**Prelude**

The Seldar create the multiverse, and in its center, they create the Prime Plane. The Prime Plane holds the Seldar’s canvas—the world that they leave nameless. For millennia, the Seldar leave the canvas blank, painting instead the outer realms. Their gaze is shifted back to this nameless world when the Children of Ehlu appear on an island known as the Eye of Ehlu. There they live in bliss, and from among them one becomes distinguished. He is the Architect, and he is the first of the children to awaken on the Eye of Ehlu. With his mind, he holds knowledge, with his hands he holds power, and with his heart he holds emotions uncounted. In grace, he teaches to his kin his heart, gives to them his power, and shows to them his mind. The Children of Ehlu delight, and all is good. They make the world a garden of their delight, and give themselves into it, so that they become its life and it theirs. The Architect names himself their instrument, and for them he splits himself into shards. Through the life of Ehlu's children, the world wakes all other creatures. The shards of the Architect watch over them in benevolence, carrying out the destiny set before them.

**Van’Yasseron, When We Walked Beside Beings of Power**

1,000,000 Years Before Burned Time—The first shard of the Architect awakens under the world. They are Power, and they define the movement of the world—the motives of creatures, and the emotions of the planet. Another shard of the Architect, Growth, awakens on the world. Growth defines this period of history.

700,000 BBT-- A race of fey shapeshifters awaken on an island in the center of Perakor (Half Ring)—Naa'yamen (The Place that Is). They walk under the twin moons of the world.

600,000 BBT—During the flourishing time of the early world, some of these shapeshifters follow the natural migrations of fishes and whales across the globe. Pockets of the fey shapeshifters reach multiple continents.

-The fey change quickly to their environments, as if their evolution was accelerated. Many humanoids develop from the isolated niches.

-The fey that remain on Naa’yamen take on a humanoid shape and are known as Naa'waith (The People Who Are), also called the Elea'waith (The People Who See).

-The Loss’kelvar (White animals) form nomadic tribes in Numendor (Land of the West).

-The Onear (Ones of the Sea) evolve in the seas around Numendor.

-The Okemenel (Ones of the Earth and Sky) first begin to develop in Annuntol (The

Land of Sunsets). These beings follow the migration of sharks, and from them they learn predatory habits. They take the forms of savage creatures. The grandeur and large caves of Annuntol lead the Okemenel to adapt, growing larger and larger.

300,000-200,000 BBT—The shapeshifting races develop spoken language around this time. Many of the languages develop separately between the races, giving each a unique feel and distinct sound. The Naa’waith tongue sounds smooth and musical, reminiscent of modern elvish, while the Okemenel tongue is low and slow. The Okemenel are giant, but graceful. These characteristics manifest in their speech.

-The Loss’kelvar and the Onear develop a similar tongue as they interact around Numendor. Their interactions are not typically in good spirit, however, as the Loss’kelvar are a cold race driven by the hunt. They live a pack lifestyle taken from the northern wolves of Numendor. The Loss’kelvar themselves tend to take on wolf-like characteristics or even become wolves themselves. Their society is nomadic and predatory, but pack leaders are held in high regard. Packs meet occasionally, but they tend to keep to their territory. This harsh lifestyle can be seen in their speech, which is broken and sharp.

158,000 BBT—The Okemenel’s nomadic tribes fight savagely with each other, and many of the species are killed in the battles. The many creatures of the Okemenel throw themselves at each other and tear viciously. One among them, Comenraan (To Lead the Way on Wings), takes a new form—a massive winged beast, scaled and horned. The first dragon. Comenraan dominates the other tribes, and he leads his own towards the most bountiful of locations on Annuntol, the Grove of Comenraan. The followers of Comenraan destroy any who approach, leaving the other groups of Okemenel to die. Comenraan isolates his followers and promotes the destruction of the other Okemenel. The generations that follow begin to worship Comenraan.

120,000 BBT—The Loss’kelvar develop a unique culture. Of the original fey beings, the Loss’kelvar are the ones who keep their shapeshifting, using it mainly as camouflage. Packs of red wolf beasts stalk the red nights under the twin moons. The Loss’kelvar believe that the two moons, Agash’Kelesh and Rikshe’Kelesh, are the two eyes of their collective ancestry. This builds an importance of family and genealogy in the Loss’kelvar society. The Loss’kelvar believe that when one dies, they go to join their ancestors in Keleshe.

100,000 BBT—By this time, most of the Okemenel besides the following of Comenraan are extinct. The few Okemenel that are left after the savagery on Annuntol live in the Grove of Comenraan. Generations of adherent and worship have made Comenraan continue to live and gain power, making the dragon the world’s first elevated being—a demigod. Comenraan nurtures the Okemenel with his power, and he carves into the Grove of Comenraan, creating grand tunnels for his following to live in. As the Okemenel peoples grow, and their society changes, Comenraan uses his power to expand this cave system into what is akin to the world’s first city.

-While the Okemenel look down, the Naa’waith look upward. Belief surges, and the peoples give the names Memaska (Soft Light) and Meval (Powerful Light) to the two moons of the world.

98,000 BBT—The Onear learn to live in and around underwater volcanoes, trapping fish that live near them. They carve honeycomb-like structures into the walls of the volcanoes. Their culture develops as well: the Onear begin to practice a ritual for the dead, sending them into the underwater volcanoes to burn and become one with the waters that they live in. The Onear begin to spread themselves throughout the oceans as groups split off. One among them, Habbakuk, leads a group to the oceans east of Perakor, where the warm waters around Perakor and Annuntol hold a bounty of fish. These Onear become known as Annonear. Habbakuk’s following flourishes in the waters, and they quickly meet the Okemenel of Annuntol. Habbakuk sees the grandeur of Comenraan, his mighty wings and scales of gold, and is in awe. He meets with Comenraan on the shores of Annuntol and learns with him in good faith. Habbakuk teaches Comenraan the languages of the western races, and tells of the Loss’kelvar of Numendor. Comenraan is intrigued by the tales of distant lands, and the seed of expansion is planted in his head. The two beings share with each other the tales of their people, and Comenraan shows Habbakuk his power. The worshipping of Comenraan gives the dragon extraordinary power, and he gives Habbakuk the knowledge to let the Onear thrive in the waters off Perakor. Habbakuk takes this knowledge back to his people and leads them to a bountiful cove off the island to the south of Annuntol, Qas. There, Habbakuk’s people thrive. They revere him as the giver of life and the king of the seas, and the generations of Onear begin to worship him.

