power. It consisted of six southern Litchy states banding together under the rule of a council, in which each state was to be represented fairly. Thanks to this unison of multiple smaller states into a single large one, all citizens profited: arable provinces, for example, could supply food to the industrial ones. This specialization resulted in general growth of wealth for all members of the Cuprien Empire, which allowed it to grow and eventually keep all of Litchy under its rule.

### Ochebana Empire

*550 b. OW+*

Three hundred years after the founding of the first human empire in the west, things started changing on the easternmost continent, Balebu. One kingdom, founded in 620 b. OW by a group of warriors, started annexing more and more ground, forming an empire of its own, but with quite different characteristics from the Cuprien Empire.

Indeed, even this human state's name shows its dominating attitude. From the moment those warriors had reached Balebu, they'd called their organization the Ochebana Empire - absolutely disregarding the fact they were in no way dominating the world. Well, sixty years later, they were dominating much of central Balebu, showing their military and social supremacy.

This empire was ruled by a single person, the emperor. In 550 b. OW, this was Londer Brunswick, a proud and powerful leader. But even as cocky as he was, he couldn't foresee the future.

Indeed, the Ochebana Empire would grow strong and far. All of central and southern Balebu, as well as Bachulu, was ochebanian territory only a few centuries later. The only thing keeping this empire, which had formed the greatest infantry on Oshmondu, from invading the north and Intralu was the cold climate there, as well as hordes upon hordes of orcs.

What was the case in the Ochebana Empire was pretty much the standard in all other states as well. Roaming bands of monsters, for the ochebanians usually orc tribes, walked the lands even at the center of civilization. Borders couldn't be guarded completely, and there was much empty space

within the empire's boundaries. This meant each settlement had to depend on its own city guard or on government troops. Often, however, things had to be done further than a reasonable distance from a settlement. Everyday work, and the sparseness of imperial troops, kept most people bound down on their fields. Some commoners, however, developed an affinity for battle that enabled them to go out, hunting monsters or ancient artifacts or whatever it was that would get them paid (usually in foodstuffs). These people were adventurers, and these wild days were their golden age.

## Orc Wars

*123 b. OW - 205 OW*

Things grew more difficult upon the passing of 123 b. OW. The northern reaches of Oshmondu, earlier occupied only by wild singular orc and ogre tribes, started rallying together under a single clan, the Bonebreakers. Since 145 b. OW, the leader of this clan, a monster with demonic heritage called Lamik, had been rallying the wild tribes of the orcish alliance, making them into a single strong united force that would eventually pose a great threat to all civilization upon Oshmondu.

### Baldrik Wars

*123 b. OW*

The first expedition of the new Bonebreaker Empire was an assault upon Baldrik, a fortress in Eisenhowl, the homeland of the Dwarven Empire. Lamik himself led the huge fleet on its assault.

Of course, the orcish leaders knew there was no chance for them to conquer the powerful Dwarven Empire, and especially not their fortified homeland. The goal of this suicidal attempt was to shatter dwarven self-security, showing all other civilizations that the dwarves aren't invincible and pushing them into a degenerative spiral with the ultimate goal of weakening them.

The attack itself was performed against a force of a few thousand Battlehammer dwarves, which had rallied from Baldrik. They were in an awful minority against the orcish horde, which was additionally supported by giants that had come from their hiding in the mountains. The orc's sudden ability of advanced thought, shown in their sneaking by marine patrols and somehow rallying Eisenhowl-native giants to their cause, had come as a great surprise to the dwarves. They were being completely crushed, of course.

The dwarven leader, Baldrik Battlehammer, heroically stormed through orcish ranks to challenge Lamik. What Baldrik's men that were trying to fight their way to him saw was a treacherous stone thrown at him, followed by wicked claw swings that bore through his golden armor.

In the end, the royal Fireforge army led by king Lorn Fireforge stormed down the mountains, saving the day for the dwarves. Terrible losses were suffered by the Fireforge legion as well, but the giants were defeated. Lamik fled with a couple hundred remaining warships, escaping just in time as dwarven fleets arrived.

