***The Ages of Rhunendor, being Ilia; Numendor, being Winterfall and the Frozen North, Lostondor, and Summerzel; the Wysterian continents of Romendor, being Cimusica, Telmello’kirma or Theas, and Sundo’kirma or Jembai; Amarth and the Doom, and Wysteria; the Sunset Lands of Annuntol, Uzai, and Qas; Naa’yamen, and the Eye of Ehlu.***

*There was Ehlu. From his voice, he made the Seldar, imbued with the spark of life. To them Ehlu gifted thought and theme, and they were with him aught else. For them Ehlu weaved a melody, and each sang his music in solo. As each heard the others, they thought and made a great harmony, and from these notes was colored the theme of Ehlu. The voices of the Seldar like unto a thousand choirs fashioned the endless interchanging melody woven in harmony, and it spilled forth into the void, farther than the hearing, passing into the depths and into the heights. And the void was naught, filled with the music of Ehlu.*

*The music swirled, and the Seldar beheld a new world midst the void, a plane of color and sound.*

*“Go all those among you who will to this place. Go, and sing.”*

*And it came that the greatest of the Seldar to leave Ehlu, and descended into this world of color and sound.*

*Before their music, naught was yet made. With their voices, they labored in places unmeasured, in ages countless and forgotten until in the beginning of times, until they drew from the world the elements of nature from which they created the world in a sea of stars.*

*The Seldar sat and harkened in worlds outside, and all was in balance.*

*But there are things unseen by the Seldar, and they marveled as they beheld the wakening of the children of Ehlu. And the Seldar knew then that their labors were for his children as their habitation, and they rejoiced in their beauty. His children ventured the worlds, and from their words were birthed beauties infinite, and the Seldar were enraptured.*

**The Time Before**

Prehistory: The Children of Ehlu appear on an island known as the Eye of Ehlu. There they lived in bliss, and from among them one became distinguished. He was the Architect, and he was the first of the children to awaken on the Eye of Ehlu, and he was welcomed by the Seldar. With his mind he held knowledge, with his hands he held power, and with his heart he held emotions uncounted. In grace he taught to his kin his heart, gave to them his power, and showed to them his mind. The Children of Ehlu delighted, and all was good. They made the world a garden of their delight, and gave themselves into it, so that they became its life and it theirs. The Architect named himself their instrument, and for them he split himself into shards. Through the life of Ehlu's children the world woke all other creatures, and the shards of the Architect watched over them in benevolence, carrying out the destiny set before them.

100,000 Years Before Saigon's Landing-- A race of humanoid fey, the Naa'waith (The People Who Are, also called the Elea'waith or The People Who See), awaken on an island in the center of the Wysterian Continent—the Naa'yamen (The Place that Is, or Isle of Ages).

90,000 Years BSL-- Some Naa'waith migrate away while others stay. Those who leave are known as the Lemba'waith (The People Who Leave). The Lemba'waith that traveled east, known later as the First Children by humans and Rhun'waith by others, come to Rhunendor, Ilia, and found Celebtal (The Silver City) in the center of the Silver Lake. The Lemba'waith that traveled west, known as the Numen'waith, landed in Numendor. Many Lemba'waith during this expansion settle across the Wysterian Archipelago and Annuntol.

The Rhun'waith encounter a shard of the Architect, his power, who in benevolence bestows upon them knowledge of powerful magics. He is named Hera'roilya (He Who Possesses All Power) by them. The Rhun’waith use the magics to record their history, not in writing, but in the trees themselves. The most ancient trees of the Iantar, those that survived the coming destruction, still tell their tales in the wind. The knowledge of this recording method is passed to the other Naa’waith.

Rhun'waith who land on Annuntol, the Sunset Isles, before Ilia are known as Annun'waith. They create lofty temples throughout Annuntol and its southern island Qas. The first great city is called Halletal.

The Numen'waith founded Ringwetal (The City in the Cold).

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.

84,000—The adlets briefly encounter the powers of Law, and they begin to worship his figure. The first gods are born of their belief.

80,000 Years BSL-- The Numen'waith ally with the native agathion races to war against the powerful adlet tribes to the north. The Numen'waith learn the powers of psionics from the agathions. The war is fought with weapons of stone, ice, and bone, for metal had not yet been created. Evil, named Hera'roba walks midst the dead, sending their souls to the astral plane.

- 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.

74,500 Years BSL-- The Numen'waith's war with the adlet tribes is lost after the tribes are unified by Bash'Tikish the Immortal, who crowns himself Vahsh Bash'Tikish of the Keveshkek. The Numen'waith are forced to abandon all their lands north of Ringwetal.

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.

62,000 Years BSL-- The First Keveshkek Empire declines. The Numen'waith begin to push back and collect territory.

Vahsh Bash'Tikish is killed when the Numen'waith attack their capital.

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.

50,777 Years BSL-- After almost 10,000 years of savage war, the Elea'waith unleash the Parmasinta and, against the advice of Hera'rocoia, summon Hera'roba, bringing about the Naara'tela (The Burning End) or the Amarth (The Doom), which destroys the entirety of the Tel'Quessir's main continent along with wiping out many of the Tel'Quessir and shattering the Wysterian continents into their present-day forms, ending the Dawn Age. Hera'roba rose above the fires of the Naara'tela and sundered the continents in his terrible beauty. He rent the souls of thousands and razed the great city of Ithalas in hellfire. He is named Calamity, Surtr, in his unbridled power. Using the Parmasinta, Hera’rocoia brings about a transcendence of the Estanesse, turning them into bodies of energy upon the Eye of Ehlu. The Lemba'waith remain. Naa'yamen disappears from the material plane and is transported into its own pocket dimension positioned below the Summerzel Isles in Winterfall. The Parmasinta is left in Naa'yamen until it is recovered much later. Hera'rocoia travels to Winterfall to protect the Parmasinta.

**The Dark Age**

50,000 Years BSL-- Mallorn, convinced by Naa'roleith, leads some of the remaining Tel'Quessir in migration and invasion from Amarth to Ilia, and they land on the southern shores of Albos. They develop writing, and mark their arrival with a carving.

The Second Keveshkek Empire rises and invades Numen'waith territory.

A small few Tel'Quessir, corrupted by the sight of Calamity, wish stay and revel in Amarth and attempt to stop Mallorn's departure. In Dagor'caradalu (The Battle of the Red Water), the resisting elves kill and eat many of Mallorn's host, and are corrupted. They are named the Agar'Quessir (Blood Elves) by the Tel'Quessir, and are the first vampires.

Some of Mallorn's host stay and found villages in Annuntol. They are named the Annun'Quessir. They found Minyatal.

49,744 Years BSL-- Bash'Tikish is resurrected, and leads the sack of Ringwetal. The Numen'waith are forced south into Winterfall. They take refuge in the massive caverns beneath Winterfall—the Underdark. Naa'roleith goes to the Morinuin in Numendor and lives amongst the Mori'Quessir.

- The Lai'Quessir that migrated to Winterfall's mainland are forced into the Morinuin, the Underdark, by the advancing Keveshkek forces as well. Hera'rocoia shows them the location of the caves so that they may take refuge there. They remain in the caverns, and develop into the Mori'Quessir (dark elves, drow).

49,025 Years BSL-- Mallorn, in his rage and sadness for the loss of his people, forces the Rhun'waith out of Celebtal in the Dome'niire (Night of Tears), slaughtering many and sinking the great city. The Rhun'waith migrate north, and raise the Walls of Brund and sink the lowlands with their cries in the Great Schism. The city of Hylesten is created on the site of Celebtal. The Tel'Quessir expand to cover all of Southern Ilia.

Many pure-blood Tel'Quessir nobles took to magnificent mountain fortresses. The lowland and forest elves develop into Mal'Quessir, or high elves.

The Rhun'waith retreat to Tartal in the north.

The Tel'Quessir in Wysteria begin to develop again, mainly on the western continents. They name themselves Coie'Quessir (The Elves Who Lived). They name their lands the Romendor, or Sunrise Lands.

The Agar'Quessir spread over Amarth and create a dark empire. They are led by Mear, and subsequent rulers are known as 'Mear'.

The Numen'waith in the Underdark discover a means to Naa'yamen. They ascend into bodies of energy, as did the Naa'waith before them. They leave the material plane. Some Numen’waith remain in isolated cities north of the isthmus of Winterfall.

30,000-20,000 Years BSL-- Hera'rontan molds bodies from stone and Hera'rocoia imbues them with life, creating the dwarves. The first dwarves of Ilia awake in the mountains of Tirion, as foretold by Elea'roilmani, and carve their great cities in the mountains. They see Hera’rontan at their creator, and they know him as Moradin, their God of Creation. Hera'rocoia walks the mountaintops of the Pelori as he brings life to the dwarves. Hera'rontan creates the first humans on the Eye of Ehlu as he continues to perfect them, where they live in peace. After this event Hera'rocoia stays in Rhunendor for a time. Naa'roleith aids Hera'rontan in his creating, imbuing the humans with a dynamic nature.

After making contact with the Rhun'waith, they were named the Neldani (Third Born). The Rhun’waith inspire them to create a language and to pursue art.

The Neldani settle throughout Ilia. When they meet the Tel’Quessir to the south, they are taught written language. They begin to carve their history onto their halls.

The Coie'Quessir war with the Agar'Quessir throughout the continents of Romendor and Amarth.

20,000 Years BSL-- Hera'rocoia walks the beaches of Ilia and wakes the first humans in Ilia who were sent there from the Eye by Hera'rontan. Hera'rocoia returns to Winterfall to watch over the Parmasinta. Naa'roleith wantonly travels the world. Hera'rontan spends thousands of years traveling and creates multiple portals around the world that can be activated by those creations who know of their nature. The portals lead to the Eye of Ehlu.

The First Men found multiple cities on the northern coast of Ilia. They take up a tribe-like society run by prominent warlords each controlling a village or group of villages. They are chaotic, and skirmishes are frequent.

The Keveshkek peoples begin to slowly move back north or the Isthmus of Winterfall.

The Coie'Quessir and Agar'Quessir make an unsteady peace. The Coi'Quessir Empire expands to cover the entire shard known as Telmello'kirma.

18,000 Years BSL-- The First Men begin to move west, and learn the secrets of metallurgy from the dwarves of the mountains. Some also move south, through the lowland valley to Southern Ilia. They are taught language and writing by the dwarves. Their language and writing will develop into Common, but first they only carve their words onto tablets.

Hera'rontan ends his travels and returns to the Eye of Ehlu.

17,850 Years BSL-- The First Men cross through the Riverrun and make contact with the Rhun'waith. The fey name them Erdani (Fourth Born).

The Erdani are taught magic by the Rhun'waith, however the men were overtaken by greed when they witnessed Herya'rosintilya's power. They bring back these greeds and stories to the villages.

The Neldani sail east and west to Wysteria and Winterfall. The Neldani in Winterfall discover the Underdark and develop into Duragar.

17,340 Years BSL-- The Erdani wage war on the Rhun'waith, possibly in attempts to gain their power, with cold-bronze weapons given to them by the Neldani. The Neldani stay out of the war, as they did not give the weapons knowing that they would be used for war.

17,332 Years BSL-- The Erdani's cold-bronze weapons massacre the Rhun'waith in an event known as Dagor Aluarnaur (Battle of Fire and Water). Tartal is sacked and most of the Iantar covering Northern Rhunendor is burned. The great library of trees is almost entirely destroyed. Elea'roilmani is enveloped in sadness by this, and he leads the Rhun'waith in a last stand against the Erdani. Elea'roilmani's is named Ataranomin for his leadership and wisdom in battle. He calls to Calamity, who, from atop the Pelori mountains, causes the resulting cataclysm that surges the waters over Tirion's coasts, flooding one hundred miles inland as well as flooding the lowlands, creating the Nwalma'luth, or Bay of Torment. Many of the Erdani are killed, and their entire civilization is lost under the waves. Elea'roilmani stays with the Rhun'waith.

The remaining Rhun'waith take refuge on the western coasts of Rhunendor.

**The Age of Expansion and the Rise and Fall of Vecna**

17,300 Years BSL-- The Erdani survivors found Rixes, and are ruled by Decius Avitus, known as Decius the Peacemaker.

A peace is signed between the Rhun'waith and the Erdani by Decius Avitus.

16,000 Years BSL-- The Erdani expand across Northern Ilia, sail east to colonize Winterfall, and sail west to colonize Eastron Wysteria under Lucius Avitus VII, known as Lucius the Shipwright.

The Rhun'waith leave Ilia to return to Wysteria. Those who return are named the Entula'waith (The People Who Returned). Elea'roilmani leaves with the Entula'waith. The Entula'waith land south of the Neck of Aamir, and found great cities in the lakes south of the Neck of Wysteria. They are Ecros and Mesia Shana. Some Rhun'waith who remained later developed in the tieflings of Tirion.

The Erdani colonists in Winterfall war against those remaining of the Keveshkek peoples.

The Talath'cathwaith (lynx folk) of Anor resist Erdani expansion.

The Erdani sail over the Nwalma'luth and form early towns in the colony of Arear.

The Erdani bound for Wysteria land in Aamir on Eastron Wysteria and on the Sunset Isles to the east. They mix with the Entula'waith and are named Edain (Men) by them. Those on the Sunset Isles are named Annun'edain by the Annun'waith.

The Tel'Quessir in Wysteria first make contact with Erdani.

15,000 Years BSL-- The Erdani king Vecna comes to power in Ilia and unites them. He leads their expansion to cover all of Northern Ilia and the lands around Arear. Vecna ends the line of the first kings.

Vecna dies and transcends into lich-hood.

Vecna raises his apprentice who is later known the Necromancer.

The Edain that moved north in Wysteria are taught how to forge iron by the Neldani there. They are known as the Angren'edain (The Iron Men) by Entula'waith. They mix with the dwarven cultures.

The Coie'Quessir colonize Sundo'kirma, namely the Ranqui peninsula.

The Agar'Quessir empire reaches a golden age. They expand south by conquering lands in Telmello'kirma of northern Romendor. This golden age is led by Mear Khar, Kas's brother.

14,750 Years BSL-- Vecna advances his control over the humans in Winterfall and the Angren'edain. He leads the conquest against the Mal'Quessir in Southern Ilia. The Mal'Quessir are forced out of the Plains of Moe, even when allied with the Lad'cathwaith (lion folk).

The Mal'Quessir create the great Gorges of Olaea in attempts to create more defensible positions.

Mear Khar is killed by Kas. Kas becomes the new Mear. Kas allies with Vecna, eventually becoming his second in command. The alliance between these two dark powers allows the Agar'Quessir to begin to expand greatly. During this time, some Agar'Quessir go to Winterfall and Ilia, planting their seeds in the other continents.

14,545 Years BSL-- Mear Kas betrays Vecna and cuts of his hand and gouges out his eye before being destroyed.

Vecna ascends to deity-hood.

14,400 Years BSL-- Vecna, deity, completes his conquest of Ilia, Winterfall, and Wysteria and reigns supreme.

Hylesten is destroyed by the Erdani in Dagor Huin (Battle of Darkness).

The Angren'edain, corrupted by Vecna, war with the Entula'waith and Edain to the south. Many Entula'waith are slain in Dagor Tela'waith (Battle of the End of the People).

The Keveshkek are erased from areas south of the isthmus. The Erdani in Winterfall cover the areas south of the isthmus. The agathions are forced into the north as well. The Erdani there drop their fey-given name and simply call themselves the Men of Winter. Winterfall is named.

The Annun'waith and Annun'Quessir are massacred by the Annun'edain. Those of the Annun'waith who remain either scatter across the world or follow the Entula'waith to the Parmasinta. The Annun'Quessir manage to survive in enough numbers to continue their civilization on Annuntol. The Annun'edain name themselves the Sunset'ai. The Sunset Isles are translated to common.

14,298 Years BSL-- Angered by Vecna's ascension to deity-hood, many gods work to exile him to Moripalurin, known as Ravenloft to men, a dark, prison-like demi plane. Vecna's hand and eye are the only remains of him on the material plane, and they serve to keep Vecna banished. (FALSE, the Shards of Herya’roheren exiled him)

14,200 Years BSL-- Vecna's empire crumbles and splits into the free holds as Naa'roleith sews discord throughout.

The remaining Entula'waith and many Annun'waith seek out the Parmasinta, guided by Elea'roilmani. They discover a means to Naa'yamen, and ascend like their ancestors before them. This marks the end of the prominence of the Naa'waith race in history. Elea'riolmani begins a nomadic existence to find any remaining Naa'waith peoples, leading them to the Parmasinta.

The Sunset'ai and Annun'Quessir make peace, and merge their societies.

**The Age of Heroes**

The state of the world:

Wysteria-- Amarth to the north and Telmello'kirma are dominated by the Agar'Quessir vampires. Orcs begin to form tribes just south of Amarth. The Ranqui is the seat of the Coie'Quessir empire. Eastron Wysteria is home to the Edain and Angren'edain.

Annuntol-- The Annun'edain, Sunset'ai in common, and Annun'Quessir live on the isles.

Ilia-- With Vecna's empire collapsed, the powerful cities and fortresses split into free holds, each warring against the others in a free-for-all to gain power.

Winterfall-- Summerzel is home to the Lai'Quessir, while the mainland is coveted by men. Lostondor, the isle to the east, lies untouched. The agathions have been forced north or into the oceans, and the Keveshkek have gone north of the isthmus as well.

14,000-10,000 Years BSL-- The free holds of Ilia fight for dominance. The Mal'Quessir take back the Silver Lake in Dagor Entula (Battle of the Return) in 12,452 BSL and found Nenril (Water's Brilliance). They build the four fortresses around it. Orcs sail to Ilia, and land on the southern tip.

Angren'edain move north to the Godseye and found Yronlake with the help of the Neldani. They name themselves the Yronmen.

The Sunset'ai develop unique customs due to their isolation and mix with the Annun'Quessir.

The Lai'Quessir explore Lostondor.

Perigrad is founded by Finbar II Siail, the Wanderer King.

The Agar'Quessir push the Coie'Quessir out of Telmello'kirma.

Small, short-lived empires rise and fall in Ilia.

Some tieflings from Tirion sail west and land on the northern isle of Annuntol. They name themselves the Utari, and stay isolated.

8,000 Years BSL-- Frost Giants move south through Amarth, unhindered by the Agar'Quessir. They force the orc tribes to move south into Wysteria. The orc's proximity to the Yronmen and Neldani causes skirmishes.

Angren'edain and Neldani begin a cohesive civilization in areas of central Wysteria.

Winterfall's humans explore Lostondor.

Two dragon eggs are found on Lostondor by the Lai'Quessir, war ensues over the eggs between the Lai'Quessir and the men on Lostondor. The war is later called the War of Fates.

The kingdom of Aamir is officially established in Wysteria by Badri the Mage.

In Ilia, Marcus Telivant kills the vile King of Rixes Jearys Romuli in a duel. Marcus becomes elevated to king.

7,950 Years BSL-- Marcus Telivant, named The King's King Marcus I Telivant, expands the free-hold of Rixes to cover all land up to the Riverrun.

7,900 Years BSL-- The orcs sack Yronlake and force the Yronmen south. The frost giants continue to move south, leaving Amarth and entering the northern reaches of Wysteria.

Around this time, Otoris is founded by Erdani in Ilia. It is ruled by Luta I Nero of the line of Decius Avitus, the Queen of the North, who is known for her masterful alliance with the Talath'cathwaith.