90,000 BBT—The Naa’waith begin to grow wheats and other crops on Naa’yamen. With this advancement, they begin to build primitive villages. Before long, the agriculture and condensing of the Naa’waith in groups causes strife. Skirmishes, raids, and battles tear the Naa’waith apart. Some groups engineer current small fishing vessels to bear the waves of the sea. Those who leave are known as the Lemba'waith (The People Who Leave), and they continue to hunt and gather or found small concentrations of villages across the globe. This separation of the Naa’waith peoples is known by them as the Keles (The Leaving). The Lemba’waith who travel east and land on Annuntol are known as Annun’waith (People of the Sunsets). Rhunendor (Land of the East) are known as the Rhun’waith (People of the East). Those who travel west and land in Numendor are known as the Numen’waith (People of the West).

-The Lemba’waith that landed on Perakor remained mainly in the lower latitudes, avoiding the north lands. The spires of the west half of Perakor are very much reminiscent of the steep mountains of Annuntol, but their valleys are filled with a thick jungle of tall trees. The Lemba’waith there find that the trees offer shelter and prey, but are lacking in crops. They find a technique to grow crops on the sides of the great spires, mostly lichens and edible fungi. In addition, this area of Perakor has a soft soil that allows the Lemba’waith to dig tunnels to farm subterranean crops.

-The Lemba’waith of east Perakor find the landscape to be calm and dynamic. Rolling plains and shady mountains lend themselves nicely to an agricultural lifestyle. The Lemba’waith peoples quickly settle and build.

-The Annun’waith first land far from the Grove of Comenraan, but the Okemenel are aware of the presence. Comenraan and some Okemenel approach the Annun’waith, who are much smaller and weaker than the dragon creatures. Comenraan sees their vessels, and he declares that the Annun’waith are not threats. The tiny Annun’waith could pose no threat to the great Okemenel. The Annun’waith are ignored by the Okemenel. The Annun’waith form small fishing villages throughout the continent. The Annun’waith still rely heavily on agriculture, however the crops of Naa’yamen would not grow in the wet mountain valleys of Annuntol. They domesticate a new plant, rice, and grow it in the valleys. As they live near the waters and fish, they contact Habbakuk and his Annonear. Habbakuk, enlarged by the grandeur of Annuntol and the worship of his followers, seems to the Annun’waith a great being like Comenraan. They revere him, and for this, Habbakuk gives them a bounty of fish. The Annonear live alongside the Annun’waith and learn their language, but many see the Annun’waith as children or lower beings.

-The Numen’waith ships land on the shores of the small peninsula off the south-east part of Numendor and on the small island to the south-east. The two detached groups develop a sea-faring culture and soon encounter the Onear. The Onear are a predatory aquatic people, but the leader of the Onear group of the area, Faear, insisted that the groups learn about each other and work in harmony. The groups work to learn the others’ language, and from there, secrets are exchanged. The Onear explain the best way to hunt the waters while the Numen’waith teach the Onear agriculture. The Onear develop underwater farms growing seaweed and other aquatic plants. With the coming of the Numen’waith, the Onear society began to develop. They were organized in small places, some permanent while others were nomadic. These groups of Onear are led by a clan leader, and each of these clan leaders meets periodically to discuss territory and trade with the Numen’waith. These clan leaders are led by a single ruler chosen from among them, the one of them to accomplish the greatest feat by the time of the choosing.

-The Rhun’waith sail past Annuntol to the far lands of the east. They spend years and years on the ships, stopping on islands only long enough to develop a small village. The generations of Rhun’waith eventually land on the continent of Rhunendor, a small circular land untouched by the fey. The land is serene, and nature has taken the continent into its own hands. Mountains rise from flowing plains, and the waters off the coasts blend into the green forests. The Rhun’waith wander Rhunendor. The brilliance of the land eggs them to keep exploring, leaving few to settle down and farm.

One group of Rhun’waith stumbles upon a sanctuary at the center of Rhunendor, a plain cave with a large sky light. The cave had a calm pond, and birds roosted in the branches of scraggly trees growing in the cavern. The Rhun’waith group were a small band led by Tolas and Selor, a brother and sister. Tolas and Selor entered the cave and felt a presence among them. Moonlight glistened on the pool and the birds flew from their branches. In that moment, a being appeared on the surface of the water—a shard of the Architect. The shard stepped forward towards Tolas and Selor, his aura of power overwhelming. The Rhun’waith fell to their knees in awe, and Tolas speaks “Ela’Hera’roilya!” (I see He Who Possesses All Power!). Hera’roilya dampens his aura and shows his benevolence to the Rhun’waith.

Hera’roilya is in conflict, as his self is a contradiction. He is Good, Evil, and Neutrality; Law and Chaos. He begins to die as he moves forward towards the Rhun’waith. In his first moments, he touches Tolas and Selor, bestowing upon them an idea of his power. To them he teaches the first magics of the world—the magic of raw power, the manipulation of reality and of non-reality. Hera’roilya fades, and tells Tolas and Selor of his internal plight. He will die, and until he does, his presence on the world is dangerous—even now, with his short time there, the world has felt his presence. Earthquakes rock the landscape, monsoons brew in the oceans, and volcanoes begin to shake.