This single battle, next to being the first offensive move by the orcs, was also the thing that triggered the downwards spiral for the dwarves. The immense death toll on the Fireforge legion would result, within a century, in the near wipe-out of their family.

### Orc Wars Begin

*28 b. OW*

In the fatal year of 28 b. OW, the Bonebreaker empire had greatly grown. Millions of orcs heeded the orders of their master Lamik and his commanders.

The goblinoid empire of Trensandor, a quite powerful military federation that had erected strongpoints all over Oshmondu and that possessed powerful warships and land assault barges, allied with the orcs in that same year. This fateful alliance would spell doom for all other races, as huge orcish numbers combined with the strong naval support of the Trensandors made for a deadly combination.

Emboldened by this new alliance, Lamik founded the Orcish Guard. This was a troop of elite warriors, trained to be absolutely loyal to their master. Along with two thousand orcs and the best warships available to him, Lamik sailed southwards to the continent of Colupan. Luckily for him, no Denisian fleet crossed his path: this human empire's naval power was considerable. Colupan was the Denisian homeland, and their capital was Denise.

The orc horde elected residence in the mountains north of the city, building a great fortress as base for further conquest. Over the years, goblinoid vessels harassed Denisian ships continuously, allowing orcish rafts to transport more and more warriors to Colupan and Lamik's fortress.

To the east, meanwhile, scattered orcish hordes started massing on the Ochebana Empire's northern border, having been told by their Bonebreaker cousins from the north that the human's strength would soon falter.

### Cataclysm

*0 b. OW*

The sudden overrunning of the world started in 1 b. OW, when the orcish hordes of Lamik's fortress moved in on Denise (the capital of the Denise Empire). Weakened from infighting, its great white walls didn't stand a chance.

Quite rapidly, all of Colupan was overrun by orcish hordes, and one of the important players on the eastern scenario was removed. Simultaneously, the orcish hordes from northern Balebu stormed southwards, taking the similarly weak Ochebana Empire by surprise and quickly washing over the lands, hardly being slowed down by the imperial army.

Eisenhowl, home of the dwarves, was an island located just south of Colupan, and next in the line of fire of Lamik's main host. Despite major advancements by royal engineers in gunpowder weaponry, the hordes couldn't be kept from landing on Eisenhowl, just east of the dwarven capital Arbor.

In a huge battle, a clash that shook the world, orcs finally overran Arbor. The new dwarven king, Dain Fireforge, fled the place with a couple hundred refugees. He was the last survivor of his lineage.



After the fall of Arabor in 0 OW, the most significant event of post-Elvish Empire history, things went south even faster. The dwarves had been the strongest players of the east, and their disappearance removed the last strong barrier between Lamik and the juicy rest of Oshmondu.

## Firearms

10 OW

Research into gunpowder was started by the dwarven royal engineers around 15 b. OW, and their first weapon was a sea mine. Later, they built crude cannons and rifles. By 8 b. OW, a further big advance in the form of automatic guns was made. All this created the groundwork for the remaining dwarven navy's supremacy in naval combat.

But the dwarves didn't readily give out their hide-grade weaponry to humans, especially since the dwarves themselves were in dire straits. So, the firearm market was instead dominated by a human enterprise, Armuria.

Armuria was a province of the Cuprien Empire on Litchy before the Cupriens retreated off Litchy under orcish pressure. The province then became a city state, remaining standing in the middle of orcish territory thanks to their underground fungus farms and weapon superiority. With their huge factories, Armuria produced great quantities of firearms with which they dominated the gunpowder market.

The remaining fragments of all human empires, including the Cupriens, exhausted their savings from before the war in buying Armurian weapons, so as to have a chance against orcish onslaught. After the Orc Wars, Armuria would end up the richest human city in all Oshmondu.

## Turning Tides

45 - 61 OW

In 45 OW, alarm bells sounded in the main ports of all remaining nations as an enemy ship was sighted. However, these ships turned out to be messenger vessels, sent by the emperor of the Trensandor goblinoids, mighty allies of the orcish rulers. Trensandor, the emperor, was requesting representatives from all remaining powers in order to hold a great council - one that would stem and turn back the orcish wave.