The War of Fates is ended when the Lai'Quessir invade Winterfall and sack Perigrad. At this time, the Third Keveshkek Empire rises in the north under Bahsh'Rhashkevik.

7,850 Years BSL-- Tellef the Yronbeard leads a host of Yronmen and Neldani north. They push the orcs back behind the Spines of Winter and create the Black Keep. Vilmer Tellefsen, his son, treks north and single-handedly slays the frost giant king Hafmir. The frost giants move back into Amarth, followed by the orcs. Tellef and Vilmer and the Neldani raise the first Jotungard fortress to protect against future invasions.

Neldani carve out the labyrinth of tunnels in the Fenlands of Wysteria and set up their empire in the mountains there.

The Lai'Quessir's dragon eggs are stolen by the first Pirate King Awi'ai of the Sunset Isles. He takes the eggs back to the Isles. Awi'ai is a legendary thief and trickster.

After the weakening of Winterfall in the War of Fates, the Third Keveshkek Empire move south, and the war mage Bahsh'Rhashkevik calls upon the fell gods of cold to bring down an endless winter. This winter, The Darkening of Years, begins as the Keveshkek conquer Winterfall. The Lai'Quessir's short reign of Winterfall ends.

Auria I Nero becomes Queen in the North after her mother Luta I falls ill and dies in her old age.

7,750 Years BSL-- Many of the inhabitants of Winterfall take refuge in the Underdark, building the great city known as Shandalar. The refugees are not welcomed by the Mori'Quessir, however the Duragar aid them in building the city. The Mori'Quessir name the men the De'edain. The men take it and name themselves the Denedain. Around this time a shard of the Architect surfaces in Winterfall.

King Erid Telivant of Rixes, the King of Shackles, exiles his child brother when a prophecy foretold that he would be killed by Lastus. Erid grows paranoid and begins to imprison all those whom he thinks could oppose him. Lastus is smuggled out of Rixes by a sly bard.

7,700 Years BSL-- The Angren'edain of Central Wysteria move across The Rift and found villages on what would become the Conqueror's Coast.

Lastus Telivant founds Iant on the southern tip of Ilia at the age of 56. With the guidance of the bard who saved him, he made his way back to the court of Erid Telivant and confronted him. Erid, crazed, ordered his guards to kill Lastus. The guards, instead of obeying the King of Shackles, arrested him and cast him from Rixes's cliffs. Lastus took the crown as Lastus I Telivant, the King of the East and South. His rule unites Rixes and the newly-founded Iant.

Titania II Nero of Otoris founds the Appias Voculo, a special forces unit of elite lynx-folk and Eldani.

The Coie'Quessir King Ophiel comes to power at a young age in the Sunrise Lands. Ophiel and his two sisters, Sarakiel and Ramiel, prepare to invade Eastron Wysteria across the Nainin Sea. They form a pact with the Agar'Quessir.

A shard of the Architect in Winterfall enters the Underdark and makes contact with the people there. He is named Herya'roheren (He Who Possesses Luck), as all endeavors he attempts become successful.

7,650-7,648 Years BSL-- Herya'roheren aids the Denedain in the Revolution of the Dawn. He teaches the Duragar to imbue their forges with powerful magics. The Morinuin rings with the hammers of the Duragar like bells in the dark. The hammers echo throughout the entirety of the continent, and the earth shudders at their beating. From the forges of magical fire, Herya'roheren draws the Dawnspear. With this artifact he rallies the Denedain to begin their quest to end the Darkening of Years. Armed and armored with equipment from the Duragar's forges, the Denedain ally with them to form the Transcendent Coalition of Winterfall. The Mori'Quessir do not partake in this bargain, as they have taken to worshiping the fell goddess Lolth.

The Denedain and Duragar usher from the Morinuin in the Revolution of the Dawn as the Denedain hero Freja Duke bears the Dawnspear. The Coalition surges throughout Numendor, eradicating all Keveshkek presence once again. The revolution throws down the Keveshkek throne in Winterfall and forces them back north. The Darkening of Years ends.

The Denedain Freja Duke founds The City of the Dawn as Winterfall's new capital. She is named The Ice Queen Freja I Duke, and decides to pass the Dawnspear down her line.

Freja builds the Great Barrier across the isthmus of Winterfall to prohibit the Keveshkek's from returning. She becomes the first in the Duke line of rulers.

Laelia I Nero becomes the Queen in the North.

7,640 Years BSL-- The Appias Voculo are used in covert assassinations of the rulers of holds opposing Otoris. The head would be severed from the hold then the armies of Otoris would invade. With this tactic, Otoris was able to expand its control as far south as the ruins of Tartal. Its size placed it as the most powerful hold north of the Walls of Brund.

Ebun is carved into the walls of the Gorges of Olaea after the Lad'cathwaith shaman Naoko foresees the falling of a destructive meteor in Ilia.

Herya'roheren leaves Numendor for Wysteria, but remains in relative isolation.

7,550 Years BSL-- The Elen'lanta begins. Along the horizon a great green star lingers in the sky, slowly approaching Ilia. This is seen as a great prophecy of doom by many, and lasts a generation. It can be seen on every continent.

Titania II Nero, daughter of Novia I Nero, becomes Queen in the North. Under the Elen'lanta, she begins a golden age for Otoris. She sails to Erresea and begins an alliance with the Mal'Quessir in Nenril.

Freja IV Duke, The Peacebringer Queen, welcomes the agathions back to the south, and aids them in their labors of reconstruction. In doing this, she founds Wintershine by the Lake of Fallen Stars.

7,500 Years BSL-- King Ophiel the Conqueror takes the now receding Elen'lanta as a sign and invades Wysteria with a great host of grey elves. The Coie'Quessir land upon the shores of Wysteria with forces un-numbered under the light of the falling star. Jurgon III Tellefson fends off the host in the Black Keep by surviving a twenty year-long siege.

The Angren'edain are forced into submission as Ophiel moves across the continent.

The first fortress at King's Mark is founded.

Ophiel's Reach begins to be carved from mountains.

Badri the Mage of Aamir uses the ancient magic of the Rhun'waith to create Badri's Gate in defense against the advances of King Ophiel.

The City of the Dawn in Winterfall is renamed Duke City in honor of its founder.

Lastus III Telivant begins the construction of the Telivant Bridge in Iant, which will span the gap between Iant and the uncolonized isles to the south of Ilia.

The Elen'lanta comes to an end when the falling star hits the center of Ilia. In a mighty cataclysm, the star slammed into a mountain at the end of the Sea of Torment and created a massive bay. The mountain, exploded, rains down upon the areas around it, setting fire to the Plains of Moe.

Lastus III expands Rixes's control down to the Walls of Brund. Uldys is founded soon after the Elen'lanta falls.

7,458 Years BSL-- The Great Alliance of Wysteria is formed between Neldani, Sunset'ai, Yronmen, and Aamirians to combat Ophiel and his sisters.

Orcs found Jaensai in what will become Etrun.

7,456 Years BSL-- Yronmen flow down from the north, their longships raiding the Conqueror's Coast. Aamirian forces led by Badri the Mage move up the through the Fenlands. Sunset'ai armies, led by their empress Adia the Dragon Mother of the line of Awi'ai, land on Wysteria at the Reach. They march towards the fortress of Ophiel's Reach. Fire bellows from the mountains of Wysteria, and Neldani surge forth in great numbers, armored in adamantine and led by Khazal the Hammer. As the armies meet outside of King's Mark to lay their siege, a great host of Agar'Quessir and orcs and frost giants move down from the north, mounted upon the great beasts of Amarth. The great battle that ensues becomes known as Dagor Aegnor, or the Battle of Great Fire. The armies clash across Wysteria, and the continent becomes bathed in fire. From this fire, and by the will of Naa'roleith, the dragon eggs held by Adia the Dragon Mother crack and hatch, the first dragons wake in a magnificent state. The great dragons spread their massive wings and soar high over the mountains. The dragons, Uuranor and Isilme, bring together their powers and destroy the Agar'Quessir and Coie'Quessir armies.

Upon the floodplains of the Uriel river, Ophiel and his sisters confront Adia, Badri, and Khazal in single combat. Adia and Khazal kill Sarakiel before Ophiel's magnificent blade lays Khazal to rest. Ophiel is slain by Badri the Mage as the dragons awaken. Ramiel, after slaying Badri the Mage, surrenders on the field to Adia as Uuranor and Isilme unleash their power.

7,400 Years BSL-- The Great Alliance of Wysteria breaks up.

Coie'Quessir and Angren'edain merge in central Wysteria. They become the Ened'edain.

The Agar'Quessir Empire in Amarth declines.

The Sunset'ai rise into a golden age under Adia the Dragon Mother. The prince Astaelee and princess Melilya are raised with the dragons from their birth.

The continent is birthed anew from the fires of the dragons. This rebirth is known by Aamirians and elves as the Winya'nosta.

Freja VII Duke, known as Freja the Wise, ally with the Lai'Quessir in their settling of Lostondor. The joint colony Alyetal is founded.

Ophiel's Reach is completed.

Otoris begins a large-scale war with Rixes.

7,390 Years BSL-- Otoris takes control of all of Rixes's land west of the Riverrun, including Uldys.

Winterfall begins to decline.

7,250 Years BSL-- Runya'elee IV of the line of Lai'Quessir kings seeks to avenge the thievery of the dragon eggs by the Sunset'ai. He begins the Bombezi War by landing his army on Sunset'ai shores.

The Telivant Bridge in Iant is completed—it is the largest man-made structure in Ilia.

Winterfall breaks up into many free holds, the most prominent being Duke, Stonecross, and Eastgate.

7,200 Years BSL-- Runya'elee IV and his armies are destroyed by Uuranor and Isilme. The royal line of Nessiviel ends. The throne of Summerzel taken by Vanya'lokte the Flower Queen.

7,000-6,000 Years BSL-- The Yronmen name the north Helmer.

The Ened'edain form the King's Imperium in central Wysteria. The Imperium is controlled by a small council of Coie'Quessir headed by the elven king Seasa I.

Adia the Dragon Mother dies.

The Sunset'ai and Annun'Quessir ally to form the Sunset Federation. The Federation sets its rulers as Uuranor and Isilme. The Sunset Federation buys most of the desert west of Aamir from the Aamirians and the areas of coastline beneath and around the Reach from the Imperium. They also acquire the lands inside the Walls of Brund. The Brundi Sea is named. The Walls become the site of many valuable mines.

Lostondor's bay becomes the site of multiple cities, including Samnedithan and Anfaugluth.

Jaensai declares itself a shogunate under Ghaulgish the Invincible.

The borders of Otoris and Rixes fluctuate constantly, as wars take thousands of lives.

The control of Lostondor by Summerzel and Winterfall ends. Lostondor is its own free hold, with its capital at Alyetal.

5,950 Years BSL-- The Jaensai shogunate begins a long-scale invasion to the north. The detailed plans would span three hundred years, and were formulated by Shogun Algudahk.

- Mithrin becomes king of the Mal'Quessir in Nenril. He seeks guidance from Ataranomin.

5,650 Years BSL-- The Sunset Federation begins the slave trade from their southern shores on Eastron Wysteria. They enslave old tribes of Edain that formed along the coasts of the desert. The main slave routes are to the Ranqui Bay of the Coie'Quessir and Lostondor.

The Coie'Quessir use the slaves to expand their empire to cover most of Sundo'kirma. As the Agar'Quessir empire continues to fade, the Coie'Quessir retake their lost lands to the north. The form the Sundon Empire under Emperor Cerviel, covering much of Sundo and Telmello’kirma.

Lostondor Bay becomes known as Slaver's Gulf.

The plans created by Shogun Algudahk come to completion with a massive multi-armed strike across all of southern Ilia. A short war, known as the the Great Blitz, ensues, and within a year, the skilled orcish warriors conquer the Plains of Moe and the Gaius Peninsula. In 5,658 BSL the shogun's armies conquer much of the lands surrounding Iant, however the city itself is not taken.

The Federal Brundi Sea becomes mostly inhabited by Annun'Quessir from Annuntol. The elves see the beauty of the sands and set up many desert temples. They develop into the Liste'Quessir.

5,500 Years BSL-- After hundreds of years of relative stability Otoris takes much of Rixes's territory when Hedron the Kingslayer commits regicide, killing the entire Telivant royal family when he is corrupted by the Necromancer, Vecna's lich apprentice. The Telivant line in Rixes dies, however it lives on in Iant.

Numerius I Telivant declares Iant a separate free hold.

The King's Imperium and Aamir form an alliance.

5,450 Years BSL-- Hedron the Kingslayer is raised as a lich by the Necromancer. He begins to push back against Otoris's influence.

After 200 years of orcish control, the Lad'cathwaith organize in rebellion against the Shogun. They are led by Akina the Silver.

Viceroy Lakil from Annuntol begins to set up heavy defenses in the gaps of the Walls of Brund.

The alliance between the King's Imperium and Aamir develops into the Imperial Aamirian Confederation.

Mear Reyes comes to power in Amarth—he brings renewed power to the fallen empire, and strengthens Amarth's borders and military.

5,440 Years BSL-- Akina's rebellion is successful in throwing the orcs out of the Plains of Moe. Akina's Great Tribe is formed, uniting the Lad'cathwaith.

Hedron the Kingslayer forges an alliance with the Neldani in the Oronand—however only because the Neldani king, Melahn II, becomes greedy for the riches promised by Hedron.

The Imperial Aamirian Confederation, or IAC, extends its alliance to the northmen.

5,400 Years BSL-- With an army equipped by dwaven smiths, Hedron pushes outwards from Rixes.

5,390 Years BSL-- After ten years of war, Hedron pushes north close to the city of Otoris. Before he can take the city, however, a great host of Mal'Quessir led by Mithrin land on the west coast of the peninsula and attack him from his flank. Hedron is killed and his phylactery destroyed by Otoris's queen Titania III Nero. The Necromancer corrupts Mithrin, and the elf slays Titania III and razes Otoris. Turur I becomes King in Rixes, and makes an alliance with Mithrin. They form the Rhun'niasa, or the Eastern Alliance.

5,360 Years BSL-- Turur is raised into lich hood by the Necromancer upon his death. The Eastern Alliance begins a conquest of Federal Brund, but fails. Turur builds his army with necromancy, adding all of those slain by him into his ranks.

Samith, Sam, I comes to power, named Samith the Gold, in the IAC, along with Enoch, Eno, I, named Enoch the Silver. They are known as the King Pair, and they raise the IAC to a great height in power, rivaling the Sundon Empire and the new Amarth. Samith is half Coie'Quessir and Enoch is of the royal blood of Aamir, therefore both are very long lived. Both mentor under Herya'rosintilya to become the greatest Kings who lived.

5,200 Years BSL-- The Eastern Alliance takes the free hold of Arear, and wars upon the Great Tribe in the Plains of Moe.

5,195 Years BSL-- The Eastern Alliance takes the Plans of Moe, and Mithrin slays Akina the Silver. The Alliance continues its conquest, now warring against the Shogunate under Algudahk V.

5,150 Years BSL-- The Eastern Alliance takes Jaensai. The Mal'Quessir who settle in the area become known as Taur'Quessir.

Sam and Eno make an alliance with the Sunset Federation.

5,120 Years BSL-- Turur and Mithrin attack Iant and slay Julian II Telivant. Julian's son is hidden from the invaders.

After threatening actions taken by Emperor Cerviel of the Sundon Empire, Sam and Eno carry out a plan. The Sunset Federation begins to replace the slaves shipped to the Sundon Empire with trained soldiers, discreetly sneaking an army into their cities.

Later that year, Mear Reyes creates the Endbringer, a demonic behemoth that he intends to use in the conquering of Wysteria.

5,119 Years BSL-- The rope snaps in Wysteria as Cerviel simultaneously attacks Amarth and the IAC by sea. The soldier-slaves shipped into Cimusica, Sundon's capital, execute a city-wide coup. Enoch, sneaked in as a slave, leads the historic battle that kills Emperor Cerviel. Naa'roleith also takes part in the battle, incognito. The empire does not fall, however, as Qaspiel I takes the crown from Tabris in Telmello'kirma. Taking both forces by surprise, Mear Reyes begins to lay siege to the Jotungard fortresses, Grabentrager, Jurgenstein, and Mengelstrom, with the Endbringer, and invades Telmello'kirma from the north. The Amarthian forces are led by Mercy. Samith defends the IAC from the Sundanese ships in a great naval battle. The IAC general in the north Peadair Vennerod heads the defense against the Endbringer.

5, 118 Years BSL-- With Cimusica under IAC control, Enoch sets up a temporary military authority. Qaspiel gathers the remaining military force of Sundon in Tabris and goes on the defensive. Samith defeats the Sundonense armada, though with heavy casualties. He sails north to aid in the defense of Jotungard. Along the way, Samith's fleet is ambushed by Amarthian ships and he is taken captive. He is moved to the dungeons of Ithalas. The Amarthian army is pestered with small raids from the Sundonese. The raids fail, however, to stop the army from beginning a siege on Tabris.

5,117 Years BSL—Jurgenstein and Mengelstrom of the Jotungard are destroyed by the Endbringer, and Peadair Vennerod is killed by it—but he was able to sever one of the beast's hands in a mighty duel. Edvin Roen takes the command and devises a strategy to lure the Endbringer back into Amarth using the remaining forces of the Jotungard. Enoch sails for the IAC and leaves Dahlia Jember as viceroy in Cimusica.

Edvin Roen's plan works, and the Endbringer is lured into Amarth. From there, Edvin's host moves back to the Jotengard in defense while Edvin himself takes it upon himself to lead the Endbringer on a chase throughout Amarth. Edvin is named Edvin the Beastheart. Edvin is joined in Amarth by Herya'roheren, who aids him in his evasions.

The Seige of Tabris continues, the impenetrable mountain fortress carved high in the Vaults of Telmello'kirma.

5,116 Years BSL-- Eno begins to build a mighty army, the great host of the IAC, in King’s Mark. Mear Reyes, seeing that the seige is making little progress, takes many of his soldiers south towards Cimusica. Cimusica is besieged by the vampires.

5,115 Years BSL-- Enoch begins to lead the great army of the IAC north into Amarth. A massive army of Coie'Quessir surge north from Tabris. Both armies head towards Ithalas. Soon after word of these movements reach Cimusica, Mercy pushes her army north.