Hera’roilya asks them to help him—he knows that his death may tear the universe apart, so he asks Tolas and Selor to entomb him in a stasis beneath the world. Tolas and Selor work with Hera’roilya to send him beneath the world, the concave bowl of the universe. He leads them to the place where he first woke, the Eye of Ehlu. The barren place with only a single oasis of time. They labor to create a tomb for Hera’roilya—a place made by the hands of those who cry for the being. As they finish, they lay Hera’roilya in the tomb and summon to them Meval, the great celestial power, twin to Memaska. Meval is the only thing that could keep the unbridled power of Hera’roilya from escaping the Eye of Ehlu. This is the Valcone (The Power Lives On). As Meval is summoned below the world, the red night dies. The Loss’kelvar cry in the night as Agash’Kelesh vanishes from the sky and their access to Keleshe is cut off. The soft blue light of Memaska shines down, mocking the red wolves of the north. While the imprisonment of Hera’roilya by Tolas and Selor saves the world the misery of his death, it kindles a powerful fire within the hearts of the Loss’kelvar. The Loss’kelvar know this moment as Sa’Kurtha (Theft of Our Deaths). Because they believe that the moon was Keleshe, the place of their afterlife, its disappearance cuts off their connection to the afterlife. Their belief created a true Keleshe, and, now that it is gone, the souls of their dead remain on the earth. The Loss’kelvar lose the ability to truly die, though they can feel the pain of death forever after they are killed. The Loss’kelvar are quickly corrupted, unable to die but able to feel the pain of death. The fey of the north fall apart, their society crushed by the loss of Agash’Kelesh.

Tolas and Selor return to the world and sheath its edge in a mighty storm, Yvari. Yvari is a shield against outsiders seeking Hera’roilya. They are his legacy now, and they return to Rhunendor to try to spread this magic among the Rhunendor. When they return, and demonstrate their powers, the Rhun’waith see Tolas and Selor as higher beings. They begin to worship them, but Tolas and Selor take their power and teach it to others. They create a great city to house their students, the Rhun’waith in Rhunendor. The city they name Celebtal (The Silver City), and it floats over the first sanctuary of Hera’roilya. At the center of the city stands the temple and learning grounds of Tolas and Selor. In becoming the teachers of the Rhun’waith, Tolas and Selor become the rulers of the Rhun’waith. The other Rhun’waith are not attuned to magic, and so they can only learn a weaker form of Hera’roilya’s magic. Tolas and Selor continue their heritage, and once their children take over the ruling of Celebtal, they return to the sanctuary of Hera’roilya.

85,000 BBT—After five thousand years, the magic of Tolas and Selor has spread throughout the Rhun’waith and reaches the other Naa’waith. The children of Tolas and Selor inherit their power and create cities to train the people in magic. Tolas and Selor have two sons and two daughters—Finiel, Ralun, Renno, Eres, respectively. The great city Halletal is raised by Renno in Annuntol, Ringwetal (City in the Cold) is raised by Finiel in the snowy north of Numendor. Templatal (City of Magic) is created on Naa’yamen by Eres. Ralun takes over Celebtal after Tolas and Selor. The four mages of the four cities come together in Templatal and create the Anariima. The Anariima is the constellation to connect them, the society to bring together the Naa’waith peoples. Not only is the Anariima the group of mages that rule the cities, it is also the gate-like connection between the cities. The children of Tolas and Selor work together to connect the reality of the cities, creating ports to travel from one city to another. These gates are manifested around small star-like stones.

As this magic spreads across the continents, the other fey races quickly learn of it.

-As the Annun’waith welcome Halletal and Renno, daughter of Tolas and Selor, they see

her power. Renno replaces Comenraan in their minds, and they begin to believe Renno to be of equal power as Comenraan. As the people’s belief shifts away from Comenraan, he feels a shift in his power—he weakens. Comenraan is enraged, and he begins to preach the danger of the Annun’waith to the Okemenel.

-The Annonear under Habbakuk see the coming of power to the Annun’waith as a bad omen. Habbakuk, now growing powerful with belief, sees the coming of Renno as a rivalry. Habbakuk does not want to lose his power as Comenraan is—he is left with two options: join with Comenraan, his friend, in destroying the Annun’waith, or abandoning his dependence on the Annun’waith and leading a reclusive life in the oceans.

-As Finiel leads a pilgrimage north into Numendor, he leads it will the shining star of the Anariima. His staff banishes shadows and welcomes warmth. He raises Ringwetal, a glorious city in the cold. One of his students goes out into the cold to experiment with his powers, and he finds something strange: a ragged, torn beast. The creature seems long dead, but life still burns in its eyes. It is a Loss’kelvar. The Loss’kelvar have been broken—many see no point in eating, but still cannot die. This one picks its head up as the student approaches. The student demonstrates his powers, the magic mending the Loss’kelvar wounds. They begin to speak to each other, the student’s magic allowing him to understand the creature. The beast introduces itself as Bash'Tikish, or Bash. The student regaled Bash’Tikish of the origin of the magic—a gift from a powerful being, now held in stasis under the world by the moon Meval. That story changed something within Bash’Tikish—he alone of the Loss’kelvar knew the cause of his people’s plight. These flimsy beings had taken Agash’Kelesh! Bash’Tikish immediately slays the student and begins to seek out more of his people.

80,000 BBT—Another generation sees the four cities of the Naa’waith thrive. The fey learn the arts of magic and spread their society. Their agriculture and buildings are aided by the magic, and their hierarchy of respect is based on the power each person held with magic. As the Naa’waith gain power, however, the other fey races develop as well. The caves of Comenraan are rank with hatred for the Annun’waith of Halletal. Comenraan is weak and furious—the Okemenel are few and far between though they are powerful. Their belief is not enough to sustain Comenraan’s lust. In a horrid twist of his powers, his attempts to artificially create more Okemenel. He gathers the bones of the deceased in a blasphemous cavern and works his powers upon them. The bones are given flesh, and the flesh is given life. Comenraan creates Raeg, an artificial Okemenel. Comenraan hides Raeg in his caves and attempts to bestow upon him his power. The caves are filled with the shrieks of Raeg, but their cease signals Comenraan’s success. Raeg takes his place as Comenraan’s most trusted ally.