After relatively short talks, the Council of Greentree ended, and a new alliance was set: the goblinoids would now side with cultivated nations, instead of the orcs. Together with the Dwarven Empire, the Trensandors then started a long campaign of attrition, gradually weakening the orcish fleet.

All of this eventually led to a great clash. The orcish fleets had been pooled into a great force, whose goal was to overrun Luche in a surprise attack and start a conquest of the remaining powers from the south.

This orcish fleet was detected and intercepted by an united fleets of the remaining allies: all humans, the dwarves, and the Trensandors. Together, they defeated the orcish fleet and launched a counterassault.

Without any ships of significance, orcish domination of the seas quickly faded, and with it the structure of their empire. Bonebreaker rule shattered into various small clans with huge amounts of infighting, enabling the conquering humans to come in and sweep up the garbage.

After this decisive battle in 61 OW, the face of the world changed anew: within a year, nearly all of Oshmondu was under the rule of one of five human empires. This set the mark for a new era: the Human Era.

## Dwarven Ages

205 OW+

Since the fall of Eisenhowl two centuries earlier, the Dwarven Empire under the rule of king Dain Fireforge had had only one goal: regain the lost homeland. They struggled hard against masses of organized monsters, but eventually reclaimed their land in 205 OW. With Eisenhowl under dwarven rule again, the mark of a new age was set. Although humans still reigned supreme in every corner of Oshmondu, with their new footing, the dwarves were about to change that image.

## Dwarven Weapons Act

212 OW

Since they had returned upon Eisenhowl, the dwarves had been spreading. They had conquered most of the Colupan archipelago around Eisenhowl, and defeated the demonic hordes of Lamik on Bolmeranda, a plane to the east of Oshmondu. Their tool for all this conquest had been firearms. The dwarves fabricated the best guns of Oshmondu, and were the only ones to have achieved portable automatic guns.

However, the new king Thaud Fireforge was wise and knew that such could not go well. Already, some human empires had gained a small amount of dwarven knowledge and were starting to build quite deadly cannons. Seeing the horrendous future ahead, in which all belligerents possessed firearms and absolutely annihilated each other, the dwarven king banned all gunpowder-driven weaponry more advanced than cannons.

"Any automatic firearms, handheld or fixed, must immediately be handed over to the Royal Guards. All automatic firearms are to be brought out of service and out of the world(..)" An extract of the Dwarven Weapons Act, 212 OW.

All advanced firearms were therefore brought to secret vaults and locked away for eternity. Although this did remove the greatest strength of the Dwarven Empire, it didn't weaken them all too much: magic was on the rise, and machinery other than firearms was in use. However, with this ban, the king effectively saved the Dwarven Empire from a future demise - one centuries away, but a very definite future anyway. The dwarves would have succumbed to humans wielding their very inventions, mowing down good soldiers. In effect, the king had saved the Dwarven Empire.

## Great Expansion

228 OW+

The human Ochebana Empire, based mainly on Balebu and Intralu (two continents in the east of Oshmondu), had been standing on very wobbly legs for a long time.

Discontent among the people, as well as external pressures from other human states and the dwarves, eventually caused a revolution - one of many, but one much stronger than the previous ones - named Great Peasant's Revolution.

Common folk all around the continent attacked both ruling factions - since a previous revolution had already split the powers - and defeated them, plunging the empire in complete chaos. The Dwarven Empire only had to come in, pick up the remains, and claim Balebu for its own.

This continued, as dwarven control over magic grew. Arcane knowledge became ever greater, as dwarven magic was much more focused and deep than the elves', millenia ago. Even Krynn, powerful entities guarding the balance of the Many Isles, rallied to the dwarven cause, granting them even greater magical powers.

And so, dwarven conquest continued. In this era, the dwarven empire is sometimes called "Holy Dwarven Empire", due to its close contact to its gods. In fact, the dwarven deities themselves eventually came from Thom Faldur, the dwarven gods' realm, to help their followers on Oshmondu.

By 425 OW, the central planes were completely under dwarven domination, and the rest of the Many Isles were about to follow. The dwarves succeeded where no others had succeeded before - they conquered the world, passing the point where balance would tip them back. There was no way they would be stopped, ever.

That was when the world ended.