5,114 Years BSL-- Ithalas is flanked by the forces of Qaspiel and Enoch. The two armies work together to besiege the city; however, neither are allies. Enoch leads a small, elite task force into the city's dungeons to rescue Samith. After one month in the city, Samith is retrieved by Enoch. Enoch's second in command is killed during the escape, however. As soon as Samith is brought back to the IAC encampment, Mercy's Amarthian army appears on the horizon. The two besieging armies ready themselves for the upcoming battle, Qaspiel at the head of the Sundonese, Sam and Eno at the head of the IAC. The moon rises high over the dark fields that night behind Mercy and her army. The three armies clash upon the barren wastes like waves in a maelstrom, a mighty storm swirling over their heads, a manifestation of the powerful energies emanating from below. In the midst of the fighting, a second Amarthian army marches forth from Ithalas led by the mighty Mear Reyes. Reyes towers above the waste, his power manifesting itself in his body. His mighty poleaxe sweeps forth, and men and elves fall before him. As the battle rages on, Edvin and Herya'roheren appear from the north astride a tamed Endbringer. Sam and Eno fight back to back against Mercy and Qaspiel in the center of the field. Hera'roba walks the battlefield towards the center where the heroes fight. The maelstrom escalates, and great tornadoes descend down into the thin cold air of the battlefield. Naa'roleith dances through the chaos, laughing from the tops of the spires. The shrieking laugh of Naa'roleith echoed throughout the canyons and spires and mountains of Amarth, and drive the weak mad, their minds deteriorating, spiraling into insanity. The darkness of the night disguises the soldiers, and allies kill allies as much as enemies kill enemies. Samith and Enoch raised their cries in opposition to Naa'roleith's laughter, and their voices fought like swords in the night. The might and glory of Sam and Eno staved the madness from them and the men around them as they warred. Enoch rent Mercy's mighty flail, however she drove a dagger into his side. As he bled, Enoch drove his spear into Mercy's heart, and the vampire fell. Samith was shot thrice by Qaspiel's elven arrows before his bow was sundered. Qaspiel fell then, pierced by Samith's sword. Then, through the fires of the battle, Reyes himself came upon Sam and Eno. His poleaxe swung first and fractured Eno's spear, next it swung and shattered Samith's shield. They danced then on the field a deadly dance of kings. With a hundred gashes Reyes fell then, to the dance of the King Pair. The Endbringer was brought low, and Edvin walked the ruined wastes with Herya'roheren. The King Pair lay back to back on the body-strewn fields, and they looked up at the sky. The clouds had cleared and in their absence shone the beauty of the night. The King Pair felt the kiss of Hera'roba then, and they closed their eyes. For a moment, all was silent and peaceful.

Naa'roleith's laughs still echo through Amarth, and those who reside there take to madness.

Ithalas is razed once again.

5,100 Years BSL-- In Dagor Naurliste, Turur's undead armies and Mithrin's corrupt forces invade Federal Brund. They are met with a host of Liste'Quessir, however, as they fall upon the desert elves, a mighty army of Annun'Quessir joins the fight from the Sunset Isles. Led by the Annun'Quessir prince Astaelee and his sister Melilya, the Annun'Quessir bring hope to the Liste'Quessir. Astaelee, astride on Uuranor, and Melilya, astride on Isilme, shine as stars in the sand. Uuranor's breath scorches the desert, creating the vast Glass Fields of Brund. Despite the reinforcements, the great hosts of Turur and Mithrin began to overwhelm the Liste'Quessir. As the undead host of Turur and the corrupt armies of Mithrin draw close to victory, Hera'rocoia come from Winterfall, an angel in the dark, sets forth an army of winged angels from the clouds, summoned from Heaven. The angels beat back the undead foes, however Mithrin rises above all in his slaughter. His sword drinks the pure blood and becomes ever more powerful in its hatred. Angelkiller, it is named by the Liste'Quessir, many of whom were felled by the blade. It was the sight of Melilya's beauty by Mithrin as she stood in front of him, however, that was said to change the dark elf's heart. He broke free of the Necromancer's corruption and turned against Turur. Angelkiller, infuriated by Mithrin's betrayal, slew him on the fields of glass. Turur took up the damned blade and drove it into Melilya's heart, slaying her. Astaelee, distraught at his sister's death, recklessly charged Turur. The lich turned into the charge, and Angelkiller took another life. Hera'rocoia descends as a great archangel upon the field of battle and is named Aina'lina, for as he falls upon the forces of evil a great melody is sung from the waves of angels. Aina'lina and his angels rout the armies of Turur, and Turur himself is destroyed in the holy energy of Aina'lina. Angelkiller, however, survived the battle and went back with the invaders to Rixes. The great dragon Uuranor followed the retreating undead back to Rixes, and razed the city with his flames, destroying the undead scourge and the city.

Amid the spires of the glass field, the hidden city of Heletal is founded by Hera'roilyasinta. He founds the city as a place of refuge for those seeking to escape from the known world.

Sunset'ai humans in Wysteria are led by Naa'roleith in rebellion against the Sunset Federation. They form the Talaali free holds.

-The city of Arcum is founded north of the ruins of Otoris.

5,099 Years BSL—King Julian II Telivant is crowned in Iant.

Edvin the Beastheart, renamed Edvin the Valiant, and Haile, named Haile the Honorable, are crowned the King Pair of the IAC.

The vampire empire in Amarth collapses in its entirety.

Dahlia Jember of Cimusica is crowned Princess Dahlia I of Cimusica and Sundo'kirma. She creates the Principality of Cimusica on the Ranqui peninsula and over Sundo’kirma. Sundo’kirma becomes commonly known as Jembai.

The Sundon Empire lives on in Telmello'kirma under King Jael I, however it now goes by the name of the Theassian Empire. The capital is Tabris. Telmello’kirma becomes commonly known as Theas.

The Sunset Federation's alliance with the IAC ends.

Ultear emerges as the dominant power of Northern Ilia, as both Otoris and Rixes have fallen.

5,020 Years BSL-- Camia of Wintershine, Toren of Eastgate, and Claus of Stonecross each come to power in their respective free holds around this time. They each secretly plot against the hold of Duke.

5,014 Years BSL-- Camia, Toren, and Claus create an alliance, and begin to war with Duke. Toren marches from the east into the north, besieging Verdun. He is given the name Toren Snowbane. Camia of Wintershine leads a conquest south and lays siege to the castle Wyre.

5,013 Years BSL-- Camia, Claus, and Toren Snowbane meet their hosts outside of Duke City. The Snowbane's army and the army of Camia storm the city, however Claus of Stonecross betrays his allies and attacks them. The city falls, however Gwyn I Duke and her remaining forces are taken by Claus to Stonecross. Claus is named the Frosthaven by Camia and Toren Snowbane. The Dawnspear goes with Gwyn.

5,012-5,004 BSL-- Camia and Toren Snowbane chase Claus the Frosthaven to Stonecross, and the great armies clash once again in the hills outside the city. Gwyn led her force into the fray with the Dawnspear raised, and the weapon shone with a great banishing light. Then, Herya'roheren returned to Numendor and stood beside Gwyn. The trio of Herya'roheren, Gwyn, and Claus the Frosthaven withstood the waves of Camia and Toren Snowbane. The siege of Stonecross lasted eight years before Camia and Toren Snowbane were killed in a great surge from Stonecross. Claus survives, and continues to rule Stonecross while Wintershine and Eastgate are ruled by the families of Camia and Toren. Duke City is governed by Gwyn once again.

* The city of Pike is founded over the ashes of Rixes, and Erich I is crowned king of Pike, and is the first of the Hundred Kings.

**The Last Age of Old and the Life of Vanya Tarimel**

The state of the world:

Wysteria-- The vampire empire in Amarth has crumbled, and the land is plagued by the laughter of Naa'roleith. Telmello'kirma, now known as Theas, is the site of the new Sundon Empire. Sundo'kirma, now known as Jembai, and Cimusica are part of the Principality of Cimusica under Princess Dahlia I. Eastron Wysteria is home to several states—Aamir, the King's Imperium, and Wintercown—all of which are united under the Imperial Aamirian Confederation. The IAC is allied with the Sunset Federation of Annuntol. The Talaali free holds formed south of Aamir.

Annuntol-- The Sunset'ai and Annun'Quessir form the Sunset Federation. The Federation has lost control of its lands in Wysteria, however continues to hold Brund.

Ilia-- North of the Walls of Brund, Ilia's power is held by Ultear. In Southron Ilia, Nenril holds the greatest power. The Plains of Moe are once again ruled by the Lad'cathwaith, and Iant is the largest human power in the south.

Winterfall-- Summerzel is home to the Lai'Quessir, while the Winterfall itself is of the Denedain. The free holds of Lostondor are hubs of the slave trade, giving the bay there the name Slaver's Gulf. The mainland is split into free holds, the most prominent being Duke City, Stonecross, Eastgate, and Wintershine.

5,000 Years BSL-- Isilme and Uuranor, both ruined by despair from their lost partners, die from grief in Annuntol. As they die, both let out their mighty breaths once more into the sky. From the breath of Uuranor come the first chromatic dragons. From the breath of Isilme come the first metallic dragons. This event is known as the Nosta'uruloki (Birth of Dragons). Hera'rocoia visits the two great dragons and turns their bodies into two trees—one of gold from Uuranor and one of silver from Isilme. The two trees are the holiest spot in Annuntol, and are the site of many temples and memorials. Annuntol is known now, in common, as the Land of the Trees.

As the dragons die, Vanya is born. Vanya was born under the light of the new trees in Annuntol, and grew to be the most beautiful of all beings. She, however, was born poor and ferried gondolas for her family. Despite her poverty, she lived in bliss. One night she ferried a man with white hair and golden eyes, dressed in a red cloak-- Hera'roba. While he had come to take her soul when she was to die that night, murdured, he was enraptured. When the killer came, it was Hera'roba that slew the man and saved Vanya. She called him Fairfox, a name with no meaning in her language. But as he had defied Law, Hera'roba new she must die. Without her death, destiny would change. Hera'roba was distressed, and in his anguish he killed her that night. Hera'roba, however, wanted to grace the world with her presence forevermore. To do this, he halted death in Vanya, and she would never die, only be born anew. Each life, however, her eyes changed color—a reflection of her unnatural essence.

The Eastern Alliance of Ilia has fallen apart, back into the tens of free holds that held the continent previous to the Alliance's conquests.

The Sunset Federation falls apart with the deaths of Uuranor and Isilme. The Sunset Isles break into numerous free city states.

Vanya, set on finding Fairfox once again, decides to travel. She travels first to Wysteria from The Land of the Trees, landing in Aamir. She journeys long in the desert sands, and learned much from the libraries of Ecros and from a mighty desert sphinx—a witness to the lost empires before. She becomes a known wanderer of the south, and meets with the nobles of Mesia Shana, holders of the ancient fey blood. Her wanderings bring her tales of mysterious white haired figures, allusions of her quarry. She travels north into the Imperial lands, and learns the story of the teacher of Samith and Enoch. The identity of the teacher, however, is known only by the King Pair. Determined to get this knowledge, Vanya spends many years in the Imperium and eventually becomes a very close friend to the Imperial King Sorath. When Aamirian King Jaos II, named Jaos the Betrayer, killed Sorath to take the throne for himself, Vanya took up Sorath's sword and dueled with Jaos. Neither was killed in this fight, and Jaos escaped back to Aamir. The IAC breaks apart in this fray, and the Imperium warred with Aamir. Helmer joins with Aamir and assaults the Imperium from the north. Vanya leads the Imperium as Vanya Tarimel. The worthiest fighters and warriors in the Imperium served under her as the Taritir, the Queen's Guard. As the war surged on, the Imperium lost more and more land. The Aamirian and Winter armies closed in on King's Mark, and Vanya Tarimel worked together with her common folk to set up a decoy, allowing her and her knights to escape the fortress-city to come back another day. The opposing armies took the city without bloodshed, finding Tarimel and the Taritir gone. Vanya and her Taritir became legendary, the knights fighting for justice throughout the collapsed Imperium. The captured Imperium was named the Half Lands by the two warring nations. Vanya herself gains many battle scars in the raiding. Vanya took leave of all but one of her Taritir, leaving to Ilia in search of an army to regain her country. Just as her ship was leaving, however, she was caught by a white haired stranger, Elea'roilmani, Knowledge. He tells her of a prophesy, but before she can say anything except “Fairfox?” he pushes her onto the boat and she is sailed away. She lands in the south of Rhunendor, and travels first to Nenril. Queen Fanyetari was queen at the time, and welcomed Vanya into the city. The eastern elves hearkened not to Vanya's cause at first. Vanya, however, proved herself against the wild beasts of the land. She had seen visions of the fragments of the Architect's power. She had a fleeting vision of the one who created her trials: Naa'roleith, Chaos. He only smiled at her, and this vision only served to heighten her mystery. She then traveled to the elves of Winterfall, but found them in disarray due to their war with Lostondor. She instead found hope in the Denedain on the mainland. Vanya restored the glory of the Wall in the North, and recovered the Dawnspear from the north, lost during the Great Wars that ravaged the holds. The house Duke and house Stonecross rallied to her cause. In Winterfall she met Hera'rocoia, Good, however he was disguised. She learned from him the legend of the Parmasinta, as he knew she could use its power. She also learned from him the ways of many good magics. She took his knowledge to mind, however she did not seek the Parmasinta. She traveled back to Wysteria, completing a circuit of the world and seeing that Cimusica and the Sundon Empire had both joined the war, with Sundon allied with Helmer and Cimusica allied with Aamir. Vanya returned in a storm, with the armies of Winterfall and Ilia behind her. A great war ensued, lasting hundreds of years. At its end, Jaos lay dead and the Half Lands were liberated. Vanya left her Taritir in control of the newly formed consulate, most commonly called the Queen's Land. The war, however, planted the seeds of corruption in Wysteria, and some took to the crumbled lands of Amarth, and birthed a new empire from the ashes of the ancients. Vanya travels in search of the Parmasinta for many years before coming upon the Eye of Ehlu. She manages to enter the eye, and walks through its glory for many hundreds of years. She talks with the Wanderers, and even meets Hera'rontan. She sees him and names him Fairfox, and he takes a liking to her. He explains to her his brothers, and she laughs and cries and smiles, and says to Hera'rontan that she must leave now, to find her destiny. She had fulfilled another part of the prophesy. Hera'rontan created for her a beautiful ship, and she sailed forth unto Winterfall and delved deep in the Morinuin seeking the Parmasinta. She found her goal, in the center of Naa'yamen. She opened the book and gained un-imagined knowledge and power. She knew to use this power only for good, however. By the time she found the book, Kaavus Yalerauko, the Demon Summoner, had become High King of Rondaval, the new empire in Amarth. Kaavus began to spread his influence across the continents, and corrupted the Sundon Empire. He began summoning many demons and devils that he would use in the upcoming war. The Last Age of Old came to a close, and the Great War began. Rondaval and Sundon invaded Cimusica and Helmer. The defenders were quickly surprised and overrun by the great armies of demons and fiends. The Queen's Consulate began fighting against the demons of the north. Their allies from Ilia landed armies on the coasts, however before long the Ilian holds were busy defending themselves. Kaavus' armies exploded across the continents, invading Summerzel, Ilia, Aamir, and the Land of the Trees. The world descended into chaos, and all nations began to battle each other in the weaknesses. Samurais from Jaensai invaded Arear, slaves revolted in Lostondor, ancient Keveshkek moved south into Winterfall, Drow elves invaded the surface. Each army was led by a great Demon King, each more terrible than the last. Great dragons fought for the Tree Lords of the Sunset Isles, however many were corrupted to the side of Kaavus, the most notable being his general Lyth, the King of Despair, and Ryluth the Hungry. Vanya appeared again on the bow of her flying ship, a jewel in the sky. She rallied those who could hear her glorious song, and pushed back against the armies. Her song broke the bonds of Hera'rocoia, who had been imprisoned by Kaavus. Her song made heroes of peasants, and brought demons to their knees. The war still raged, however, and the forces of Kaavus were spreading. Then the storm parted and Law came down with a great host upon all the continents. The world had fallen too far, and gotten off the path of destiny. He was there to stabilize it, and to do so, he must cleanse it. Law's armies were of mythical spartan fighters, perfect warriors created by Hera'rontan. Law came down upon the lands like a burning sun, killing many and destroying much. Vanya approached him, however, and the sight of her brought Law to a halt. He saw her as an error in destiny, but he could not bring himself to destroy her. She had the power of the Parmasinta, and he saw in her much good. He spared her, and ended his conquest. He was named Saigon in his conquest, however he was seen nevermore. Law returned to his residing in peace. Vanya used her power to end the last battles and bring the world back to stability. After she brought the war to an end and brought a new spring to the world, she disappeared. No one knows what happened to the great queen. Vanya left to wander the world, and eventually came to the Eye of Ehlu once again.

4,500 Years BSL-- Jaos II comes to power.

-Dragons have spread across the world. They proliferate, and the bloodlines break into drakes and other draconic beings.

3,284 Years BSL-- Jaos II kills Sorath, igniting war.

3,280 Years BSL-- Vanya returns to Wysteria in force to regain the Half Lands. The First Great War is the first recorded use of steel weaponry.

2,602 Years BSL-- The First Great War ends with the destruction of the great cities of Mesia Shana and Ecros.

2,100 Years BSL-- Vanya discovers the Eye of Ehlu.

-Zeena and Ismael are founded on the coasts of Ali’s Tears.

900 Years BSL-- Vanya meets with Hera'rontan, and moves her search for the Parmasinta to Winterfall.

970 Years BSL-- Vanya finds the Parmasinta.

967 Years BSL-- Kaavus Yalerauko summons the first Demon King in Rondaval.

600 Years BSL-- Kaavus begins the Second Great War.

-The Utari of the isle Uzai militarize under the genius Gahealon Nohrios. They are some of the only ones to withstand Kaavus’s invasions.

300 Years BSL-- Vanya joins the Second Great War.

0 Years BSL-- Saigon lands upon all continents.

**Saigon's Conquest, The Burned Times**

Saigon's conquest takes place in its own block of time measured by OC, Of Conquest. The conquest killed many people, and many of the ones not killed wiped the experience from their memory. Hundreds of years later, these years are known to scholars as the Burned Times, as there are no records of these years.

0-2 OC-- The conquest takes place.

3 OC-- Early in the third year, Vanya stops Law's conquest.

**The First New Age**

The world must birth anew from the destruction of the Second Great War. This time is measured by AC, After Conquest.

Ilia:

In the destruction following the Second Great War, Ilia lies in shambles. The great kingdoms of old are destroyed, their peoples scattered.

0-100 AC—Ilia is held by small tribes of people banding together, eventually forming villages in the ruins of the old empires.

104 AC-- Adelar I declares himself the King in a rebuilt Pike, and begins positive relations with surrounding free holds and tribes.

111 AC-- Aurica I, a long decendent of the Nero line, comes to power in a rebuilt Arcum

200 AC-- Erresea is established as a kingdom under Nenim I. Its capital city is Nenril.

210 AC-- Urus Leir, Urus the Right, founds the kingdom of Leir in the plains of northern Ilia.

226 AC-- Hevec is formed by Reinhard I, named King Reinhard the All Sire. The kingdom does not expand past the Pelori mountains.

246 AC-- King Hanrod I becomes king of Hevec. He expands the kingdom to cover the Riverlands.

540 AC-- Etrun is formed by Grosh the Bloody.

252 AC-- King Simion forms Anor in the north.

255-400 AC-- Hevec and Leir war back and forth, Hevec slowly losing ground. The wars are started by King Turur I, not to be mistaken with his ancient namesake. King Turur did, however, still have the accursed blade of Mithrin.

421 AC-- Leir now spans from the Walls of Brund to the coast of the north.

433 AC—Leir conquers Hevec, and stands as the largest empire in Ilia. The tiefling emperors do not look to expand further.

485 AC-- Albos is formed around Iant in the south under Queen Cornelia I.

-Ordos is founded on the ashes of Uldys.

499 AC-- The Grey City is founded in the crater of the Elenlanta. It quickly becomes a trade hub, as it bypasses the Walls of Brund. It is ruled by High Duchess Thenes I.

513 AC-- The Plains of Moe are ruled by a joint pact between a Tel'Quessir, Luthion, and a Lad'cathwaith, Leiko.

586 AC-- Veragost is built in the Riverrun, followed shortly by the Pyre.

630 AC-- Jaton is formed by the kings Reinis I and August I, his brother.

700-730 AC-- Anor invades Leir, taking land down to the northmost mountains of the Pelori range. They create the fortress Menefost.