-Habbakuk learns of the creation of Raeg and becomes jealous of Comenraan’s powers. Hatred

builds inside him—Comenraan grows in power while Habbakuk knows not how to wield his. Comenraan replaces Habbakuk as his ally with Raeg—this abomination from the depths of the caves. Habbakuk turns his back on Comenraan, vowing that the Onear will not be underestimated. Habbakuk meets with Renno of Halletal and asks to learn the ways of magic. Habbakuk is the first of the non-Naa’waith to learn this raw magic. In his powerful state, Habbakuk finds it easier to learn the magic—those with power gain power more easily. Habbakuk begins to love Renno, and they live in peace in Halletal.

-Bash’Tikish stands on a hill looking over Ringwetal, the great city of the Naa’waith in Numendor. Behind him are the dead Loss’kelvar, hundreds of thousands of them. They are here to destroy the Numen’waith and free Agash’Kelesh. Bash’Tikish leads a blood-curdling howl into the night as the Loss’kelvar descend on the city. Domringel (Coldest night) is the name given to this night by the Naa’waith. The Numen’waith of Ringwetal are slaughtered, and Finiel is captured. The city falls, but before the fall, Finiel uses his power to close the Anariima. In each of the other three cities of the Naa’waith, the connections to Ringwetal blink out. The northern city is gone. The other children of Tolas and Selor—Ralun, Renno, and Eres—meet in Templatal. The come together and use their powers to look upon Ringwetal and upon Finiel. They see the darkness that covers Ringwetal—the Numen’waith had abandoned it. The three children see that the Numen’waith had retreated south and were meeting with the Onear of the northern seas. The Numen’waith Arndulin, Finiel’s favorite student—though not the most magically gifted, meets with the Onear Hylama. Hylama is a young Onear who, through traditions dating back thousands of years, became ruler in the areas north of Numendor. She met with Finiel before the fall of Ringwetal and began to learn magic. In her training, she learned to create brilliant lights, beautiful enough to blind her opposition. Hylama and Arndulin emerge from their meeting with a strong alliance between their peoples. The Numen’waith and Onear would join forces to stop the Loss’kelvar under Bash’Tikish. When the children look upon Finiel, they find their vision clouded. He is lost. Finiel was their leader, the eldest among them—with him lost, they do not know what to do. The children attempt to call Tolas and Selor to them for guidance, but they receive no answer.

79,000 BBT—One thousand years passes as the children of Tolas and Selor prepare for the worst. Finiel and Numendor are silent as the world prepares for war. The Rhun’waith and Ralun raise the Iantar (The Old Forest) to cover Rhunendor and hide Celebtal.

-Naa’waith culture is still developing during this time, and with the raising of the Iantar, some of the Rhun’waith take to artwork. Rhun’waith art takes the form of beautiful landscapes, as they used their magic to shape the world around them. Among these artworks is Lanta’aluyosto (The Seven Falls).

-Arndulin and Hylama combine their powers to create defenses for the south of Numendor. They narrow the isthmus between the south and the north, and they layer it with a powerful barrier, the Tinechorn (Shield of the Cold). The architects of the Tinechorn create it to wrap around Numendor proper and keep the Loss’kelvar from crossing out of the cold continent. The shield requires the constant focus of Arndulin, so he makes a high tower to watch over the shield. This tower is known as the Perch of Arndulin.

-Over these one thousand years, Bash’Tikish and the Loss’kelvar have been waiting, working to corrupt Finiel to their side. One thousand years of torture and pain, promises and lies. Bash’Tikish finally corrupts Finiel, bringing him to the side of the Loss’kelvar. Finiel is almost a soulless husk, willing to do anything Bash’Tikish tells him to—and he is told to re-open the Anariima in the ruins of Ringwetal.

-Renno sits in wait in her council room in Halletal. She looks out over the city—the tall pillars and smooth walls of marble hide the bustling Annun’waith. Suddenly, the city flashes with a blue glow—the gate of Ringwetal is reopened. The sky seems to go dark as Finiel steps through the gate. The Annun’waith bow before him, their king. Finiel unleashes a storm of magic, ripping and tearing the reality of those around him apart. Loss’kelvar flood through the gate, Bash’Tikish howling to his lost moon. Renno knows she does not have the power of Finiel—she cannot best him, not can she close the portal with the Loss’kelvar bearing through. She meditates and sends a message to Eres and Ralun of the fall of Halletal. Storm clouds roll over the city, and in a horrible extermination, Finiel calls thousands upon thousands of lightning bolts down on the peoples of the city. The light show can be seen for miles, and Comenraan takes notice. He breaks open the cage of Raeg the Beast and lets the fell dragon fly for the first time. Renno stands upon the balcony of her temple and manifests a great force of protection—a shield to push back the attackers. Her grand barrier is a sight to behold, its unbreakable force emanating like a wave on to the Loss’kelvar. Raeg the Beast dives down towards the temple, shattering Renno’s wall with sheer force of body. The dragon crashes down on the temple in Halletal and battles with Renno. The daughter of Tolas and Selor summons forth great blades of power and plunges them into the creature, but Raeg seems to only grow each time he is dealt a fatal blow. Renno falls to the claws of Raeg, and Halletal is destroyed. Comenraan revels in the destruction, and he congratulates the Loss’kelvar. Bash’Tikish stands on the body of Renno in the heights of Halletal and announces himself to be Vash Bash’Tikish, ruler of the Keveshkek nation. Comenraan meets with Vash Bash’Tikish and declares his intent to work with him in destroying the Naa’waith. Comenraan’s jealously of the Naa’waith magic knows no bounds, and he will not rest until he slays Tolas and Selor, the two who dared match his power.

-Habbakuk watches the destruction of Halletal from the seas. Renno, his teacher and lover, is dead. Habbakuk approaches Raeg the Beast as Comenraan meets with Vash Bash’Tikish. Habbakuk seeds doubt in the mind of Raeg, and begins to turn him away from Comenraan. The mighty creature Raeg may be the only being able to defeat Comenraan.

-Eres hears Renno’s message. Immediately, she knows to hide the city. The Anariima must be moved, hidden in some place inhospitable to life—if the Loss’kelvar pass through it, they will die. Eres throws the Anariima of Templatal into the sky, and it studs the black as the first ‘star’. When Ralun sees the Anariima in the sky, he does the same with the Anariima of Celebtal. The twin artifacts are pinpoints of light. The two cities are hidden now, and in their sorrows, the Naa’waith of the two cities create points of light on their fingers and hold them into the night.

