

## History of Anesir

B.R= Before Rebirth, A.R= After Rebirth

### The Beginning

Very few records exist of the events prior to the Rebirth, as they were destroyed during the Dragon War. However, some things are known with certitude by scholars.

Anesir used to be one solid landmass, with no trace of the Sundering Sea splitting it in half. It was shaped by the Primal Deity, who used its own blood to give birth to the Bloodthirsties, who occupied the southwest of the continent.

At this time, Anesir was mostly occupied by Bloodthirsties, Dwarves, Elves and Orcs. Metallic as well as Chromatic dragons roamed the skies. Anima appeared shortly before the split of the continent known as the Sundering, and humans were first sighted on the East of the continent a few centuries after. Over the centuries, many other races appeared.

### The Sundering (1000 B.R)

Bloodthirsties sought complete domination over the other races, and this displeased the Primal Deity. To put an end to their conquest, it divided the continent in two by creating the Sundering sea and the mountain range known as the Divine Claws. Both were almost impossible to cross, and golden dragons were tasked to protect the mountains and stop anyone from crossing. Bloodthirsties were thus contained on the western half of the continent. The other races were usually found on both sides, although elves and dwarves were rarer on the western side and orcs rarer on the eastern side.

### Portal to the Lost Plane (300 B.R)

By some rare occurrence, the material plane intersected with a parallel plane. Its name has been lost to time, but it was godless and devastated. From this plane came two distinct people, the Bone Knights and the Demon Summoners.

The Bone Knights were strong warriors using their enemy's flesh and bones to strengthen themselves, and the Demon Conjurers were mostly warlocks who made pacts with powerful patrons over the generations.

They landed on the material plane around the Travellers' Isles, and the isles and sea surrounding them would forever be marked by the energy from the portal, making them practically uninhabitable for those who do not come from the Lost Plane. The Bone Knights and the Demon Conjurers were constantly at war, and the islands soon became too small for them. They found ways to cross the Tainted Sea to reach the continent. This started a war that would last for centuries, with both people aiming to eliminate the other and conquer as much territory as possible. However, they were surrounded by Bloodthirsties and Orcs, notoriously ferocious people. The territory they did manage to claim would later be known as Prienne. For centuries, the western half of the continent was unable to find peace.

### The Dragon War (100 B.R)

The war between the Demon Conjurers and the Bone Knights brought such devastation upon Western Anesir that the metallic dragons decided to intervene. They had no choice but to destroy all life on the western half of the continent to allow it to flourish anew. And so, the dragons took their

very last flight, leaving behind their youngs and wyrmlings, and unleashed a devastating attack on the western half of the continent.

To protect themselves from impending doom, the Bone Knights and Demon conjurers agreed to an alliance. They gathered all their people and with the help of the Conjurers' otherworldly patrons, raised a shield held together by the leaders of both people, who were powerful magic wielders, and helped by their children who will later be known as the Bone Queen and the Conjurer King.

The dragons unleashed their fury, but the shield held on and both people knew minimal losses. However, their leaders died holding the shield. Bathed in the power of the shield, their children acquired immortality and became the new rulers of their respective people.

What became of the dragons is unclear. Some scholars claim they simply left the continent, disheartened by their failed attempt, while others claim they were simply destroyed in their own attack. One thing is certain, they were gone, leaving behind a devastated world.

### The Era of the Red Sun (100 B.R, 0 A.R)

After the attempt of the Metallic Dragons to stop the war, the sky was changed in a drastic fashion. Both day and night had vanished, there was no longer any rain or wind and all that was left was a blood-red sky. During this time, the Bone Knights hunted down the remaining metallic dragons, mostly wyrmlings and juvenile dragons, and as a mockery, built their cities around dragon remains, earning their new name of Bone Thieves. During this era, the tensions between Bone Thieves and Demon Conjurers only grew larger as the new leaders, the Bone Queen and the Conjurer King blamed each other for the war's outcome.