738 AC—Pike is sacked by the Anorians, and in a powerful sweep, Ultear follows.

742 AC—In the aftermath of Leir’s fall, the people of Pike rebel. A King is declared—Turur II--, and the city separates itself as Tirion. It violently expands.

748-753 AC-- Erresea invades through the Sea of Brund into Tirion in the First Tir-Erresean War. The fortress of Ultear—taken as a subject to Tirion—withstands the brunt of the invasion, and the elves do not gain any land.

760-900 AC-- Ten more Tir-Erresean wars occur, with varying results. During this time, the Necromancer resurfaces and turns the first seven kings of Tirion/Hevec into liches.

920 AC-- Stah I, Stah the Pacifist, comes to power in Ordos and founds the kingdom of Brund. He builds the Sword and Shield of Stah, preventing any more Tir-Erresean wars.

1000 AC-- Hera'rontan begins experimenting, trying to not create an entirely new creature, but turn one into another. His experiments with elves fail, however he succeeds with his human experiments. They turn into Elan—immortal humans with slight psioinic power. Hera'rontan found that he could manipulate Elans significantly and give them many diverse powers.

Romendor:

59 AC—Comets cover the sky for three months: the Glorious Rebirth in the ruins of Cimusica brings about a surge of faith and the creation of Irosh, with its capital at Anaphi.

Wysteria:

5 AC—Adane of the royal line of Aamir comes to power as High King of Aamir, holding all lands south of the Gate.

-After Saigon’s Conquest, something stirred in Amarth—not of Kaavus or even Reyes before him. Something much worse. The laughter of Naa’roleith seeped into the air, into sky, into the very stars that look down upon the land. It seeped into the darkness of the desolation, and it became alive. The darkness stirred and lived, and it awoke the dead. The endless dead that Amarth had claimed began to open their eyes.

15 AC—The Taritir reform the Queen’s Consulate, known simply as the Consulate, in King’s Mark. This establishes King’s Mark as the seat of power for the next millennium in Central Wysteria, and brings people to it. It becomes a true city. The Consul’s family flies the three vertical swords of the Taritir.

37 AC—The Kingdom of Wintercrown is formed in the north by Erhard I in the ruins of Helmer. He begins the reconstruction of the Jotungard fortresses. Alestrom is built. The kings of Wintercrown are known as the Kings of Winter.

52 AC—Consul Othellion I of the Consulate dies, his reign marked by the Consulate’s expansion from Badri’s Gate to Coulin in the north (with the exception of the Black Keep, held by the Iron Men from the north). He created the fortresses of High Water and Windkeep. He is succeeded by Gerolf I, his son.

53 AC—Gerolf I declares war on Aamir, and Adane begins the construction of Kaido and Kusta Mets.

57 AC—Orcs attack Wintercrown from the north. They are pushed away, however, by the Jotungard.

58 AC—Gerolf I wins a legendary victory at Badri’s Gate and moves to siege Zeena. He orders the construction of Norhall as a fall back.

59 AC—One year into the siege of Zeena, comets streak across the sky for three months straight. This is seen as a heavenly sign by many, and Gerolf’s child Cornelia is born.

65 AC—The siege of Zeena is finally broken when the Aamirian hero Baan the Swift slew Gerolf I on the field of combat.

66 AC—Cornelia is crowned in King’s Mark, and makes peace with Aamir. Cornelia brings peace to the Consulate, and begins the construction of the great aqueduct system bringing water from the Riverlands to the Rift and across the Uriel River valley.

-Many people begin to form larger towns in the Riverlands, and the places watered by the aqueducts.

82 AC—Annungildor, High King of the Sunset Isles, mounts a three pronged invasion of Wysteria. One force on the northern coasts above the Wildwoods, one on the Reach, another in Aamir. With them, the elves bring powerful dragons—one great dragon for each of the invasion sites. Their banners fly the ancient golden dragon of the Sunset Isles wrapped around a golden tree on a field of green.

* The Sunset’ai begin the construction of Blaisa, Mansoor, and Northwatch, as well as the line of watchtowers at the base of the Reach.
* The Consulate begins the construction of the great fortress belltower at Whitetower.
* Baan the Swift wins a great victory in the straights of Ali’s Tears, keeping the invaders at bay while the watchtower of Ave Kass is created.

83 AC—Newly crowned King Torfinn of Wintercrown bends knee to the invaders. The Sunset’ai begin to march down from the north.

88 AC—Mansoor is completed, prompting heavy assaults on Ismael and Zeena. Baan the Swift is killed in the siege of Ismael by the elf general Herion.

* The belltower at Whitetower is complete.

89 AC—Blaisa is complete, and the Sunset’ai attack Whitetower led by the fiery elf commander Rivalve, a dragon rider. The great bells ring, and a host of dwarves come from Selegost. The attackers are pushed away with heavy losses, however Rivalve survives.

-The fortress of Kaido is destroyed by Herion’s dragon.

90 AC—The Sunset’ai attack the Consulate simultaneously from the north and from Blaisa. Rivalve captures Whitetower, and Ophiel’s Reach is laid to siege after High Water is captured. The white stones of Whitetower are charred black by dragon fire, but the name still holds.

* Ismael falls to Herion’s siege.

91 AC—Rejar Beastbringer leads a revolt in the north and slays Torfinn. Rejar proclaims himself King of Wintercrown, and begins a resistance against the Sunset’ai invaders. He besieges Northwatch, and leads an inside coup at the Black Keep, taking it. He begins the construction of the Wall of Kharcaras in the pass south of the Wildwoods.

96 AC—Iris of the Mark, a peasant girl, infiltrates Ophiel’s Reach and leads a counterattack that breaks the siege.

* Cornelia makes an alliance with Wintercrown, and instates Iris of the Mark as the commander of the army at Ophiel’s Reach.

97 AC—Rejar expels the Sunset’ai from the north by killing the general Leithedir.

* Iris lays siege to Whitetower.

98 AC—Prince Hale of Aamir breaks the siege at Zeena and mounts a counter attack against Mansoor.

99 AC—Mansoor is taken by the Aamirians. Those remaining of Prince Hale’s army are attacked by General Herion, the dragon rider of the southern attack, outside the fortress after the destruction of the watchtower of Ave Kass. The battle ends with Herion’s dragon slain, as Hale retreats into the fortress.

100 AC—A great storm strikes Mansoor and destroys General Herion’s main force. At sunrise on the next day, Prince Hale led his army out and attacked the weakened Sunset’ai. Herion was slain by five of Hale’s arrows to the chest.

* Iris of the Mark meets Herya’roheren outside Whitetower, and with his help the siege is broken. Iris takes the fortress and moves to attack Blaisa. The combined armies of Rejar Beastbringer and Iris of the Mark meet the remaining Sunset’ai at Blaisa. The conquerors are ousted, and Rivalve and Annungildor are executed. Iris falls gravely ill, and dies on her way back to King’s Mark at Whitetower.

115 AC—Riverdeep is founded in the Riverlands.

-The Wall of Kharcaras is complete.

195 AC—Revolutionaries rise in the south of Aamir, calling themselves the Talaali. They quickly gain support, and before long Aamir descends into a civil war.

-The Prince of Aamir, son of Hale, Niilo, creates the fortress of Sharaaf.

207 AC—The Aamirian civil war ends with the creation of the Talaali tribes and free lands south of Aamir. The Watchertower of Ave Kass is rebuilt in glorious splendor.

243 AC—Merenion I is crowned in King’s Mark as the thirteenth King of the Consulate.

245 AC—Merenion I’s policies cause riots and revolutionary thoughts, inspired by the Talaali to the south.

247 AC—Prince Niilo of Aamir pushes Aamir in the direction of passivity, peace, and acceptance.

251 AC—Merenion I goes to war with Wintercrown, and begins the construction of Rosewell.

-The largest Talaali free tribe settles down and forms Sahaladar.

259 AC—The people of the Maw raise in rebellion. Many sail to the Broken Isles or group together on the far points of the Maw. Coulin and Bayfair are founded, and Gatterlen Hall begins construction. Merenion I retaliates with military force, however, attacks from the Black Keep keep him busy.

260 AC—Bayfair and Coulin join under the Pact of Free Cities. They ally with Wintercrown, and complete the construction of Rosewell.

267 AC—Merenion I is slain by his leading military general in a coup, and the Consulate dissolves into free holds. Bayfair claims Whitetower.

334 AC—Balling is founded, and it joins the Pact of Free Cities.

-Mahiir is founded.

-Beydoun is carved from the mountains north of Sahaladar.

379 AC—The Jotungard is attacked by a great host of giants from the north. The giants, corrupted by the laughter in Amarth, are crazed and evil. They destroy many of the fortresses along the coast of Wintercrown, however they are pushed back into the north.

-The Caixidor house, lords of Balling, create Fangador.

485 AC—The Pact of Free Cities dissolves.

-Mahiir brings great wealth to Aamir. Some Talaali freetribes join and dedicate themselves to the city and to the seas as merchants. The city is a mingling of cultures, and becomes prosperous.

573 AC—Langen is founded by House Liabella, and soon after, Direwood is created.

592 AC—Wyre is built by the first Bog King.

679 AC—The Aerie is built by the Owl King.

-Audnos Virro is born.

380-722 AC—Many of the cities and fortresses of Wysteria are created by the various freeholds of the continent.

-Orinas Virro is born in 700

-Rene of Aamir is born in 701.

-Elion Virro is born in 703

-Gamir Virro is born in 704

-Dasia Virro is born in 709

-Ranon Mar is born in 722 in Coulin.

-Joyelle Virro, only daughter to Elion Virro, is born in 722.

723 AC—Elion Virro, Elion the Uniter brings together many of the free cities into the kingdom of Westring. He reigns as King Elion I. The kingdom is formed with the Pact under the Gods, stating that the houses great and small of the land will band together under one king against their enemies. Elion had a sister, two brothers, two sons, and a daughter to continue his line. As part of the Pact under the Gods, many of his relatives received partial or whole control over some castles or fortresses. For his standard he chose to connect the major houses once free into a white chimera on a black field crowned in gold.

-Elion Virro marries Coria Wynfarin.

-Goswin II is born in the Black Keep.

-Marcus Virro, son of Orinas, is born in Wyre.

724 AC—Havelis Virro is born to Elion the Uniter.

-Iselsala Virro is born, eldest daughter to Gamir Virro.

725 AC—Corrym Virro is born to Elion the Uniter.

-Princess Neseret of Aamir ushers in a golden age of infrastructural expansion and progression. She reforms the political system, creating a sort of beaurocratic system of hierarchical offices and departments.

727 AC—Toros Virro is born to Gamir Virro.

-Esseris Liabella is born to Wythorn Liabella and Dasia Virro, before they marry. She is born of a lasting affair.

729 AC—Dasia Virro marries Wythorn Liabella.

731 AC—Perthorn Sparre, a noble of Bayfair, is born.

-Jerrath Virro is born to Gamir Virro.

732 AC—Gawin Liabella is born.

-Gillian Blackstrom is born.

-Felir Fyste is born to Daris Fyste in Norhall.

735 AC—Merreth Liabella is born.

737 AC—When Elion attempted to give his younger brother, Gamir Virro, the seat of Fangador, the former lord, Lancewen Caixidor (Caidor)—head of the Caixidor house, holders of Fangador since its creation—slew Gamir Virro and his wife and children, hanging them from the black tree above the godspool in Fangador’s garden. This tree is known thereafter as the Kingsman’s Tree, as it is the site of hundreds of hangings in the coming years. This action incites violence at Fangador, and causes the actions in the coming years. The Caixidor banner flies an ermine crow on a silver field.

738 AC—Balling, Bayfair, and Coulin unite under the Ghillican Confederation around the Maw, breaking away from Westring. It is named for the lord who wrote the treaty, Cillin Ghille of Coulin.

-Folke Rinn is born in Kells.

739 AC—Westring wars with the Ghillican Confederation in a civil war. To Westrins, the war is known as the Pactbreaker War. To the Ghillicans, it is the Godskeeper War.

-Princess Neseret of Aamir is killed, and her brother, Prince Kassa, is crowned as the ruler of the Elder Council.

740 AC—The Ghillican Confederation wars with Wintercrown at the Black Keep over lands in that area.

742 AC—Roman Mar, eldest son of Ranon, is born.

743 AC—Cristaor Virro, firstborn son of Havelis Virro is born in King’s Mark.

744 AC—The Ghillicans suffer a horrible defeat at the Black Keep which leaves the majority of their fleet crippled.

-Havelis and Corrym Virro lead armies to war. They lead armies against the Caixidor at Fangador.

745 AC—Orcs out of Balogog in Amarth raid the western coasts of Wintercrown and Westring.

-Terrynn Virro, firstborn son of Marcus Virro, is born at Wyre.

746 AC—Edric I is born to Goswin II in Kells.

747 AC—The Balogogi capture Riverlock and the river fortress High Water in a legendary victory.

-The Ghillicans, led by Ranon Mar, son of Lord Termeron Mar of Rosewell, succeed in taking the Black Keep as the northmen are distracted by the Balogogi, however in their distraction raiders from Gatterlen Hall trap their army there.

-Corrym Virro leaves the siege of Fangador to deal with the Balogogi orcs in Riverlock.

748 AC—Ranon Mar’s bastard daughter, Truen Winters, is born in the Black Keep.

-Garrel Rill, bastard son of Corrym Virro is born in the Riverlands.

-Wihnd Caixidor and Rune Caixidor, the twin sons of Lancewen lead small guerilla forces to ambush Havelis Virro’s men. The Westrins are massacred, and Havelis is captured.

749 AC—Westring under Elion the Uniter declares war on Aamir for lands just north of the Neck. His brother, Orinas Virro, oversees the campaign along with the lord of Norhall, 42, Daris Fyste.

-Ranon Mar breaks the siege of the Black Keep by the Blackstroms of Gatterlen Hall, however he is beset upon by northmen.

750 AC—Ranon Mar defeats the northern army in a second great victory. He leaves a small garrison and moves south into the Uriel river valley. Lord Termeron Mar dies, leaving Rosewell to Ranon Mar. Because he is away fighting, the acting lord is Ranon’s son, Roman.

-The hall at Tessenhall is built by Beravor Tessen, who proclaims himself the lord of Tessenhall.

-Prince Kassa’s administration is marked by corruption. The heads of departments are greedy and conniving, and with them Kassa plots for more power.

751 AC—Savage men of the Riverlands join with the orcish invaders and rise up in that area of Westring. Corrym Virro’s retreats to King’s Mark to replenish his forces and supplies.

-A great famine strikes the grasslands of the Uriel river valley after Ghillican forces under Ranon Mar burn crops. The distressed farmers turn to their lord Beravor to aid them. He shelters them around Tessenhall, and many choose to remain there. Tessenhall town begins to grow.

752 AC--Corrym abandons the Riverlands to the orcs and moves to the Uriel valley and towards Fangador. He chases down and battles Ranon Mar on multiple occasions, however the Ghillican Lord of Rosewell continuously eludes him.

-Daris Fyste of Norhall takes his forces from the siege of Badri’s Gate to aid Corrym in his chase of Ranon Mar. Daris’ son, Felir, joins him.

753 AC—Merreth Liabella, a young knight of 18, scores a legendary victory at Whitetower, taking the fortress for Westring while Ranon Mar, 31, is pillaging in the Uriel river valley. Liabella places his brother, Gawin Liabella, in the lord’s seat at Whitetower, keeping Lord Legend Reichen captive.

754 AC—Ranon Mar leaves his army under the command of his leading man while he visits his home in Rosewell. In Ranon Mar’s absence, Corrym Virro’s force attacks and flanks the Ghillican host alongside Daris Fyste’s host and defeats them. He captures the second in command, Lady Josefine Stromberg of Greydown Castle in the north.

755 AC—Cillin Mar is born.

-Elina Liabella is born to Gawin Liabella.

-Perthorn Sparre’s eldest son, Hendri, and his eldest daughter, Karin, is born.

-Havelis is returned in a prisoner exchange for Lady Josefine Stromberg and Lord Legend Reichen.

756 AC—Corrym, Havelis, and the Fystes gather their strength at Tessenhall. Lady Stromberg, Lord Reichen, and the Caixidor brothers do the same at Fangador.

757 AC—During an earthquake, the prophet Krithin foresees the death of Elion the Uniter and the fall of Ophiel’s Reach. Krithin stands as a subject of the Locked Goddess. The Locked Goddess gains followers in Westring.

-Brandon I Ebonwulf is born to Rolf Ebonwulf in Tessenhall.

-Jonathan Liabella is born to Gawin Liabella.

-Perthorn Sparre’s second son, Georg Sparre, is born.

-Ann Blackstrom is born in Gatterlen Hall.

-Corrym and Havelis Virro along with Daris and Felir Fyste meet in battle with Lady Josefine Stromberg, Lord Legend Reichen, and the Caixidor brothers. The plains of the Uriel Valley bleed, and Havelis and Daris are killed along with Josefine Stromberg and Wihnd Caixidor. Corrym and Felir are forced to retreat with his forces as the battle leans in the Ghillican’s favor. Ranon Mar resumes his command in the Uriel plains.

759 AC—Merreth Liabella’s son Landyr is born at Whitetower to Selele Liabella.

-The twins Stefan and Peter Blackstrom are born in Gatterlen Hall.

-Safrax Winters is born to Folke Rinn.

-Clayse Greymyre is born in Windkeep Cove.

760 AC—Elion’s grandson, Cristaor Virro,’s marriage takes place. Many of hosue Virro and Liabella are present. The wedding turns into a slaughter as the Ghillican armies of Rune Caixidor and Legend Reichen storm the city. They kill almost everyone, including Elion Virro and Corrym Virro, but they take Terrynn and Joyelle prisoner. Corrym dies defending Joyelle. Ophiel’s Reach is simultaneously besieged, and it falls quickly to the attackers. The commanding general for Westring’s forces on the Ghillican front, Merreth Liabella, retreats his armies and moves towards King’s Mark. Orinas Virro, commander on the Aamirian front and Elion’s brother, remains besieging Badri’s Gate.

761 AC—Early in the year Merreth Liabella and his army storm King’s Mark and kill Legend Reichen. He moves to besiege Ophiel’s Reach. The Ghillicans take the Aerie, placing Perthorn Sparre as the lord, and move north to Tessenhall. The lord of Tessenhall bends knee and winters the Ghillicans outside the city.

-Perthorn’s third son, Anders, is born in the Aerie.

762 AC—Orinas Virro abandons the siege of Badri’s Gate and moves north, attacking the Ghillicans at the bridge of Tessenhall. The Ghillicans, led by Ranon Mar, are defeated. Ranon Mar is taken captive. Orinas Virro places Rolf I Ebonwulf, the former master of arms in Tessenhall, to rule in Tessenhall in place of the lord who turned to the Ghillicans. Ebonwulf flies a ermire wolf on a field of crimson with an escutcheon of gold. Rolf I Ebonwulf takes strong control of the Uriel river valley, and forces the other minor lords to pledge their allegiance. Lord Gadaric Connor of Waterford, however, resists.

-Balogogi orcs sail south and cross the Spines of Winter. They take the Black Keep in

the dark of a moonless night from the Ghillicans. Truen Winters, now 14, escapes the massacre by the orcs. She travels north to Axewick. After killing some orc raiders along the way, she hears from them troubling news from the Endlands to the north. She stumbles into Axewick cold and tired, but hardened by the cold. She serves as a servant for the Lady Narin Frisk.