-Arndulin and Hylama prepare for war in Numendor. They teach the craft of creating weapons of pure magical energy. These weapons are efficient and free, and they are perfectly fit for the Numen’waith that use them. They bind magical energy to their bodies, force that acts as armor. Arndulin crosses the Tinechorn at the head of the first Naa’waith army. The dark cold of the north parts for Arndulin, and the force lines up outside the ruins of Ringwetal. The cold, dead city is garrisoned by a force of Loss’kelvar guarding the Anariima there. The horns of the Numen’waith blow as the force charges the city. The Loss’kelvar are beat back and rounded up. One by one, Arndulin orders them pushed into the Templatal Anariima, trapping them in space. The city is retaken, but the Anariima is still open to Halletal. Vash Bash’Tikish knows of the assault on Ringwetal, and a grueling war between the two cities commences.

-Vash Bash’Tikish sends out some Loss’kelvar in the shape of white hawks to find Templatal and Celebtal. Comenraan sends Raeg to fly the world as well.

78,000 BBT— Eres sees Raeg fly over Templatal—the isolation of the Naa’waith is over. War is soon to come. Eres hardens her resolve. She enforces the defenses of the city and teaches its citizens the art of magical defense. Templatal is ready. Templatal will not fall as the other cities did—but Eres knows the truth. She is prepared to unleash Meval upon the city, ending the great war but sacrificing the Naa’waith of Templatal. As the fateful day arrives and the one hundred thousand ships of the Loss’kelvar approach the shores of Naa’yamen, Eres begs to Tolas and Selor to appear and give their council, and in a flash of light, they do. Tolas and Selor stand before their child, and Selor kneels to comfort her. Tolas and Selor see that this war cannot be won—the Loss’kelvar cannot die, and they will not stop until Hera’roilya is released and Meval is theirs. As Vash Bash’Tikish and Comenraan fall upon the city, Tolas and Selor give their final gifts. Comenraan rears his mighty head to see Selor give herself to the earth, transforming into a wondrous tree holding all her knowledge and magic. The tree pulsed with power, and Eres kneels beneath it and meditates, accessing the power of Selor. Eres names this tree the Parmasinta, and knew it would take the form of knowledge whenever it uncovers itself. Tolas opens his hands and dissolves into a field of golden butterflies—millions of them lilt from his fingers, shining like one million suns over the morning horizon. The magnificent sight blinds Comenraan and the Loss’kelvar but empowers the Naa’waith. Their magic becomes bolstered with the light of Tolas, and Eres is enlightened—she can use the Anariima to save her people. She prepares for what she must do.

-The butterflies of Tolas reach Ralun in Celebtal. They enlighten him and guide him to his destiny—he leaves Celebtal for Annuntol to meet with Habbakuk. Habbakuk has grown in power through his anger. His lust to avenge Renno has turned him into a colossal serpent. Ralun and Habbakuk make plans to help the battle in Templatal.

73,000 BBT—After a generation of war, Templatal is left in ruins. The Naa’waith still fight—never forgetting the light of Tolas. Raeg has grown to rival Comenraan in his deaths, and the mighty dragon is more dangerous than ever. Eres has taken the front lines, using her magic to hold the powerful enemies at bay. The Naa’waith have little land left but the grand temple, and they stand against Comenraan, Raeg, Finiel, and Vash Bash’Tikish. In a glorious day, the forces of Habbakuk fall upon the coasts. The Onear launch attacks from the watery canals of the city, and Habbakuk unleashes a barrage of powerful magic at Comenraan. Ralun and Eres battle Finiel in the temple, and with their combined powers they stun him. Eres tells Ralun of her plan, and he solemnly agrees to help. With their power, they create Andolem (Fifth Door). Andolem is akin to the Anariima, but it connects to the sanctuary of Hera’roilya under the world. Eres enters the Andolem as Ralun defends it. Finiel regains his bearing, and he duels with his brother. Habbakuk calls to Raeg, re-awakening the seeds of doubt planted thousands of years earlier. Habbakuk’s influence sways Raeg, and the monster attacks his creator. The two dragons battle viciously, but Comenraan summons a great burst of power and annihilates Raeg. His creation turns to dust, and all his power seeps away. Eres steps onto a stone pedestal, at its center sits Meval. She removes Meval, releasing its hold on Hera’roilya. Ralun and Finiel’s fight is fierce and brutal, ripping and tearing at the reality around them. Finiel’s power is overwhelming, and he beats down on Ralun, eventually slaying him. As he deals the final blow to Ralun, Eres steps out of the Andolem with Meval, and she throws it into the sky. The world turns red, as if blood was poured over the sky. Vash Bash’Tikish and the Loss’kelvar look up and see the moon—and then Meval calls to them. Meval’s arms reach down and take its children unto it, taking not just the Loss’kelvar but the Naa’waith and Okemenel and Onear as well. All races are taken into the great artifact. Loss’kelvar around the world are brought to Meval’s light. The battles in Halletal and Ringwetal are ended as the once-dead Loss’kelvar feel death no more. Eres and Finiel are taken by Meval’s light as well. Comenraan begins to fly from the destruction, but Habbakuk catches him, and flings him towards Meval. The moon reaches out to Comenraan and drags him into its horizon. Habbakuk dives and escapes the carnage, but all others are brought to join Meval’s afterlife. As the power of Comenraan sinks into the moon, it is ruptured, cracking into four pieces. These four pieces of Meval remain clumped in the sky. The red moon heralds the coming of a much greater terror—the death of Hera’roilya. As his stasis is ended, the world feels his pain once again. Mighty earthquakes rock the surface, and Yvari begins to grow, slowly encompassing the world in a global storm. Hera’roilya is sundered into six pieces, Hera’rocoia (Good), Hera’roba (Evil), Herya’rosintilya (Knowledge), Hera’rombar (Law), Hera’rontan (Creation), and Naa’roleith (Chaos), all aspects of the Architect's power. This sundering of Power spills the world over, emptying the Universe around the nameless world. The Anariima are joined by the countless stars, planets, and galaxies that were held beneath the world. The shards of Hera’roilya rocket away, boring holes and creating gates across the center of the planet. Their emergence changes the landscape, the peoples, the cultures. Hera’roba hovers above Naa’yamen, even more terrible than Meval. Doused in blood-red light, he brings about the Naara’tela (The Burning End). This shatters Perakor, sending tentacles of fire across the world. Hera’roba rises above the fires of the Naara’tela in his terrible beauty, and he rent the souls of thousands. In a strange twist of power, the Andolem grows and envelopes Naa’yamen. The island is captured within the gem, with the first tree of Selor along with it. The fires of the Naara’tela crack the surface of the world, raising mountains into the stars and lowering valleys to the core of the planet. The waters around Perakor boil and wretch, filling the air with steam and spilling over the land. In this doom the flowers of Tolas unveil themselves. They give a legacy to the Naa’waith, forming creatures in the far north. These creatures are much like the Naa’waith, but they are simple—they are the elves. The first elves awaken in the violence of the Naara’tela with the language and memories of the Naa’waith in their minds. They hide as the world shakes. Ash rains down across the world, blocking out the sun. This begins the Times of Ash.