This era marked a significant cultural shift in the Bloodthirsties: after witnessing the aftermath of the war and the Planar Travellers' quest for conquest, they steered away from conquest and towards recovering what was lost during the Dragon War.

The Era of the Red Sun lasted around a century.

### Foundation of the Krisha Empire (97 B.R)

Living conditions becoming more and more dire under the Era of the Red Sun, and it became crucial for humans to stick together to ensure their survival. Many of the small kingdoms and countries that formed the eastern half of the continent united to form an empire under a unique ruler. Emperor Krisha I gave his name to this newfound empire, spanning over the entirety of the continent. Krisha also offered aid to the dwarves and elves, giving birth to a solid friendship between those races.

### The Crossing (57 B.R)

Trying to escape the devastation that befell the Western half of the continent, the Bloodthirsties found a way to cross the dangerous Sundering Sea and founded the country that would become New Anthir.

### The Rebirth (Year 0)

This era ended when the Bloodthirsties' Primal Deity answered the prayer of its people and split itself in two to create the Sun Goddess and the Night God, thus restoring the sky to its original state. This also led to a split between the Sun-proud Bloodthirsties and the Night Followers. This event is known as the Rebirth and the Bloodthirsties used it to mark the start of a new calendar, which is used throughout the continent to this day.

### Day of Prayers (97 A.R)

Still traumatized by the events of the Dragon War and the Era of the Red Sun, Bloodthirsties prayed to their Goddess for more power to protect their people and their world. This led to the birth of the Sun-Bathed and Sun-Scorched Bloodthirsties.

### Birth of the Necromancers (158 A.R)

Some Bloodthirsties still wanted more powers from their Goddess. She answered these prayers by rejecting them completely, making them unable to bear the light of the sun. They soon joined the ranks of the Night Followers and vowed to create an order that would rival the Bloodthirsty institution's power. Thus, they created the Necromancer's guild, to act in shadow until an opportunity to seize power would rise.

### The Kin War (343 A.R – 342 A.R)

Empress Savara of the Krisha Empire died leaving behind her two twin sons. Unable to decide who the rightful heir to the throne was, they started a war that led to the division of the empire into the Northern and Southern empires. Later, other kingdoms would break off from both empires and gain their independence, separating them completely.

### The Greater War (1297 A.R – 1301 A.R)

The end of the Red Sun Era did not end the tensions between the Bone Thieves and Demon Summoners. The centuries that came after it were marked with numerous wars and skirmishes between these two people, with violence escalating with the technological and magical progress. The Greater War was the most devastating of them all, and the last.

During this war, the Bone Queen started using traps and poisons to decimate the opposite army, and the Demon Conjurers were starting to yield. However, they could still rely on their pacts with their otherworldly patrons. The appearance of a soldier known as the Bone Barbarian, who decimated both warlocks and patrons, changed this. Going mad with terror, some Demon Conjurers decided to betray their patron, kill them and consume their flesh to acquire their power for themselves. At the same time, the Bone Queen started unleashing powerful magical bombs, whose power would forever scar the land. Eventually, the Conjurers' otherworldly patrons repudiated them, and vowed to never lend them their help again. Now powerless, the Conjurers faced a crushing defeat.

During this war, the son of the Conjuror King was captured. The Bone Queen ended up falling in love with him and married him right after the end of the war. They had a child together, the only recorded child of the Bone Queen. This ensured that the Demon Conjurers were treated decently for a few years, until the Bone Queen repudiated her husband. He and their child disappeared, never to be seen again, and the Demon Conjurers were driven into exile or slavery. The Conjuror King has vanished and is said to be held prisoner somewhere.

### Times of change (1550 A.R – present day)

While the memory of the Greater War is still present in many of the long-lived race's memory, it seems that the world is once again on the verge of changing. The weapons used by the Bone Queen left deep marks in the land, as pools of tainted magic, inhospitable patches of land or mysterious plagues. For the first time, Grim Seransen, a human, has been made Hierophant of the Necromancer's guild. A new passage opened in the Sundering Sea, and envoys of the Eastern continent make their way towards the Bone Queen's court.