-Ranon’s son, the twenty-year-old Roman Mar, is given command of Ranon’s army in his place. The army retreats from Tessenhall to Fangador. Cillin Mar, 7, rules Rosewell in Ranon and Roman’s place. His castellan is Eamon Cinnehide.

-Casten Ebonwulf is born to Rolf Ebonwulf.

-Leiv Rinn is born to Folke Rinn.

763 AC—Great flooding in the Riverlands catches the orcs unawares, and destroys High Water, killing many of the orcs within.

-The Blackstroms out of Gatterlen Hall and other houses of sea raiders mount a large raid against Blaisa and take the fortress. House Warren is extinguished.

-Roman Mar marries

764 AC—Merreth Liabella retakes Ophiel’s Reach and liberates Elion’s daughter and Terrynn Virro. He kills Rune Caixidor and his forces.

-Goswin II, King of Wintercrown retakes the Black Keep, and he expands his lands into the Shadow Hills. They capture Riverlock from the orcs. Along his way to the Black Keep, Goswin stopped in Axewick. When he stopped, Truen became enchanted by the warrior’s lifestyle and snuck into their ranks. While Goswin stays at the Black Keep, Truen follows General Heimrad to the Riverlands. She fights well, and becomes recognized. She meets Edric I, heir to Wintercrown.

-Roman Mar leads his force from Fangador to take the Black Keep. He marches north, however the forces of Wintercrown, led by their king Goswin II, defeat the attackers. Roman is killed. Although he is only 9, Cillin Mar swears to kill Goswin II.

-Joel Ebonwulf is born to Rolf Ebonwulf in Tessenhall.

765 AC—Merreth Liabella puts Elion’s daughter, Joyelle, on the throne. He is given the title Merreth the Queenmaker. Orinas Virro backs the claim from Tessenhall. Queen Joyelle brings a peace between Westring and Aamir. As a reward for his heroics, Merreth Liabella is made lord of Ophiel’s Reach. He has an affair with Joyelle, his cousin. Terrynn Virro takes his position as Lord of Wyre. He marries Ystine Orilin.

-Truen Winters gives birth to Edric I’s bastard daughter, Mira Winters.

766 AC—Terrynn Virro’s eldest son, Almede, is born.

-Audnos Dale is born to Joyelle Virro and Merreth Liabella.

770 AC—Queen Joyelle sends Merreth Liabella into the Riverlands to quell any remaining orc raiders and savage rebels and to take back Riverlock.

-Edric I returns to Kells and marries.

-Garrel Rill’s eldest son Elion Rill is born.

771 AC—Merreth Liabella clears the lands up to Riverdeep, however as he was moving north towards Riverlock, northmen under Lord Heimrad attacked them in the river valleys. Liabella is taken captive by Truen Winters and most of his force is killed.

-A bountiful harvest in the Rift valley brings large movements of people from the famine-struck grasslands to the east.

-Anton is born in Kells, eldest son and heir to Edric I.

772 AC—Orinas Virro moves his army from Tessenhall north, around the top of the mountain range. He is joined by Garrel Rill, son of Corrym Virro. He takes Heimrad by surprise at Riverlock and wins a decisive victory. Heimrad and his remaining men are sent back to Wintercrown, and the Queenmaker is freed.

-Queen Joyelle signs peace with the Ghillican Confederation. Ranon Mar is returned and his command is restored.

-The large movement of people to the Rift lands exhausts the surplus harvests and brings

disease, which runs rampant through the valley.

-Leiv Rinn leaves Northwatch and heads west with dreams of making a difference in the world.

774 AC—Orinas Virro and Merreth the Queenmaker battle with northmen in the Shadow Hills.

-The Ghillicans turns their focus to the Blackstroms of Gatterlen Hall and other wavestriders of the Broken Isles. Ranon Mar leads a mighty attack on the fortress Blaisa, and the raiders are expelled. Gillian Blackstrom, head of the house, is slain. His young sons Stefan and Peter escape along with their sister, Ann Blackstrom. These three are known as the Blackwaves. Because the Broken Isles give equal power to women and men, Ann Blackstrom is named Lady of Gatterlen Hall and Queen of the Waves.

-Thea is born to Edric I in Kells. She is his eldest trueborn daughter.

775 AC—Orinas Virro is killed in a raid by Truen Winters during the war with Wintercrown. Merreth Liabella and the remaining forces of Westring retreat to Riverlock before Liabella moves his forces to the Rift. In reward for killing Orinas Virro, Truen is knighted, and she is allowed a true name. She chooses the name Truen Pine. She asks that she be given command of the Jotungard from Alestrom. Goswin gives her the fortresses, which, at this point, are run down from disuse.

-Revolts spread through the Rift area, as diseased peasants grow angry at their lords.

-Ranon Mar returns to his seat at Rosewell as the War in the North, called Mar’s War by smallfolk, escalates. His son, Cillin, is 20.

-Peter Blackstrom sails to the far easts and beyond in search of tools of revenge.

-Ann Blackstrom and Stefan Blackstrom begins treating with each of the sea lords of the Broken Isles, uniting them.

-Alaria Virro is born to Terrynn Virro.

-Leiv Rinn reaches Mazica and begins learning the ways of illusion magic.

777 AC—Northmen from the Black Keep led by the witch Naim of Mazica, Mazica being a large island just north of the Jotungard off of Amarth, attack and take Fangador under the cover of illusions.

-Ranon and Cillin Mar lead a host north to block the Wall of Kharcaras, preventing any attack from the north.

-Truen Pine founds the Freeguard in Alestrom. The Freeguard acts through Wintercrown but also beyond. Its purpose is the restoration of the Jotungard fortresses and the protection of the realm from beings of the North. The Freeguard swear their life in service, and they also swear celibacy. Truen mandated that the Freeguard could not be called upon to serve in any Wysterian war.

-Ravel is born to Edric I in Kells. He is Edric’s youngest child and his second son.

-Arfire Virro is born to Terrynn Virro.

778 AC—The lord of Coulin dies suddenly, and his son, now Lord Colm Ghille, takes his seat on the Ghillican Council. Ranon Mar leaves the siege and begins to investigate the death of the Lord Cillin Ghille.

-Rolf Ebonwulf dies, falling and tripping into the Uriel that he ruled. His son, Brandon Ebonwulf is crowned at 21.

779 AC—Ranon Mar attempts to confront Colm at the Ghillican Council to accuse him of his father’s murder, however his plan errs, and Mar is imprisoned. He is replaced as Lord of Rosewell by Eamon Cinnhide, an underling of Colm’s. Ranon’s wife is kept as a ward at Rosewell.

-Cillin Mar abandons the siege of the Wall of Kharcaras and moves to take Rosewell back.

-Casten Ebonwulf brings a force of Tessenmen to the Rift to aid Merreth Liabella.

780 AC—Cillin Mar takes Rosewell and executes Eamon Cinnehide. He breaks Rosewell, and in affect Coulin as well, away from the Ghillican Confederation. He leaves for Kells to treat with the northmen.

781 AC—Merreth Liabella, while trying to put down revolts in the Rift, faces famine and disease in his army. Many of his men desert and harry towns as outlaws. He baseborn son, Audnos Dale, joins him at the age of 15.

-Northmen from the Black Keep battle the remnants of Orinas Virro’s army at Riverlock. The castellan of Riverlock is slain and the fortress is taken.

-Julian Ebonwulf, eldest son of Brandon Ebonwulf, is born in Tessenhall.

-The fleet of the Broken Isles is united, and as their first action they attack and take the

old Windkeep. Lord Auster Greymyre is killed, but his son, Clayse Greymyre, 22, and his daughter Josey Greymyre, 15, escape. Ann Blackstrom is named the Lady of Windkeep. The Blackstroms begin to build up their forces and build ships for a greater endeavor.

-Cillin returns from Kells after negotiating a pact with Wintercrown. They agreed to a peace between the North and Rosewell. Late in the year, Cillin takes a ship and leaves for Gatterlen Hall. Nora Mar, wife of Ranon, is Lady of Rosewell. She is aided by her castellan, her sworn sword Simon Stromberg.

-Serafin Rinn is born to Leiv Rinn.

782 AC—Cillin’s ship is captured by Stefan Blackstrom. Cillin is taken to the dungeons of the Windkeep.

-Adrian Sparre, eldest son of Anders Sparre, is born.

783 AC—Ellis Ebonwulf, eldest son of Joel Ebonwulf, is born.

784 AC—An earthquake shakes Westring and the Ghillican Confederation, bringing many of the old watchtowers built by Annungildor of the Sunset Lands to ruin.

-The Grand Prison of Balling is damaged in the earthquake, and Ranon Mar, now 62, escapes imprisonment. A great bounty is put upon his head.

-Sam Ebonwulf, second son of Brandon Ebonwulf, is born. Ella Ebonwulf, eldest daughter of Brandon is also born.

-Gabriel, Anders Sparre’s second son, is born.

787 AC—Merreth Liabella is killed in the Six Silver Revolution, brought by the riots in the Rift. Many monuments in Langen are destroyed. Merreth’s son, Landyr, now 28, takes his seat at Ophiel’s Reach. Audnos Dale takes control of what is left of Merreth’s army and attempts to rally the outlaws and deserters.

-Connal Scurra, Lord of Blaisa under the Ghillicans, leads a force west to besiege Fangador. Clayse Greymyre of Winkeep joins him, hoping to get revenge on the Blackstroms. Clayse sends Josey Greymyre to the Aerie.

-Landyr rallies the remnants of his father’s force and gathers more of his own men. He

moves to Riverdeep with his cousin, Jonathan Liabella, and takes the city, holding it from the northmen in Riverlock. He leaves a castellan at Ophiel’s Reach, the knight Rickron Ravalee.

-Cillin Mar becomes friends with the Blackstroms at Windkeep and makes an alliance with them. He proves that his allegiance no longer lies with the Ghillicans, but with his family in Rosewell. He is freed, but is still a ward.

-Camilla Sparre, Anders Sparre’s eldest daughter, is born.

-Casten Ebonwulf betrays Merreth Liabella during the Six Silver Revolution. He orders his Tessenmen to attack the Westrin forces and the lords of Langen.

788 AC—Anders Sparre of the Aerie has an affair with Josey Greymyre, and she gives birth to his bastard son, Deonte Crag.

789 AC—A royal council is instated in the Talaali city of Sahaladar, and they declare war on Westring, raiding the dwarven fortresses and human towns of the Fenlands. The Talaali take Wyre, killing Terrynn and Ystine Virro and their eldest son Almede. They also push the dwarves out of the Rimehallows, essentially taking the Fenlands. Alaria and Arfire Virro escape to King’s Mark.

- The lords of Langen are slain in the revolts and are replaced by revolutionaries. The Rift fortress of Direwood is sacked and taken by revolutionaries as well. They break Langen and the Rift away from Westring. They name themselves the freehold of Langen, and are ruled by a council headed by Liliwyn Darieth, 25, a peasant woman turned revolutionary. She rules with Casten Ebonwulf, 27, but they do not marry. Audnos Dale continuously fights the revolutionaries, and even becomes more of an outlaw himself. He is known as the Shadow Lord of the Rift, disappearing and reappearing like a shadow—which, he does. He is aided by Leiv Rinn, returned from Mazica. The duo squander Langen’s rebels, single-handedly holding them in the Rift.

-Connal Scurra’s force pushes Naim of Mazica out of Fangador, however her northmen continue to linger in the forest. They set up as forest witches and mysterious warlocks. After a few years of harrying travelers and Ghillican soldiers, they become known as the Crowchilds. Scurra moves to attack Windkeep.

-Cillin Mar is made the captain of a ship, and he proves himself against Connal Scurra by raiding him by the rivers of the coast.

-Ann Blackstrom marries Cillin Mar, binding the families of Gatterlen Hall and Rosewell. Their son, Matthias Mar, is born.

790 AC—Scholars from Zeena and Locked Elder Krithin foresee great suffering in the years to come. The Scholars estimate severe weather patterns and use astral projections to tell of great catastrophes. Krithin sees a grand battle between the Locked Goddess and the evil god of the sky, ending in suffering for all.

-Lord Folke Rinn, 52, and his sons of Northwatch sneaks an army along the Wild Reaches and takes Rosewell in a night, the garrison being weak due to Ranon Mar’s imprisonment and Cillin’s absence. Nora Mar is taken captive in the dungeons. With the control of Rosewell, Rinn boasts control of Coulin as well. Colm Ghille despairs. While he had hopes of defeating the Mar boy, this new northern control would be too strong for him to break. The Ghillican Federation has grown too weak to oppose the power of the north. Ghille, while his city is lost to the northmen, retains his seat on the Ghillican council.

-Cillin Mar vows revenge on Folke Rinn.

-After a year of failed attacks on the Windkeep, Connal Scurra and his force arc over the north end of the Rift mountains to besiege Riverlock, still held by Wintercrown. With Scurra’s retreat, Ann Blackstrom and Cillin Mar plot to move on the Black Keep.

-With Coulin lost to Folke Rinn, Colm Ghille takes the lordship of Fangador, newly liberated by Connal Scurra.

-Twins Olivar and Liliyana Dale are born to Casten and Liliwyn.

791 AC—Comets streak across the sky, just as they did over seven hundred years before. Krithin takes this as a sign and show of the sky god’s arrogance and pride, and a declaration of war. These comets are a spectacular event, and the sky is streaked with them for a year.

-*Hammer-Nightal:* Comets streak the sky with colors.

*-Alturiak:*

-Ann Blackstrom and Cillin Mar sneak ships up rivers north of the Black Keep and launch a surprise attack on the citadel. After a terrible night of violence, Cillin Mar, 36, stands atop the keep’s highest tower holding the head of Goswin II. The Black Keep is taken. Cillin becomes known as the Black Butcher Mar, and Ann becomes known as Black Blade Ann. With Goswin II dead, Edric I, Goswin’s eldest son, becomes the King of Winter from the Wall of Kharcaras.

*-Ches:*

-The Talaali attack the Aamirian fortress of Ismad and take it. Later in this year the Talaali take their armies from the Fenlands and from Ismad and assault Badri’s Gate from the north and the south.

-*Tarsakh:*

- The Ghillicans send out a rag-tag force from Coulin led by the young Emer Daire of Bayfair. He attacks Rosewell, however in a tragic defeat his entire force is massacred by Folke Rinn, who surprised the attackers with a second force led by his bastard, Safrax Winters, 32. The young general Daire is killed.

-Connal Scurra and his force are ambushed in the swampy valleys of the Riverlands by northmen. General Scurra is killed, and much of his force as well. A great number, however, are taken captive, including Clayse Greymyre.

-*Mirtul:*

-Stefan Blackstrom assaults and retakes Blaisa in Scurra’s absence, killing Scurra’s family and massacring many others there, including the visiting Perthorn Sparre, Georg Sparre, Karin Scurra-Sparre, and Hendri Sparre. Sparre’s youngest son, Anders Sparre, 30, becomes Lord of the Aerie. The Scurra line lives on only through Connal’s young brother, Tilman Scurra, a squire at Fangador. Stefan is known as the Black Storm.

-Jaran Dale is born to Casten and Liliwyn.

-*Kythorn:*

-Brandon Ebonwulf, son of Rolf, Lord of Tessenhall, doubts the continuing strength of Westring. He breaks the Uriel riverlands away from the kingdom, declaring Tessenhall capital of the freehold of and claiming lands throughout the plains. He is known as the Freelord Brandon I Ebonwulf, Warden of the Uriel, Brandon the Bold. With his secession from the waning power of Westring, Brandon assaults the city of Waterford, lorded by Bessan Connor, son of Gadaric, to quell the underling’s resistance and to show his power. Waterford’s forces break, and Bessan is forced to bend the knee to Brandon I. A peace is made with the promised marriage of Bessan’s son and heir to Brandon’s eldest daughter. With his secession, Brandon promises Queen Joyelle that once Westring becomes a power again, Tessenhall will join them.

-*Eleasias:*

-Liliwyn Darieth of Direwood takes measures to end the suffering of her people. She negotiates trade between her peoples and Tessenhall.

*-Eleint:*

-Queen Joyelle Virro of Westring dies of age at age 69. She had no trueborn children. The crown of Westring falls to the great-grandson of Orinas Virro: Arfire Virro.

-*Marpenoth:*

*-*He is crowned King Arfire I Virro, a boy of 14. Though he is young, Arfire takes direct control of the throne. He orders Jonathan Liabella and Landyr Liabella both to focus their efforts not on the north, like his neighbor nations, but to the south. Arfire grants Rickron Ravalee, castellan of Ophiel’s Reach more soldiers to guard against the northmen who may advance south.

792 AC—The comets fall to the earth as meteors throughout the year. The event is known as the Starfall. While the meteors do inflict much damage to buildings and cities, they are greatly coveted and their metal is shaped into legendary weapons coveted by all. Starsteel blades become more valuable than any gem.

-*Hammer-Nightal:* The comets rain down across Wysteria.

-*Hammer:*

-King Edric I of Wintercrown calls the vast banners of Wintercrown to Axewick with the intent to march south.

*-Alturiak:*

-Folke Rinn travels to Axewick, leaving Rosewell in control of his bastard Safrax Winters. Safrax takes the house name Lex. In retaliation for Goswin II’s murder, Lex executes Nora Mar.

-Black Blade Ann and the Black Butcher Mar take their forces and abandon the Black Keep during a dark, moonless night. They mount their ships and sail south and blockade Balling.

-*Ches-Uktar:*

-King Arfire I Virro personally sails to the mainland of the Sunset Isles. The elf Queen Atheryll of Annuntol met with him, but after hearing his statement she denied him. Lost and hopeless, Arfire then caught a glimpse of hope—Uzai, the island just north of Annuntol.

-*Ches:*

-The venerable Ranon Mar, 72, long in hiding, approaches the Freelord Brandon Ebonwulf, now 35, at Tessenhall. He explains the corruption of the Ghillican council and urges the freelord to act while the Confederation is weak. Brandon takes the chance as Ranon advised—however not against the Ghillican Confederation. Ebonwulf moved his army against the Whitetower.

-Alis and Nalia Dale are born to Casten and Liliwyn.

-*Tarsakh-Kythorn:*

*-*Brandon I called upon the lord of Whitetower, Gawin Liabella, to join his force. The lord of the bells agreed, and called his banners to join the Ebonwulf. The great bells of Whitetower sounded out into the night for the last time. Without delay, Brandon moved to the Aerie. The Aerie’s lord, Anders Sparre son of Perthorn Sparre, joins readily with the promise that he will be able to avenge his family’s murder at Blaisa. Brandon moves south to Norhall, Brandon the Bold takes his army and the armies of his new bannermen back to Tessenhall. Brandon’s blitz-like conquering earned him the name Brandon the Bellringer, as he rang the bells of the world, heralding his coming. Brandon has a star steel war hammer forged, and inset with gems. It is Bellringer.

-*Flamerule:*

-The Ghillicans rally their remaining strength at Fangador. Many of their forces coming by ship, however, are ambushed and destroyed by Black Blade Ann and the Black Butcher’s fleet.

-The Talaali take Badri’s Gate, and the Aamirians are left defenseless to the Talaali onslaught.

-Stefan Blackstrom sails south with his great fleet and takes Mansoor by surprise.