**The Times of Ash**

72,000 BBT—The shards of Hera’roilya have taken root across the world. Hera’roba stays in Perakor, exerting his influence there. Hera’rontan emerges in the south, near the gates. He travels through Yvari to the Eye of Ehlu. Hera’rontan begins to use his powers to turn the Eye into a place of wonders. Hera’rombar emerges in the frozen lands of Numendor. There he takes his seat on Tauras to watch over the world. Hera’rocoia takes the Andolem and hides it deep under Numendor. He waits on the islands, watching over Selor’s growth. Naa’roleith emerges on Annuntol, and wanders about the island. He spins the colors and shapes of the island, creating massive contrasts and dynamic changes. Herya’rosintilya travels to Celebtal in Rhunendor. He sees the strife and disorganization of the city and its people. With the children of Tolas and Selor dead, the people of the Silver City have no one to lead them. Herya’rosintilya takes the Rhun’waith into his arms and nurtures them into stability. He guides their civilization to equilibrium.

-The new race of elves is grief stricken, barely living on the barren ash-covered landscape of Perakor’s north. One elf, on the brink of death from sickness, is touched by a flower of Tolas. A flame is kindled inside her, and she is restored to health. She names herself Liliath and leads her people on a path of unification. She teaches her small company to use the languages that have been implanted in their minds, the languages of the Naa’waith. She names them the Tel’Quessir, or gray elves. She tells of the Estanesse, First Children, who came before them. Liliath leads her people towards civilization, agriculture, and the birth of art.

70,000 BBT— The Silver City sits under a gray cloud of grief. The Rhun’waith are held in a perpetually solemn mind, their emotions crushed by the Naara’tela. Herya’rosintilya guides them with his infinite knowledge, and they use their powers to prepare the world for those who would come after them. They have given up on progression of their peoples, but they still have hope for the future. They gather in the north and raise great Pelori mountains with their magic.

65,000 BBT-- Liliath’s drive to push through the horrors of the land she named Amarth (The Doom) brings the attention of Hera’roba. He is inspired by her resolve, and he meets with her. Hera’roba hears her story, her dreams, and her loves. To show Hera’roba her determination and her selflessness, she looks to the sky and promises that if he takes death from her as she guides the elves, she will give to him a star from above. Hera’roba smiles, and he accepts her offer.

60,000 BBT—Ten thousand years after Liliath first led her small tribe to safety, she stands at the top of the Astalena (Star Catcher), the mighty tower at the center of the elven city of Ithalas. Liliath brought the elves together, and now she watches over the construction of a city in the north. Ithalas shall stand as a beacon in the harshness of Amarth, a challenge to any who doubt the power of the elves.

55,000 BBT—Ithalas grows larger, and the Astalena grows taller. When the tower is complete, Liliath reaches up from its top and plucks the Anariima from the skies.

Tella hin

Amarth (The Doom)

70,000 BBT—0 equivalent

88,000 Years BSL-- The Rhun'waith create Lanta'aluyosto (The Seven Falls) in Erresea, and raise the Iantar (The Oldvale) to cover Rhunendor.

* + The Rhun'waith found Tartal (The Forest City) in the depths of Iantar in the north.
  + Hera'roilya is sundered around this time, as his being became engrossed in the conflicts of his self. His heart, mind, and body could not stay in one being, and shattered into six pieces: Good, Evil, Neutrality in Morals (Knowledge), Law, Neutrality in Ethics (Creation), and Chaos, all aspects of the Architect's power. Chaos, named Naa'roleith, returns to the Eye with Creation, named Hera'rontan, and Good, named Hera'rocoia, after seeking out and finding six lesser shards of the Architect. Naa'roleith envelops the Eye in Yvari, the eternal hurricane, which acts as an event horizon for the Eye. The three fragments work together and turn the Eye into a pocket dimension of fantastic proportion and beauty. Knowledge remains in Ilia and lives a nomadic lifestyle close to nature. Law takes his seat in the Frozen Lands in the far north. He takes the form of three separate beings—the three fates. Evil, named Hera'roba, begins a life detached from the others. He starts his duty of ferrying the first souls.
  + The race of adlets awaken in the far north of Numendor, as do the agathions.

- Elea'roilmani (He Who Sees What is Not Yet) is the name given to Knowledge by the Rhun'waith in Tartal. He guides them in benevolence and shows them truths unknown. He is also known as Herya'rosintilya (He Who Possesses All Knowledge). The Rhun’waith built a wondrous library—but not of books. They store the knowledge in the trees, and give the secret to their readings to no one.

70,000 Years BSL-- The Rhun'waith create the Pelori mountain range, as the coming of a mountain-dwelling race is foretold by Elea'roilmani.

64,000 Years BSL-- The Tel'Quessir have spread throughout the Wysterian continents. They expand west, and sail to the Summerzel Isles. Queen Nessiviel II the Gentle rules. These Tel'Quessir develop into the Lai'Quessir, or sylvan elves of Summerzel.

* + Naa'roleith and Hera'rocoia come to Wysteria from the completed Eye of Ehlu. Hera'rontan remains there, working on perfecting the island and forming new creations.

61,000 Years BSL-- Tel'Quessir, or grey elves, awaken on the northern part of Wysteria. The Naa'waith rejoice in their awakening, and teach them language. The elves name them Estanesse (Firstborn). The elves live in peace with the Naa’waith, and they are taught many things.

60,000 Years BSL-- Some Rhun-Lemba'waith return to Naa'yamen with Hera'roilya's original knowledge. They teach the Tel'Quessir magic. The Elea'waith use it create the Parmasinta (the Book of Ages), an artifact of power not to be comprehended. The creation of the Parmasinta is known in history as the climax of their race. The Naa’waith have become selfish in the age of their race, however, and they refuse to share the secrets of the Parmasinta with the elves. Angered by this, the Tel’Quesir begin the War of Ages, to remind their elders of what is important, and the only way they knew to do this was through war.

Peoples:

*Seldar*—Beings given life by Ehlu’s music, the Seldar created the multiverse.

*Shards of the Architect—*Beings representing basic characteristics of the Architect, the

guardian of the world.

*Hera'roilya*— “He Who Possesses All Power”. The Shard of Power that awakened in the

Eye of Ehlu and showed himself first to Tolas and Selor. Hera’roilya embodies

each facet of power, and is incredibly unstable. His instability collapses as he tears himself into the Six Powers.

*Naa'waith*— “The People Who Are”. The branch of the first fey that remained and developed on

Naa’yamen. They take primarily humanoid forms.

*Lemba'waith*— “The People Who Leave”. The name given to those of the Naa’waith who

took to wayfaring, spreading across the globe.

*Annun’waith*— “People of the Sunsets”. Those of the Lemba’waith to colonize

Annuntol.

*Rhun’waith*— “People of the East”. Those of the Lemba’waith to colonize

Rhunendor.

*Selor—* Sister of Tolas, Selor and her brother are the first magic wielders

and are among the first to behold Hera’roilya. Selor, along with Tolas, live alongside Hera’roilya for thousands of years. They show themselves to Eres during the destruction of Templatal. Selor gives up her mortal form, turning into the Parmasinta.

*Tolas—* Brother of Selor, Tolas and his sister are the first magic wielders

and are among the first to behold Hera’roilya. Tolas, along with Selor, live alongside Hera’roilya for thousands of years. Tolas emerges during the destruction of Templatal. He gives up his mortal form and creates the flowers of Tolas, golden butterflies that carry the legacy of the Naa’waith and cause the genesis of the elves in Perakor.

*Finiel—* First son of Tolas and Selor. Finiel uses his magic to raise

Ringwetal from the ice of the north in Numendor. Finiel is corrupted by Bash’Tikish and used as a weapon against the Naa’waith. He destroys Halletal and leads the force on Templatal. He is trapped within Meval in its unleashing.

*Ralun—* Second son of Tolas and Selor. Ralun takes over Celebtal after

Tolas and Selor return to Hera’roilya. Ralun is enlightened by the flowers of Tolas to meet with Habbakuk and convince him to help defend Templatal. Ralun and Eres fight Finiel in the temple at Templatal, and Ralun duels Finiel as Eres retrieves Meval. Ralun is killed by Finiel.

*Renno—* First daughter of Tolas and Selor. Renno travels to Annuntol

and raises Halletal. Renno teaches Habbakuk magic, and defends Halletal against the assault of Comenraan, Raeg, and Bash’Tikish. Renno is slain after her battle with Raeg.

*Eres—* Second daughter of Tolas and Selor. Eres returns to Naa’yamen

and creates the great Naa’waith city of Templatal. She throws the Anariima of Templatal into the sky, creating the first star to warn Ralun of the connection with the destroyed Halletal. Eres begs Tolas and Selor to aid in the defense of Templatal, and she becomes enlightened by the Parmasinta. Eres defends Templatal for thousands of years before realizing they cannot win. She and Ralun duel with Finiel, and she retrieves Meval from under the world. She unleashes it upon the city, and is trapped within its shards.

*Numen’waith*— “People of the West”. Those of the Lemba’waith to colonize

Numendor.

*Arndulin—* Finiel’s closest friend and student, Arndulin led the

Numen’waith when Finiel was captured by Bash’Tikish.

*Elea'waith*— “The People Who See”. See Naa’waith.

*Loss’kelvar*— “White animals”. A branch of the first fey that developed in Numendor after

migrating from Naa’yamen.

*Bash’Tikish—* Bash’Tikish is the Loss’kelvar that first learned of the theft of Agash’Kelesh

by the Naa’waith. Bash gathered the long-dead Loss’kelvar in the first organized large-scale assault of the pre-history of the world.

*Onear*— “Ones of the Sea”. A branch of the first fey that developed in the waters off Numendor

after migrating from Naa’yamen.

*Faear*—The Onear queen who first met with the Numen’waith from Naa’yamen. She

encouraged a peaceful relationship between their peoples, and was the first to learn the Numen’waith language.

*Hylama—* Hylama was instated as the ruler of the Numendor Onear by Onear tradition.

She was young when she came to power, and she helped unify the Onear with Arndulin’s Numen’waith.

*Annonear*—Onear led to the waters of Annuntol by Habbakuk. These Onear developed a

different culture much influenced by the powers of Comenraan.

*Habbakuk—*The Onear that led many others to the bountiful waters off

Annuntol and East Perakor. Habbakuk met with Comenraan and learned from him many secrets. With these secrets, he became an even greater figure among the Annonear.

*Okemenel*— “Ones of the Earth and Sky”. A branch of the fey that developed in Annuntol.

*Comenraan*— “To Lead the Way on Wings”. Comenraan is the first Okemenel to take the

form of a dragon, and he leads the others away from their savage ways.