-Jon and Landyr Liabella storm the Rimehallows while the Talaali are busy skirmishing with the dwarves. They hand the ancient labrynthian fortress back to the dwarves and scheme a plan to oust the desert-folk from the rest of the Fenlands.

-Alaria Virro marries the elf Thirune Talwesta.

-*Eleint:*

-Stefan captures the desert castle. He begins to harry the coast towns of Aamir and Talaal, gaining the desert land’s riches.

793 AC—The Starfall is followed by a massive earthquake across Wysteria in Alturiak. Krithin is killed during a grand prayer atop the mountains. Before his death, he interprets the falling of Whitetower to mean the coming of the death of Brandon I. The earthquake brings many old fortresses and structures to ruin. The great belltower at Whitetower falls, earning the fortress its new name, Bellshard. The ancient fortress of Norhall crumbles.

*-Alturiak:*

-Liliwyn Darieth, the Lady of Direwood, trains many rebels to form an army. They are known as the Direwood Rebels, and are renown as pinpoint archers.

-The great aqueducts of the ancient consulate crumble, and their water supply to the Uriel River plains ends.

-*Hammer-Alturiak:*

-Brandon I moves his massive army north to assault Fangador, the last hold of the Ghillican Confederation. His force is comprised of his many banner men of the Uriel plains, and the force of the Aerie and Bellshard and their banner men. Brandon’s army met the forces of the Ghillicans in the mountain valleys of Fangador and won a decisive victory. They moved to take the fortress itself held by Colm Ghille. On the day of the attack, the earthquakes rocked the mountains, and much of the fortress toppled. One main tower remained, and on the top of it battled Brandon the Bellringer and Ranon Mar and Colm Ghille with the other Ghillican Lords. Brandon slew each but Colm, who stabbed him in the back and threw him from the tower. Ranon Mar, in his last battle, picked up the Bellringer and struck Colm Ghille, sending him from the tower. Many were killed in the attack, including Tilman Scurra and Gawin Liabella. With his death, the Scurra line ended. After the Battle at Fangador, Joel Ebonwulf and Anders Sparre lead their remaining force into Balling. They find the remaining members of the Ghillican Council and kill them, bringing an end to the Ghillican Confederation. The Tessenmen find the Blackstrom blockade unexpectedly and agree to treat with the Black Butcher and Black Blade Ann. Initially, each side was hostile towards the other—Sparre wanted Black Blade Ann’s head right then and there, however the appearance of Cillin Mar swayed the Tessenmen. The Blackstroms told Joel and Anders of the weakness in the North—Edric rallies his men at Axewick to attack an abandoned castle, leaving the Wall of Kharcaras undefended. An unsteady alliance was made at the end of Alturiak known as the Bastard’s Peace. The Tessenmen would move to their fleet at Bayfair and sail with the Blackstroms north to Rosewell. They would take the fortress for Cillin and then move north to strike at the impenetrable Wall of Kharcaras. The string that the peace hung on was the promise of Stefan Blackstrom’s head for Anders Sparre in recompense for the murder of his family.

-Soon after the Battle of Fangador, before the Tessenmen were able to liberate Balling, Ranon Mar dies of age and wounds. With his death, Julian I Ebonwulf declares Cillin Mar, 38, the Butcher, to be the lord of Rosewell castle.

-*Tarsakh:*

-After instating a castellan to rule Balling, Liam Teague, and leaving an ample garrison to protect against northmen, Joel Ebonwulf led his force south along the coastline to Bellshard. He would arrive in *Mirtul*, and take the rest of the year to prepare his remaining forces for the journey north.

-Julian Ebonwulf, 12, eldest son of Brandon, becomes Freelord Julian I Ebonwulf of Tessenhall. Freelord Julian declares Gawin’s eldest daughter, Elina Lorifyr [Liabella], 38, Lady of Bellshard. He, still young, appoints Joel Ebonwulf as Lord Regent of Tessenhall.

- *Elient:*

-When the Talaali attack the great city of Zeena, its gates open, and Prince Rene emerges at the head of the vanguard of a mighty force—a massive army, all of Aamir’s strength. The Talaali are quickly routed, and their general is slain.

-Barret Dale is born to Casten and Liliwyn.

-*Marpenoth-Nightal:*

-Jon and Landyr lure the Talaali in Wyre out, thinking there was a small attack from dwarves—they slaughtered them in the swamps—all but their scholar, who they had call back all the other Talaali in the Fenlands to Wyre where the Westrin were waiting. The Talaali were ousted from the Fenlands in less than a month. From there, Jon and Landyr met with the Westrin admiral, Edellan Ravalee, brother to the castellan of Ophiel’s Reach. They take the remnants of the Westrin fleet and sail across the Bay of Sofiel, landing on the slopes of Sharaaf and taking the small Talaali garrison by surprise. The fortress is taken quickly, with no survivors. They disguised what force they could, around 500, in the clothes of the fallen Talaali and sent them as a vanguard to the carved catacombs of Ismad. One month from the year’s end, the tunnels of Ismad found themselves bathed in the blood of Talaali free men. These 500 soldiers make up Landyr’s most elite. They become known as Landyr’s Ghosts, or the Ghosts.

-Edellan Ravalee goes on to hold the Bay of Sophiel from Wyre.

794 AC—The Year of the Black Winter, 794 is taken by a massive year-long winter. Many believe it to be a curse by the northerners, and hate for those of Wintercrown grows rampant. The long winter brings heavy snows even in the south, near Badri’s Gate. Ali’s Tears freeze near the coasts, and light snows bleach the sands. The snow slows the war during this year. With the elimination of the Ghillican Confederation and the rise of the Blackstroms, the war becomes known as The War of Pirates and Bastards.

-*Hammer:*

-At the very beginning of the year Prince Rene takes Badri’s Gate—on that day, Aamir sees its first snow. He marches once again, and, after eleven days, he reaches Ismad. He finds the tunnels filled with almost 5,000 Westrin men, led by Jon and Landyr Liabella. Rene learns of the Liabella’s victory at Sharaaf, and the Aamirians join with their unlikely allies. In the last three days of the month, the combined Aamirian and Westring force reaches the desert stronghold of Beydoun. Rene, Jon, and Landyr begin to plan a way through.

-*Alturiak:*

-Edric I, the King of Winter, begins his march south with his mighty host, all of Wintercrown’s power. He reaches the Black Keep and sets up camp. In early *Ches* he learns that the castle was abandoned.

-Landyr sends a few select Ghosts to sneak into Beydoun’s drainpipe. From there, they were to cut the bars and infiltrate the fortress. Disguised, they would open the doors in the dark of night to let in the remaining Ghosts. On a dark night, the Ghosts opened the gate, and swiftly in flowed the remaining Ghosts. By morning the garrison of Beydoun was dead and the Aamiran Westrin force was secure in the citadel. Six days later the army stood outside the low wall of the grand city of Sahaladar. Sahaladar is a multi-leveled city, the upper levels for permanent residences and nobility. The lower levels are filled with empty markets and hovels, filled when the many Talaali tribes come to their capital city. They resolved to take the lower levels of the city and hold the upper levels under a siege.

-*Ches:*

-Joel Ebonwulf and Anders Sparre, banded with Black Blade Ann Blackstrom and Cillin Mar, the Black Butcher, begin their voyage north, across the gaping Maw to Rosewell. The snows and freezing waters slow their voyage.

-One month into the siege of Sahaladar, a great dust rises in the horizon to the east—and the earth rumbles with hoof beats. The wild tribes of the southern deserts rode into the golden vale and surround the city. The Aamirian and Westring hosts are trapped within.

-*Tarsakh:*

-Safrax Lex spies, through the snow, ships approaching quickly. He sends word to the Black Keep, but as soon as the bird is sent the ships land and Rosewell is stormed by the Tessenmen and Blackstroms. Cillin takes Safrax captive—not killing him outright.

-Edric I leads his force south for Balling. Liam Teague, castellan of Balling leads skirmishes against the northern king. The snow, by this point heavy, slows down the advancing northerners, though considerably less than the Tessen castellan. Teague is caught in a standoff at the ruins of Windkeep, and he is thrown off the cliffs into the freezing ocean. Little to the knowledge of the northmen, Blackstrom men in the cove below the cliffs rescue Teague. Edric stays at the ruins of Windkeep until the middle of *Mirtul*.

-The streets of Sahaladar ran thick with blood and snow, but by the middle Tarsakh, Prince Rene and his allies had cut their way to the Sand Queen’s palace. They had decided that because they could not go down for fear of the tribes outside the city, they would go to the upper levels. They forced her submission and the submission of her subjects. The free tribes were again a part of Aamir.

-*Mirtul:*

-When word comes to Edric I of the sacking of Rosewell he sends Lord Folke Rinn and his men back north, to meet the Tessenmen at the Wall of Kharcaras. Edric continues towards Balling.

-The Tessenmen and the Butcher begin to advance north. Anders Sparre stays to guard the fortress. Black Blade Ann and the Blackstroms head back towards Balling to meet Edric I.

-Prince Rene of Aamir speaks to the angry tribes outside the city. He rallies them, apologizes to them, forgives them, and inspires them to join with him, as one people. Rene promises the Sand Queen a treaty once the war is done to forge an alliance between their peoples. The mighty host leaves for the north on the fifth of Mirtul.

-Liam Teague sends word to Julian I Ebonwulf at Tessenhall of Edric’s approach by raven.

-*Kythorn*:

-Black Blade Ann and her Blackstrom men reach Balling two weeks before Edric I. Balling is a low port city, and Ann is able to set her ships in a ready position to defend the city.

-Edric I reaches Balling. His force numbers near 40,000 men, even after the losses he took along the route and the loss of Folke Rinn’s men. Edric sees the Blackstroms in the harbor and unleashes a secret weapon: alchemical Dragonfyre. A blue-burning liquid with the consistency and flammability of oil. He razes the ports and the Blackstrom fleet along with it. Black Blade Ann Blackstrom is burned alive, along with almost 80% of her fleet. In the last week of Kythorn, Edric moves south towards Tessenhall. This burning is known as the Razing of Balling.

-Julian I, knowing that he could not hope to stand up to Edric’s massive army, calls to King’s Mark for aid. Although Tessenhall broke away from Westring, Brandon I had promised to come to their aid if ever necessary—Julian wanted to see if they would honor the promise.

-*Flamerule:*

*-*In the first week of the month, the tired and frosted Tessenmen reach the Wall of Kharcaras. Along the entire march, Cillin Mar dragged Safrax Lex. Lex was forced to walk through the snow and cold with minimal clothing. Halfway there they had to cut Lex’s feet off from frostbite. They lost many men on the trek along the pass. The great Wall of Kharcaras was nearly unmanned, but the few northmen that held the wall killed thrice their number in Southron men.

*-*Lord Folke Rinn reaches the northern side of the Wall of Kharcaras one week after it is taken by Tessenmen. At his approach, Cillin Mar hangs Safrax Lex by a chain from the wall. Rinn knows he cannot afford to besiege the grand fortress, so he turns back towards Yronlake.

*-*Word of Julian’s need reaches the great force of the Westrin and their allies at Zeena near the beginning of the month. They march for Tessenhall.

*-Shieldmeet:*

-On the first day after the month of Flamerule, Prince Rene’s army reaches the dwarven fortress of Selegost. The dwarves house them for the night, and the men see the wonders of the dwarven creations. They celebrate that night, bringing their shields together in great clamor. On the first of Eleasias, the host leaves alongside an army of dwarves. Their host now reaches nearly 30,000 strong.

*-Eleasias:*

-Edric reaches Tessenhall on the 16th. He sets up camp outside, his massive army sprawling over the hills. He pillages what he can of Tessenhall town, but all of the food was moved into the castle at last Harvesttide. The siege of Tessenhall in the deep of winter begins.

-On the dark morning of the 18th, the camps of the northmen are awakened by horns they have never heard—the wild, high horns of the Talaali tribes. The northmen barely have time to ready themselves before they are overrun by the charging vanguard of Talaali riders, their horses trampling through the snow. The great Battle of the Bloody Plains ensued, with northmen facing the combined forces of the dwarves, Westrin, Aamirians, Tessenmen, and Talaali. During the battle, the castle of Tessenhall is broken into, and the fight spreads inward. Thousands are killed in the battle. Edric I is killed, as is Landyr Liabella and the young Freelord Julian I Ebonwulf. After the battle, Respa Dahlin, Edric’s leading commander, picked up his crown and declared their surrender. Prince Rene and Jon Liabella forced Respa Dahlin to go north and rebuild the fortress of Fangador as recompense. After that, they would go north back to Wintercrown in peace.

-*Eleint:*

-Folke Rinn reaches Yronlake and fortifies it for attack with his 3,000 men.

-Joel Ebonwulf and Cillin Mar agree to wait out the snows at the Wall of Kharcaras.

-At Tessenhall, the lords and generals celebrate a continuation of the Shieldmeet. The celebration continues until Nightal as the armies wait out the snow.

-*Merpenoth:*

-Three thousand northmen of Respa Dahlin begin the reconstruction of Fangador. The remaining 12,000 soldiers return north to the Black Keep. They reach the keep in Nightal.

-*Nightal*:

-Mirabel Dale is born to Casten and Liliwyn.

795 AC—In the year after the Long Winter, the lingering snow and wet conditions kill any chance of planting crops at the proper time. As the year draws on, food shortages are abundant. A new order of faith arises in King’s Mark heading the old faith of the conquerors—the Dominion of the Nine. A Grand Apostle heads the church. The first Grand Apostle is crowned in Mirtul, and immediately he forms the Faithful Hands. The church quickly spreads its influence and takes in those whose homes were destroyed in the earthquake and those starving. The Faithful Hands puts these people to work on a grand road to unite the kingdoms.

-*Mirtul:*

*-*The snows of the Long Winter melt as the continent shows signs of spring.

*-*Sam Ebonwulf, younger brother of Julian, is crowned Freelord Sam Ebonwulf. After the coronation, Prince Rene allows the Talaali to make their way south again, however he and his 5,000 Aamirians remain at Tessenhall. The dwarves of Selegost leave as well.

*-*The 10,000 Tessenmen at the Wall of Kharcaras mobilize once again for Kells.

*-*After getting word of the Tessenmen’s mobilization for Kells, Folke Rinn moves to meet him.

*-Kythorn:*

*-*The Tessenmen reach Kells on the 8th. They meet harsh resistance by the garrison of the city. On the 10th, they break in and blood paints the streets. The palace falls, and at the climax of the battle Cillin Mar executes Edric’s family. The attack tolls harshly on the Tessenmen, their force now only 6,000 men.

*-*On the 11th, Folke Rinn reaches Kells. Seeing that the city is sacked, and hearing that Wintercrown was without a king, Rinn declares himself King of Winter. He surrounds the city, trapping the Tessenmen inside. He begins to build siege weapons to attack the city.

*-*Respa Dahlin, upon hearing of the execution of Edric’s family, crowns himself King Respa I Dahlin, King of Winter, with Edric’s crown. He marches north to Axewick on the 20th. He calls for the aid of the northmen in Riverlock, and they join him. They bring along their prisoners, notably Clayse Greymyre.

*-Flamerule:*

*-*Near the end of Flamerule, the majority of the snows have melted, leaving only a few inches to a foot in the center land of Wysteria.

-On the 2nd, King Dahlin reaches Axewick. On the 29th of the month he sets out for Yronlake.

-As Folke Rinn begins to attack Kells with his siege weapons, a host of ships arrives in the harbor. They are strange ships, a patchwork fleet from across the world. At the helm of the largest and most magnificent ship stands Peter Blackstrom. He meets with Joel, Cillin, and Anders, and, after hearing of the death of his sister and the promise of Stefan’s head, he agreed to rescue the 6,000 men from Kells and take them to Blaisa. The ships were crammed full and Kells was evacuated of soldiers.

-After the evacuation of Kells, Folk Rinn takes hold of the city and its people. He fortifies it and takes his seat upon Winter’s Throne. He readies what was left of the garrison and other civilian fighters, bringing his number up to 4,000.

-*Eleasias:*

-On the 9th of the month, the Peter Blackstrom’s host reaches Coulin. They resupply and leave on the 15th, and Anders Sparre joins them with his force. On the eve of the 25th of Eleasias, the small host of ships nears The Reach. They sail to Blaisa, and they meet up with the rest of Peter Blackstrom’s fleet—almost five thousand ships. The fleet surrounds Blaisa three-quarters mile thick, each ship alight with activity. Peter Blackstrom had sailed the world, gathering soldiers to get full and complete revenge. He had just over 80,000 soldiers—most were from twenty mercenary groups, but all had the same goal: to conquer Wysteria. Peter welcomed the 6,000 into Blaisa.

-King Dahlin reaches Yronlake on the 14th.

-*Marpenoth:*

*-*The land begins to chill again, not even fully melted. Winter winds blow down from the north once again hailing the snows.

*-*With the first flakes of snow of the new winter the bastard daughter of Edric I crosses the Jotungard from the Endlands followed by 10,000 crazed men from the frozen north astride polar bears the size of elephants. On her shoulders she wore a mantle of the skin of a great ice lion, and on her brow set a crown of ice.

*-*King Dahlin leaves for Kells on the 10th, and reaches the frozen city on the 28th. His many men surround the walls, but are battered by Rinn’s siege weapons.

-*Uktar:*

*-*In the chill of a winter night, the gates of Blaisa open, and Stefan Blackstrom, the Black Storm, enters Blaisa followed by 1000 Blackstrom men. Outside the harbor of ice, he anchors 500 ships, rich from their raids in Aamir.

-*Nightal:*

*-*This winter, the Stinging Night, is the true climax of the Long Winter. The wind blows harsh and the snows cover houses. The Godseye freezes over as never it has done before, and the ships around Blaisa are frozen in place. Blaisa seems a volatile place, with Anders Sparre, Joel Ebonwulf, Cillin Mar, and Peter and Stefan Blackstrom.

*-*Dahlin’s 12,000 men begin to thin in the freezing chill. Thousands die, frozen to ice and buried by the snow. By the end of Nightal the claimed King commands only 8,000 men.

796 AC—The Fenlands and Riverlands of Westring flood severely in Mirtul as the great snows melt, killing any crops attempting to grow and bringing a plague to those places.

-*Midwinter:*

*-*On Midwinter’s day of 796 the Bastard’s Peace at Blaisa snaps. Stefan discovers that Cillin Mar had a child with his sister, Queen Ann Blackstrom. By Mawish law, that would put Cillin and Ann’s son, Matthias Mar, on the throne of Gatterlen Hall, Windkeep, and Rosewell. Cillin’s one child controlled most of the Maw. Stefan shoved Cillin to a wall and threatened him, and, when ripped away, Stefan claimed the throne at Gatterlen Hall for himself—declaring himself king. Peter, having equal rights to the throne because he is Stefan’s twin brother, claimed the throne for himself as well, and threatened Stefan that if he wanted it, he could take it—through Peter’s 80,000 men. Stefan drew his steel and met Peter blade to blade in the great hall. Anders called for Stefan’s head, but he was quieted by Cillin. They pushed away, and Peter called for peace. The two brothers sheathed their blades and the event died down. Guards were posted in the night, but no one was killed.

*-Alturiak:*

*-*Cillin Mar begins to stealthfully meet with some of the leaders of the sellsword companies under Peter’s hire. He promised some castles, others gold beyond their imaginations.

*-*Stefan Blackstrom plots to kill Peter and his leading men as well as Anders Sparre and Cillin Mar in the night.

*-*Peter Blackstrom meets with a diviner he captured along his travels. The diviner warns him of blades in the dark of of gold treasons, and of black shadows in the air. “This needs to end. Each day that this bastard’s peace stands, each of us leaps closer to death.”

*-*Mira Winters reaches Yronlake in the snow. Even the frosted men of the Endlands take casualties from the cold, however. Her force has fallen to 9,000 men.

*-Ches:*

-No horn sounds the approach of the wild men in the night. The men of the claimed king Dahlin blink the sleep out of their eyes as they see the great bears of the north descend upon them, their claws ripping men to pieces. Dahlin manages to sound a retreat, but only 2,000 of his men are able to follow. He heads for the frozen Godseye hoping that the Old Gods will grant him mercy. Winter’s Bastard follows atop her great bear, along with half her force—the other half she leaves to besiege Rinn in Kells. Clayse Greymyre manages to survive the massacre, and he joins Mira Winter’s force to the Godseye.

-Folke Rinn, while the massacre outside his walls unfolds, leads men out to flank the 4,200 wild men left in the wake of Winter’s Bastard. Folke’s force takes them by surprise just as they took Dahlin by surprise. His trained northmen easily rout the wild men, and Folke, encouraged by his victory, follows Winters and Dahlin to the Godseye.

-*Tarsakh:*

-Early in the Claw of the Storms did the three Kings meet on the frozen sea. The ice did not falter as the men ran over it, and the snow drank the blood eagerly. The Massacre of the Three Kings ensued, with all the north a part. Dahlin found himself with Clayse’s dagger up against his throat, but Mira’s army stood little against Folke’s soldiers. Mira dueled with Rinn, and on that day a bastard daughter of a bastard daughter took the throne of Wintercrown. She returned to Kells and took her seat upon the throne of ice, and she sent her wild men to man the Jotungard—for she knows what lurks to the north, in the frozen, burning lands of Amarth. She keeps Clayse Greymyre as her advisor.

-*Kythorn:*

-A furious storm wracks the shores of Blaisa on the 19th, the day before the solstice. A mixture of sleet and rain and wind, combined with the mostly-melted ice in the harbor, spelled devestation for the ships. Chunks of ice shattered hulls and crushed entire ships. Inside the fortress saw an equal amount of destruction. The generals, lords, and kings all sat in the great hall to feast. Each faction in the bastard’s peace sat at a different side of the table. The hall was silent—all but the lightning and crashing outside. Anders Sparre begins to choke, his face turning purple. He falls to the floor, and before long he was dead. The hall was dead silent—not even the thunder dared rumble. Sparre’s cup clattered to the ground. Axel Wallin, one of Sparre’s bannermen, pulled a crossbow and fired at Stefan. The bolt sunk into his shoulder, but didn’t kill him. After that shot was fired, the hall was thrown into chaos. A spear sunk into Joel Ebonwulf’s stomach, but not after he slit the throats of half a dozen Blackstrom men. Cillin Mar dueled Stefan Blackstrom atop the long tables, and Peter Blackstrom slipped out a side door to rally with the leaders of his mercenary groups—only to find a crossbow pointed at his face. The entire fortress was engulfed in conflict, with mercenary men fighting Blackstrom men, and Blackstroms killing Blackstroms. Men are thrown from windows and from balconies, men slip on the bloody marble floors and trip over corpses. Stefan Blackstrom, Joel Ebonwulf, Anders Sparre, Cillin Mar, countless lords and knights, and thirty thousand men are killed. Peter, however, survived. One of his eyes was sliced out, his hand cut off, and his mind lost, but he survived. That night, as the night neared morning, he gathered his remaining trusted in the great hall, and promised them great things—for they would sweep across the realm. Then the dawn came—and what a dawn. A black dawn shone through the great window of the hall at the top of Blaisa. A black shadow over the sun, silhouetted and mantled in golden rays. The blood of the hall shone in the morning light—and in the dragon fire. King Arfire I Virro stood mounted upon a mighty black dragon, Celeris. Celeris’s blue fire filled the great hall, burning all inside to dust. The fire spread through the halls of the fortress, spewing forth from windows and from balconies. Prince Rene of Aamir, along with Jon Liabella, bring their armies from the west, their horns bringing forth the dawn. A fleet of Uzai’i dragon ships surround the harbor, and they call forth blasts of blue dragon fire to destroy the Blackstrom fleet. The Uzai land upon The Reach, and Prince Rene welcomes them. He boards his army upon the ships, and they sail to the north.

-*Flamerule:*

-Arfire lands at Rosewell and makes his way through the Bastard’s Pass. The Wall of Kharcaras yields before the mighty Celeris, and they reach Kells by the 21st. The Queen of Winter, Mira Edister, bends the knee and joins Wintercrown with Westring. She tells them of the Bloody Snows and the mounting darkness to the north. Arfire decrees that any man or woman who wishes can join the Jotungard, and any criminal may be forced to serve in the frozen fortresses for life. He orders the fortresses repaired, and more built.

-*Eleasias-Nightal:*

*-*Arfire moves south, and he meets with Freelord Sam I Ebonwulf. Because of his aid and his fulfilled promise, Arfire I Virro elevates the Freelord Sam I Ebonwulf of Tessenhall to be Lord Paramount Sam I Ebonwulf, Warden of the Uriel and the Lord of Tessenhall. And with Celeris he bears upon Langen. The Direwood Rebels do not submit without a fight, and Lady Liliwyn Darieth leads her archers against the dragon from Direwood. Despite their skills, the dragon unleashes his flame upon the castle. Half the castle shallows to ruin, and many men die. Audnos Dale and his men aid the fight. Celeris lights the forests around, and Lady Darieth is killed along with Casten Ebonwulf. Darieth’s seven bastard were not caught.

798 AC—With much celebration, Arfire of house Virro, first of his name, King of Westring, the Plains, and the Maw, and Protector of the Realm, names Jonathan Liabella to be Lord Paramount of Blaisa and the Warden of the East. He names Matthias Mar to be Lord Paramount of Rosewell, the Warden of the North, and the Ambasador to Wintercrown. He names Adrian Sparre to be High Lord of the Aerie. He names Liam Teague to be Lord of Fangador. He names Rickron Ravalee to be Lord of Riverlock. Elina Lorifyr [Liabella], daughter of Gawin Liabella, is named Lady Elina Lorifyr of Bellshard. He legitimizes Audnos Dale and announces him as Audnos Dondirro, Lord of Direwood. He legitimizes Garrel Rill and announces him as Garrel Merser, Lord of Wyre. He leaves Gatterlen Hall and the rest of the Broken Isles to Leiv Rinn, son of Folke.

799 AC—Elion Merser, son of Garrel Merser, has a son, Marcus Merser.

-Alaria Talwesta and Thirune Talwesta have a daughter: Rosenala Talwesta. She goes by Rose.

800 AC—The godsroad is completed, marking the end of the Cursed Decade.

-With Ella taken by the King, Bessan’s son marries a noble’s daughter from Tessenhall. This action sparks dislike for the king in Waterford, however it solidifies the King’s relationship with the Ebonwulfs of Tessenhall.

-Arfire takes Ella Ebonwulf, who was to be married to Bessan’s son of Waterford later that year, to be his Queen. Later this year, Elion II Virro is born to Ella Virro.

# State of the Age in Wysteria at 800 AC:

The land has fallen into chaos. Kingdoms built on the ashes of old have risen and then crumbled into the dust themselves, replaced by hundreds of children. One child stands out—the powerful Westring, which unites the free holds into one powerful kingdom.

Arfire I Virro, 23, sits on the throne of the northern half of Wysteria. He, upon the back of Celeris the dragon, brought unity to the continent through the cleansing of fire.

Arfire reigns from King’s Mark and from the ancient fortress of Ophiel’s Reach.

Riverlock is lorded by Rickron Ravalee, 43, former castellan of Ophiel’s Reach under Landyr Liaballa. Riverlock is mostly manned by northmen due to their previous capture of the fortress.

Ardham Rock is given to Edellan Ravalee, 40, admiral of Arfire’s navy and brother of Rickron Ravalee.

The Rimehallows were returned to the dwarves after their capture by the Talaali.

Direwood Castle is lorded by Audnos Dondirro, 34, formerly Audnos Dale, bastard son of Joyelle Virro and Merreth Liabella.

Selegost is held by the dwaves.

Wyre is held officially by Garrel Merser, 52, legitimized bastard of Corrym Virro.

Tessenhall is lorded by Sam Ebonwulf, 16, son of Brandon the Bellringer.

Fangador is held by Liam Teague, 44, the former knight who slowed Goswin II’s march on Tessenhall.

The Aerie is held by Adrian Sparre, 18, son of Anders Sparre.

Bellshard is held by Lady Elina Lorifyr, 45, daughter of Gawin Liabella. Her husband was killed at Blaisa, and she has not remarried.

Gatterlen Hall is held by Leiv Rinn, 38, son of Folke Rinn and mage of Mazica.

Rosewell is held by Matthias Mar, 11, son of Cillin Mar and grandson of Ranon Mar.

Blaisa is lorded by Jonathan Liabella, 43, son of Gawin Liabella and cousin to Landyr Liabella.

Lady Mira Edister, 35, formerly Mira Winters, Winter’s Bastard and bastard daughter to Edric I, reigns in Kells. Queen of Wintercrown after the Massacre of the Three Kings, she bent the knee to Arfire Virro and joined Wintercrown with Westring.

Truen Pine, 52, formerly Truen Winters, bastard daughter to Ranon Mar, holds each of the Jotungard fortresses.

The Black Keep is held by Sigorn Reidarsson, 61, leader of the endlings of Amarth.

Axewick is held by the elderly Narin Frisk, 76, soon to be succeeded by her son—already fifty-one—Greysson Frisk.

Yronlake is held by Guttormur Forirsson, 22, a prominent figure of the endlings.

The Wall of Kharcaras is headed by Lady Valdis Nohr, 31.

Northwatch is held by Emiliana Valbrandottir, an endling, 12.

Grand Prince Rene, 99, stands sovereign in Aamir, sitting at the top of the Great Steps at Zeena. With the aid of Westring, he has bound the Talaali freemen to Aamir in a sort of conjuction of their peoples.

Sharaaf is held by the Talaali Ulwazi, 56.

Sahaladar is held by Dandabala, 20, the leader of the Talaali powers.

Beydoun is held by the Talaali woman Mlilo, 16.

Ismad is held by the Talaali Ejaj, 42.

Badri’s Gate is held by the duo Sirak Nataye Kiros, 20, and Andromeda Leul Ephraim, 15.

Prince Ayene Amare Abey, 67, controls Ismael, and is second to Grand.

The Watchtower of Ave Kass is controlled by Selassie Neway Rada, 43.

Mansoor is controlled by Mimi Biru Kalu, 32.

Princess Eden Finhas Nahum, 53, holds Mahiir.

Forbodences:

-The seven bastards of Liliwyn Darieth and Casten Ebonwulf, Olivar, Liliyana, Jaran, Alis, Nalia, Barret, and Mirabel, escaped the burning of Direwood. 10, 10, 9, 8, 8, 7, 6 in 800.

-Balogogi orcs remain in the Riverlands

++Naim of Mazica and her Crows remain in the forests of Fangador

++The Aamirian bond with the Talaali is weak and forced.

-Arfire Virro, while the heir to the throne of Westring, does not sit in an entirely safe position. Jonathan Liabella is next in line for the throne, were Arfire to die childless. However, the bastards Audnos Dondirro and Garrel Merser would have claim ahead of even them if not for their baseborn status.

-Trouble is brewing in the frozen lands of Amarth, as per the usual.

-Matthias Mar is the true heir to Rosewell, Windkeep, Gatterlen Hall, and the Broken Isles. He is the nephew of Truen Pine and the second cousin of Mira Edister, and therefore holds significant power in the north.

801 AC—King Arfire sends Lord Rickron Ravalee and Lord Audnos II Dondirro to clear the Riverlands of Balogogi orcs and savages. This task is seen by a trial by many young knights to prove themselves. This is chronicled as the Respondance.

-The seven bastards of Liliwyn begin to travel north, seeking refuge at the Jotungard.

-Jurgenstein and Mengelstrom of the Jotungard, destroyed long ago by the Endbringer, begin reconstruction. Balk, Brendonburg, Holstein, and Linstad begin construction.

-Jonathan Liabella’s first son is born, Maximillian Liabella.

-Audnos Dondirro’s son Havelis Dondirro is born.

802 AC—The seven bastards of Liliwyn reach the Jotungard. They stagger in to Hohenvant, the oldest of the fortresses. They are met by the fortresses’ Freeguard castellan, the endling Paulov Sorbo. They relate to him a false story, and he recruits them. They begin their training.

803 AC—The lords and knights in the Riverlands push the last of the Balogogi orcs from the area, liberating the ruins of High Water from their grasp. Many fighters are knighted after their shows of bravery and skill. Notably, Deonte Crag, 15, son of Josey Greymyre and Anders Sparre, the orphan ‘Deion,’ 18, of the Uriel valley, Sloan Rowe, 22, daughter of a blacksmith in Bayfair, Issaria of house Elberos, 25, of King’s Mark, and Alois Austad, 16, of Riverdeep.

-Ellis Ebonwulf (20), son of Joel Ebonwulf, marries Aline, a peasant girl.

804 AC—Alaria Virro is born to Ella Virro and Arfire Virro.

-Jonathan Liabella’s second son is born, Basil Liabella.

-Mira Edister gives birth to a son, Marius Edister.

806 AC—Three years of peace pass, the first few years of true peace in Wysteria for many years. In 806, however, something north of the Straight of Mists stirs. Watchers of the Freeguard begin to see more endlings passing across the smokey waters. Because Westring, with Wintercrown under Mira Edister’s control, accepts endlings onto the mainland, these immigrants are accepted. Some boats begin to come in empty, devoid of life—but not of bloody mutilated corpses. Soon, men begin to go missing if they travel too far from the fortresses. Travelers and messengers never turn up. The Freeguard sends out a raid into the night, and they find a tribe of wendigos—savage cannibals from the far Endlands. The wendigos are all killed in the raid, however many men are savagely murdered. The wendigos have never been seen south of the Straights, and endlings have spoken that they have never sought to travel south in the past. The two oldest of Liliwyn’s bastards, Olivar and Liliyana, were on the raid and saw the savages.

-Adrian Sparre’s eldest son, Perthorn II Sparre, is born.

-Annina Ebonwulf is born to Joel and Aline.

-Mira Edister gives birth to a daughter, Reese Edister.

807 AC—The Freeguard heighten their defences and begin to filter immigrants from the Endlands.

-Julian Ebonwulf is born, son of Lord Sam Ebonwulf.

-Justus Ebonwulf is born to Ellis Ebonwulf and Aline.

808 AC—Balogogi raids to the western coasts increase immensely. Not only that, but the raiders do not leave—they stay on the coasts as if they were immigrating from the Endlands. With Balogogi returning after being forced out just five years previously, Arfire tasks lords and knights to flush them once again.

-Garrel Merser dies of an unknown sickness.

810 AC—Two years into the seemingly simple task of expunging the Balogogi from the Riverlands and it seems that the orcs and goblins will never stop coming. More and more Balogogi flood into the wetlands, harrying the coasts from the Jotungard to the Talaali coast tribes. Arfire orders the construction of Ardham Rock in the Bay of Sophiel as a means to protect the region from attacks. Arfire gathers his most trusted friends and advisors to discuss a plan. They decide to hold out—build temporary forts along the coasts to hold off attacks.

-The second son of Sam Ebonwulf, Rainer Ebonwulf, is born.

-Deonte Crag’s eldest son, Wendelin Crag, is born.

811 AC—The eldest daughter of Sam Ebonwulf, Elise Ebonwulf, is born.

813 AC—The Straight of Mists gives way to a fleet like none seen for hundreds of years—a fleet of giant’s rafts. A great host of frost giants of the far north sail across the mists. They are met mid way by the ships of the Jotungard, but the giants fight out of desperation. The Freeguard ships are quickly turned away, and the giants land on the icy cliffs. The giants form small groups and move inland, ignoring the Jotungard fortresses. The Freeguard, however, were ordered to aid in their extermination. They were joined by the main force of the north, Winter’s Host out of the Black Keep. A great persecution and hunt of the giants begins. The bastards of Liliwyn, however, see the peculiarity—that the giants ran away. The bastards joined together and decided to sneak a ship across the straights.

-The third son of Sam Ebonwulf is born, Brandon Ebonwulf.

814 AC—The bastards reach the Endlands near the beginning of the year after stopping at the ruins of Solem Reyk for the winter. Over the course of the year, they cautiously traverse the Endlands. They find it practically empty—empty cottages and huts, empty caves and empty graves. They are followed by a strange being—a true wendigo. They travel inland and discover a sickening truth—the dead of Amarth are not staying dead. All the wars and corruption that plagued the continent have damaged the energy of the place, and the dead are beginning to come to life. The bastards leave Amarth to warn the Jotungard, but they are attacked by the wendigo. Jaran is killed—the wendigo took him. The other bastards destroyed the original, but something happened to Jaran. The bastards make it back to Solum Reyk by the end of the year.

-The Balogogi in the Riverlands learn to use the terrain to their advantage. They band with native savages and attack from the swamps.

815 AC—The bastards reach the Jotungard, but find most of the Freeguard gone hunting the giants. The only ones left are the weak, untrained, and elderly. Even Truen Pine was out on the hunt. The bastards warn those who are still at the fortresses. They tell that the Freeguard is chasing a fasle threat—the giants are running from the dead. The bastards take it into their own hands, and they organize the members that they can to man the abandoned fortress of Solem Reyk. Because the halls are situated in the middle of the mists, they could offer a means to stop an attack before it reaches the mainland.

-The Balogogi suddenly stop raiding—the only ones left are the ones already there.

816 AC—Ardham Rock is completed; however, it was occupied in 813.

-The Balogogi are once again expelled from the Riverlands. Arfire calls the ‘Second Respondance’ crisis ended.

-The frost giants in the north are hunted down and killed. The race of giants is almost extinguished. The Freeguard returns to the fortresses, and they find many of their garrison on Solem Reyk. They refute the bastards and their argument. They place them under confinement for going under Freeguard authority.

817 AC—An eerie silence and welcome peace come over Wysteria. The bastards of Liliwyn are still under close watch, but they are no longer strictly confined.

818 AC—In the depths of the winter at the start of the year, the armies of the dead marched from the North. They first attacked the Jotungard, but in the middle of the year undead began emerging from the seas along the Conqueror’s Coast. Truen Pine is killed in an attack, along with another one of the Jotungard lords. Because Truen’s daughter is the Queen, she has no one to succeed her as the head of the Jotungard. The fortressess fell into a sort of civil war between themselves, each warring for control while fighting undead at the same time.

819 AC—Arfire organizes the lords and ladies of Westring on the Conqueror’s Coast and the Fenlands. The Dominion exerts its control and influences the lords to build a line of temples and walls to barricade the coasts. Westring is focusing its power on the western coasts.

-As the undead forces grow in strength, they overtake many of the Jotungard fortresses. The warring Freeguard are taken out of the picture—except for one fortress, Hohenvant, which, after taken over in a coup, is held by the six bastards of Liliwyn. They lock down Hohenvant, and search its ancient catacombs for secrets.