*Raeg—* In Comenraan’s crazed hatred of the Annun’waith’s magic, he attempts to create

more believers for himself to feel the rush of power once again. He creates an artificial Okemenel, Raeg. Known as Raeg the Beast, Raeg was raised and trained far below the world’s surface. He is crazed and bloodthirsty by the time Comenraan unleashes him on the dying Halletal.

*Tel’Quessir—* Elves.

*Liliath—* The

*Estanesse—* “First Children”. The elvish name for the Naa’waith.

Places:

*Amarth*— “The Doom”. The capstone landmass of the broken Perakor. Amarth is the birthplace

of elves.

*Astalena*— “Star Catcher”. The massive tower at the center of Ithalas. It is said that Liliath stood

atop the Astalena and plucked the Anariima from the sky for Hera’roba.

*Ithalas*— Ithalas is the first city of the elves. Built in the center of Amarth after the Naara’tela,

Ithalas stood as a beacon of power for the elves who struggled for thousands of years to live in the frozen land.

*Perakor*— “Half Ring”. The name of the half-ring shaped supercontinent on the world. Named

by the Naa’waith.

*Naa’yamen*— “The Place that Is”. The small island at the center of Perakor. The Naa’waith awoke

here.

*Templatal—* “City of Magic”. The first city of the Naa’waith on Naa’yamen. Templatal

becomes the largest city of the Naa’waith, but the legacy of Tolas and Selor remains in Celebtal.

*Annuntol*— “The Land of Sunsets”. The continent directly east of Perakor. Colonized by

Annun’waith from Naa’yamen.

*Halletal—*The first city of the Annun’waith, created by the progeny of Tolas and Selor.

*Rhunendor*— “Land of the East”. The circular continent to the east of Annuntol and directly

west of Numendor.

*Celebtal*— “The Silver City”. The great city created by Tolas and Selor to teach their

disciples magic. This is the first Naa’waith city, and at its center is the temple and learning ground of Tolas and Selor.

*Numendor*— “Land of the West”. The large continent and subcontinent groups to the west of

Perakor. Numendor was colonized by the Numen’waith.

*Ringwetal*— “City in the Cold”. Ringwetal is the first Numen’waith city, founded by the

progeny of Tolas and Selor. Ringwetal is in the large north of Numendor.

*Grove of Comenraan—* The bountiful and tranquil location on Annuntol that Comenraan led his

followers to. There, he used his power to carve great caverns. These caverns extend for hundreds, even thousands, of miles and constitute the world’s first city.

*Keleshe—* The Keleshe is the Loss’kelvar afterlife. When a Loss’kelvar dies, they believe they go to

join their ancestors in the two moons, or Keleshe.

*Iantar*— “The Old Forest”. The great forest covering Rhunendor. Ralun, son of Tolas and Selor,

raised the forest to hide Celebtal after the fall of Ringwetal.

*Lanta’aluyosto*— “The Seven Falls”. The seven great waterfalls in the south of Rhunendor. These

falls are an example of ancient Rhun’waith art.

*Perch of Arndulin—* The high tower created by Arndulin to watch over and concentrate on the

Tinechorn.

*Tauras—* “Highest Peak”. This is the seat of Hera’rombar in Numendor. Here he stays, watching

over the world.

Events:

*Keles*— “The Leaving”. The departure of the Lemba’waith from Naa’yamen.

*Valcone*— “The Power Lives On”. The placing of Hera’roilya in an endless stasis by Telos and

Selor.

*Sa’Kurtha—* “Theft of Our Deaths”. The removal of Agash’Kelesh from the sky. With its removal,

the Loss’kelvar were cut off from their afterlife, and they could no longer die.

*Domringel—* “The Coldest Night”. The first, sudden aggression against the Numen’waith by the

Loss’kelvar. Bash’Tikish led a massive force of the dead wolves against the city of Ringwetal and took it, capturing Finiel.

*Naara’tela*— “The Burning End”. The catastrophe of Hera’roba’s awakening over Perakor, splitting

the continent and beginning the Times of Ash.

Organizations:

*Anariima—* Founded by the children of Tolas and Selor, the Anariima is the order of mages

created to unify the Naa’waith. This order connects the four cities of the Naa’waith in a constellation. The Anariima is more than just an order as well: under the governing of the decedents of Tolas and Selor, the cities are connected by shining gates. This gate system is also known as the Anariima.

Other:

*Memaska—* “Soft Light”. One of the two moons of the early world. Memaska is the sister moon

to Meval, and is the only remaining moon. Memaska reflects a soft white light.

*Meval— “*Powerful Light”. Meval is the sister moon to Memaska. Meval, unlike Memaska, shines

a dull red light. Meval was used by the Rhun’waith Tolas and Selor to imprison Hera’roilya in a stasis below the world. In doing this, they cut off the Loss’kelvar connection to Keleshe, their afterlife. This connection was built by the Loss’kelvar’s belief in Keleshe.

*Agash’Kelesh—* “Blood Eye”. The Loss’kelvar name for Meval.

*Rikshe’Kelesh*— “Cold Eye”. The Loss’kelvar name for Memaska.

*Yvari—* The endless storm that sheathes the edge of the world. Yvari was created by Tolas and

Selor to protect the sanctuary of Hera’roilya from outsiders.

*Tinechorn*— “Shield of the Cold”. The barrier created by Arndulin and Hylama to protect the

south of Numendor.

*Andolem*— “Fifth Door”. The Andolem was created by Eres and Ralun to lead to the sanctuary

of Hera’roilya. They used this door to unleash Meval in the War in Templatal. As Hera’roba unleashes the Doom on Perakor, the concentration of magical energy causes Andolem to swell to enormous size and envelope Naa’yamen. The island became trapped within the gem.

*Parmasinta—* The Parmasinta is the first object that Selor turned into—originally a tree, the

Parmasinta takes the form of whatever knowledge is common to those who access it—for the modern times, this is a book. Selor’s roots spread themselves around the world and grew more trees of knowledge.