820 AC—Mira Edister fortifies the Wall of Kharcaras and the Black Keep, the last two strongholds in the north. The Jotungard fortresses remain in civil turmoil, and the lesser fortresses and cities of the north have fallen to the undead’s plague. A terrible epidemic begins to spread down from the north, driving all those it infects insane.

-In 820, the strength of Westring fails and the Walls of the Dominion are taken. The undead forces begin to move inland. The royal family escapes, however Rickron Ravalee is killed along with the Grand Apostle of the Dominion, Adrian Sparre, Ellis Ebonwulf, and Audnos Dondirro. Ophiel’s Reach falls, and King’s Mark is evacuated. The refugees move to the Rift, to Direwood castle and to Langen.

-The bastards emerge from the catacombs with the knowledge necessary to defeat the enemy. The ancient fortress of Hohenvant kept many secrets under its floors, the site of many battles, restorations, and births. The bastards discovered an impossibly ancient tome from the time of Samith and Enoch, describing their final battle in Amarth, and the viscious laughing from the heavens—the voice that awoke the shadows. They needed to find the first living shadow and imprison it. They, in their research, discover that the undead are not truly such—they are all a part of the shadow. The shadow moved into their bodies and controlled the corpses. They also discover an ancient magical technique used in the last Great War—the ability to create a holy prison to contain the evil. It required the employment of five powerful divine scrolls, relics of a lost age, placed around the target area. The scrolls, however, were lost in the Straight of Mists.

821 AC—The Rift erupts in horrible battles against the waves of dead. King Arfire is killed with Celeris, and his son Elion II is crowned at Direwood castle. Around this time, Elion II’s younger sister, Alaria Virro, begins to rally the peasants with a new religious doctrine.

-The bastards, in control of Hohenvant, must reunite the Jotungard fortresses. They gather the remaining forces and take their old outpost on Solem Reyk to find the divine scrolls.

822 AC—After significant ambition and force, Alaria Virro is named the Grand Purifier of the Dominion. She instates her new doctrine, leading the populace behind the belief that the Nine are opposed by the Defiler, the Thief. He is stealing the souls of the dead and using their bodies for evil. Her doctrine is easily accepted in the western parts of the nation affected by the undead, however it is resisted in the east where tradition holds. As the Grand Purifier, Alaria leads the knights and lords in a grand resurgence against the undead.

-The bastards find the five divine scrolls needed to imprison the Shadow. They begin to prepare for the journey.

-Mira Edister is killed. She is succeeded by her son, Marius Edister.

-Jonathan Liabella dies. Blaisa is lorded by his first son, Maximillian Liabella.

823 AC—The Grand Purifier shines in spectacular light as she leads the storm of the Walls of the Dominion. In the midst of the summer the armies stormed the walls after pushing through the Rift. Alaria’s holy light burned like the sun, disintegrating all evil that it touched. They took the wall on the solstice.

-The bastards start on their journey through Amarth, splitting into five groups with the remaining members of the Jotungard. As the year draws on, the really dramatic and cool adventure comes to a close with the deployment of all the scrolls. The Shadow is imprisoned. The only of Liliwyn’s bastards to survive is Mirabel, 29.

- Matthias Mar’s wife gives birth to a daughter and son, Res and Severen.

-Marcus Merser’s eldest daughter and son are born, Esseris and Jerrath Merser.

-Annina Ebonwulf (17), daughter of Ellis Ebonwulf and Aline, marries Marcel of house Nadler.

-Rosenala Talwesta marries Clermorn Reynelis. They have a daughter, Rohme Reynelis.

824 AC—After the imprisonment of the Shadow, the western coast of Westring and the northern coast of Wintercrown, technically a part of Westring, lay in turmoil. The Grand Purifier Alaria Virro takes control of the West before Elion II arrives. Once Elion II takes the throne, he marries. Alaria does not marry, but she stays with Maximillian Liabella. She wants to continue to the Virro name.

-Mirabel tries to rebuild the society of the Jotungard fortresses. Many of the Freeguard were slain, however, leaving only one fortress worth of garrison left. She needs to find more soldiers.

-Julian II Ebonwulf has a son, Brandon II Ebonwulf.

824-830 AC—During the reign of Elion II, Marius Edister began to pull Wintercrown away from Westring. He feels that his kingdom should once again be separate, that his mother made a mistake by kneeling to Arfire. Arfire did little to help the north during the Dark Crisis, and Marius resents that.

-(825) Alaria gives birth to a son, Cristaor Virro. She keeps him hidden from the nation.

-Mirabel forms an elite society to protect against the Shadow. She names this society the Mistwalkers.

-(825) Selele Liabella is born to Basil Liabella and his wife Reese Liabella (Edister).

-(826) Marius Edister’s wife gives birth to a daughter, Roselyne Edister.

-(826) Brayan Liabella is born to Basil Liabella and Reese Liabella (Edister).

-(826) Havelis Dondirro’s daughter Audrey Dondirro is born.

-(826) Lorenz Nadler is born to Annina and Marcel Nadler.

-(827) Elia Nadler is born to Annina and Marcel Nadler.

-(827) Havelis Dondirro’s son Nicola Dondirro is born.

-(825) Julian II Ebonwulf has a daughter, Victoria Ebonwulf.

-(828) Ben Ebonwulf is born to Justus and Olivia.

-(828) Havelis Dondirro’s son Erevor Dondirro is born.

-(828) Irene Sparre is born to Perthorn II Sparre.

-(830) Justus Ebonwulf (23) marries Olivia Meyr, though he has an affair with a young man named Christof.

830 AC—Elion II and his wife and children are killed in a massive fire that burned down the above ground floors of the royal palace in King’s Mark. The Grand Purifier Alaria is crowned.

- Marius joins in part with Mar, Warden of the North. Mar fears Alaria—he feels that her lust for power will stop at nothing. The events surrounding Elion II’s death seem suspicious to Mar. Matthias sends Res and Severen to Kells. He knows that tensions will grow, and another war is coming.

-Elina Lorifyr, daughter of Gawin Liabella, dies of old age. She was 75. As last lady of Bellshard, she is replaced by the previous family of Norhall, before it crumbled in 793. The grandson of Felir Fyste, Alram Fyste, now 56, takes lordship.

-Perthorn II Sparre’s son, Faranos Sparre, is born.

-Aline Ebonwulf, wife of Ellis Ebonwulf, dies of a sickness.

830-836 AC—The Grand Purifier and Queen of all Westring Alaria Virro knows that the eastern cities would not take kindly to the forceful conversion to the New Dominion of faith, so she did nothing directly from the royal decree-though she did use the Faith to instill her citizens with an evangelistic nature, leading them to subtly influence the east. Officially during this time, she maintained the Wall of the Dominion, seeing it as a strong defence against western invasion. The east, however, had little additional defence despite being the most invaded historically.

-(832) Rainer Ebonwulf, son of Sam Ebonwulf, marries Marria Mayr.

-(833) Brandon Ebonwulf, son of Sam Ebonwulf, marries Evelyn Singer.

-(835) Marko Ebonwulf, son of Brandon Ebonwulf and Evelyn Ebonwulf (Singer), is born.

-(835) A son, Ranon Edister, is born to Marius Edister.

-(836) Wendelin Crag’s eldest son, Nils Crag, is born.

-(835) Julian II Ebonwulf’s bastard daughter is born, Iris Fields. She is raised in Tessenhall.

837 AC—Religious persecution on the behalf of the New Dominion increases. Followers who deny the existence of the Defiler become known as followers of the Old Dominion. The persecution is at it’s heighest towards the center of the kingdom, in Tessenhall country. Vandalism, evangelistic gatherings, and persecutive muggings are common. The city is split in two by the religious differences.

-Baris Ebonwulf is born to Rainer and Marria.

838 AC—Marius Edister of Wintercrown decrees the cecession of the north from Westring. The First Rebellion of the North begins. Marius strongly fortifies the Black Keep and the Wall of Kharcaras. He begins his revolt in the spring of the year, hoping that the winter would slow down any invading forces. Alaria reacts with control and strength. She sends the entirety of her standing army and forces a draft. The draft, she believes, will cause her peoples to forget their differences in the heat of battle and fight as one. She marches some of her soldiers north towards the Black Keep, however many she moves to Blaisa and Balling. At those places she will build a mighty fleet to sail to Gatterlen Hall, then north, to Rosewell.

-Martin Ebonwulf is born to Rainer and Marria.

839 AC—Alaria’s armada is completed to the point that she can begin her invasion. The small number of troops she sent to the Black Keep have begun a small siege, and the hosts at Blaisa and Balling have boarded their ships. The host of Balling, mainly members of the standing army, sail to Gatterlen Hall while the host at Blaisa sails straight north to Rosewell. This is when Leiv Rinn and Matthias Mar make their moves. Rinn began to launch flaming missiles at the fleet as they set in his harbor. Mar sent ships to aid Rinn. The ones who survived landed on the shores and began the Betrayal at Gatterlen Hall. Leiv Rinn and Matthias Mar are both labeled traitors to the church and crown. The battle at Gatterlen Hall is bloody and viscious, with Leiv’s powerful magic dominating the field. His force was small however, and he was hulled into the main hall after many hours of fighting. At that point he began a powerful magical ritual, which, when activated, imprisoned many of the attackers in a small gemstone. Leiv enchanted the remaining soldiers to fight for him, and he reinforced the island.

Alaria quickly sent word to the ships headed to Rosewell, and called them back to attack Gatterlen Hall. She and the remaining few at Bayfair sailed for Gatterlen Hall as well. They landed amidst batallions of enchanted soldiers. When Alaria led the men, the men fight like angels. The Queen’s leadership led the Westringers to victory, but as they broke into the great hall, Leiv Rinn and his family vanished along with the gemstone. Despite Rinn’s escape, Alaria claimed Gatterlen Hall.

-Wendelin Crag, son of Deonte Crag, is killed.

-Rohme Reynelis travels north at a young age, and she is met and taken in by Mirabel Dale, the last of Liliwyn’s bastards.

840 AC—Matthias officially joins Rosewell with the north. In doing this, the people of Coulin also join with the north, and they strongly push against any New Dominion influences. The secession shakes the eastern cities, and the unrest grows.

Around this time, a strange old man appears—the prophet/painter Adonas of Tabris. He paints huge and awesome murals of things yet to come. In 840, he painted *A Storm Tamed*, fortelling the fall of the last Blackstrom—Matthias Mar. He paints this in King’s Mark.

Rested over the winter, Alaria’s forces mobilize again. Knowing that Mar’s strengths are at sea, she set to land to the west and attack from the hills—or at least half her force would. She would send a large delayed force to attack the Bay of Petals. Knowingly, she leaked some of her plans to Mar—allowing him to know of her attack by land.

When her westbound ships approached land, they were cut off by Mar’s fleet, and many of them were destroyed in a swift battle. The remaining soldiers made along the godsroad for Rosewell, and they were ambushed in the Whistling Pass. While her troops were being massacred, Alaria’s feint began to move. Her ships attacked the Bay of Petals, catching the docked ships of Matthias Mar by surprise. She burned his fleet and began to fire upon Rosewell with flaming catapult rocks. She stormed the keep and captured Mar. After she had moved into the keep, she had many of her men hide in the surrounding hills. Mar’s forces returned from the west and the battle began again, but in a legendary move Alaria’s forces stormed down around Mar’s men from the hills and quickly brought them to surrender. Alaria spared Mar, knowing he would only be a martyr. She kept most of her forces garrisoned at Rosewell, but she and Mar traveled to King’s Mark.

841 AC—Marius Edister made his attack in the deep of winter. His hardened northmen marched down from the Black Keep and attacked Fangador, held by Liam Teague’s nephew Auster Teague. The bells of Fangador rang, but the snow blotted them out. No word of Fangador’s fall or Teague’s death caught the wind for multiple days. By then, Marius had begun to move for Riverlock, hopeing to avoid the detection of Sam Ebonwulf to the south. Because the Teague line was ended, the closest relative of the Teague’s was given Fangador—Ylsif Greymyre, son of Clayse Greymyre in the north. It is disputed between Ylsif and Deonte Crag, however.

When Ebonwulf got word of Fangador’s fall and Teague’s death, he and his sons set out to cut Marius off at the Rift. Rickron Ravalee’s grandson, Lord Beyton Ravalee, commands Riverlock. Most of his men are decended from northment—their fathers or grandfathers pure northblooded. Some of Ravalee’s men turned against him, and Riverlock was overtacken. Ravalee was killed, meaning that his cousin, Kodha Ravalee would be lord.

Sam Ebonwulf caught Marius near the fens of Riverdeep. He barricaded the city against the northmen and defended from the river. The siege of Riverdeep had begun, but Ebonwulf had already gotten word that some of Alaria’s men from Rosewell were on their way. Sam Ebonwulf dismissed the help of the young Nicola Dondirro, who had led a small force of men to join Sam Ebonwulf in his siege. Nicola Dondirro is embarrassed in front of all his men.

-Rohme Reynelis joins the Mistwalkers. She travels south.

842 AC—Early in the year, Alaria’s men from Rosewell reached the siege of Riverdeep, strengthening the side of Sam Ebonwulf. Alaria joins the siege, bringing Matthias Mar as captive. She threatens to kill Mar if Marius does not surrender within one month.

Marius is quoted to saying, “I am sorry, my brother, but if one has to fall for ten thousand to rise, what king would I be to refuse?”

At the end of the month, Alaria staged an execution of Matthias Mar. To the world he was dead, but Rohme Reynelis had other plans for him that Alaria was willing to entertain. Marius was angered, but kept the siege going. He sent letters to all, calling for aid. He gets the dwarves of the Rift on his side, and the dwarven king Bomlin mobilizes his forces.

843 AC—The dwarves attack Riverdeep from the south, and the combined forces force the surrender of Riverdeep. Sam Ebonwulf and many of the minor lords of the Uriel valley are taken captive. Julian II Ebonwulf escapes, but Rainer Ebonwulf and Brandon Ebonwulf are killed.

Alaria had left Riverdeep for King’s Mark, and she began to fortify Ophiel’s Reach. In her time of need, Alaria called upon Maximillian Liabella of Blaisa. She called on him to strike north and make for Kells, forcing Marius out of the south. Maximillian took up his sword and his forces sailed north.

-Jerrath Merser’s eldest daughter is born, Corria Merser.

844 AC—The dwarves and northmen besiege Ophiel’s Reach. Alaria and her few men guard the fortress. By the middle of the year, Marius receives a report stating that Maximillian Liabella had won a major victory and taken Axewick. He was moving north to Yronlake now. He had rendezvoused with Alaria’s soldiers at Rosewell and moved west. Hearing this news, Marius retreated north.

-Jerrath Merser’s eldest son is born, Garrel (II) Merser.

-Severen Mar marries Roselyne Edister.

845 AC—Alaria sent word to Maximillian Liabella of Marius’ retreat, and informed him that the north wasn’t important—he should meet with Marius and discuss terms of peace, and then aid her in the south against the dwarves, who had taken a new cause about them—the acquisition of more land. They wanted the entire Rift area to be theirs. Maximillian Liabella met with Marius, and peace was struck. The north would once again be free, and Wintercrown was declared a sovereign kingdom once again. Marius became known as the Chain Breaker King.

Maximillian moved south to join the Dwarven Cessation War.

-Rohme travels with Matthias Mar, believed dead, and most of his men to allow him to join the Freeguard.

-Severen and Res Mar both swear to kill Alaria Virro, and finish the rebellion that their father started. They travel to the Broken Isles in search of aid.

-Sam Ebonwulf dies of age in captivity. Julian II Ebonwulf, 38, is crowned.

-Roselyne Mar (Edister) gives birth to Ortega Mar.

-Alaria reveals her son, Cristaor Virro (20), to the world. He was hidden, growing up in the country. Now he will lead Alaria’s army with her, learning the ways of war and ruling.

846 AC—With the First Rebellion ended and the Dwarven Cessation War in full swing, the people of Wysteria had no time to recover. The dwarves unleashed a new weapon in this year of the war—the crossbow and its huge counterpart, the ballista. The mechanized bows pounded through armor and caused great casualties on Alaria’s side. Maximillian Liabella attacked the Rift from the east while Alaria defended the Conqueror’s Coast. Maximillian is aided by Audnos Dondirro’s son, Havelis Dondirro, 45, lord of Direwood.

-Matthias Mar joins the Mistwalkers.

-After meeting with the people of the Broken Isles, Res and Severan Mar buy a ship and begin their new plan—their grandfather was a pirate, a Blackstrom, so they would be too. They would gather men slowly and raid the far-off coasts for riches. Their goal—take back Rosewell. With Rosewell, they could aim for each of the other eastern cities.

-Brayan Liabella and Irene Sparre are married.

-Nicola Dondirro marries Jozefien Liabella, one of the Old Liabellas. They have a son: Adil Dondirro.

847 AC—Res Mar encounters the tale of the Crows near Fangador. She goes and meets the witch Naim, and begins learning the ways of illusion.

-Cristaor Virro marries Esseris Merser, daughter of Marcus Merser. Cristaor Virro’s son, Corrym Virro, is born at King’s Mark.

-Rasmus Liabella is born to Brayan Liabella and Irene Liabella (Sparre).

848 AC—Adonas of Tabris paints another mural—*A Prison Dark*—in the lofty hall of Direwood. This foretells the fall of the dwarves in Wysteria. Adonas catches the attention of Rohme Reynelis, and she finds him and begins to study under him.

-The combined forces of Maximillian, Alaria, and Havelis push the dwarves back to Selegost. Almost all dwarven towns and outposts outside the mountains are destroyed. The dwarves of the Rift are practically confined to the mountains.

-Brandon II Ebonwulf’s son, Lief Ebonwulf, is born.

-Ben Ebonwulf and Selele Liabella are married. Their son, Benjamin II Ebonwulf is born.

-Siri Liabella is born to Brayan Liabella and Irene Liabella (Sparre).

849 AC—The Mountain Accord is signed. By the treaty, the dwarves cannot settle outside the mountains. They have free reign within the mountains, but cannot have any commercial activity outside, nor do they have any concrete rights. This act practically reduces dwarves to the status of animals.

-Cristaor Virro’s daughter, Isela Virro, is born.

State of Wysteria in 850 AC:

Wintercrown is sovereign again

The first rebellion of the east was put down by Alaria Virro, now 46.

Naim of Mazica and her Crows remain in the forests of Fangador

The Aamirian bond with the Talaali is weak and forced.

Res and Severen Mar, both 26, aim to continue their father’s legacy. They believe their father executed.

Ylsif Greymyre and Deonte Crag vie for lordship of Fangador.

850 AC—Wysteria and Wintercrown enter a period chronicled as the Recovery—the unending wars previous have finally ceased, and the desolation of the Dark Crisis still covers the countryside. Cities take time to rebuild, and families to recover.

854 AC—Ylsif Greymyre and Deonte Crag (67) duel for the lordship of Fangador. Deonte emerges victorious, and he is given lordship and name. He chooses Deonte Reiten.

-Mirabel Dale, the last of Liliwyn’s seven bastards, dies of old age.

-Martin Ebonwulf is killed in a hunting accident.

855 AC—Orcs from Balogog attack the Jotungard fortress of Hohenvant and burn much of the ancient library there.

-Ridithas Virro is born to Cristaor Virro and Esseris Virro (Merser).

857 AC—Marcus Merser dies of alchohol poisoning. His son Jerrath (34) becomes lord of Wyre.

-Havelis Dondirro dies of sickness at age 56. His son, Nicola Dondirro (29), becomes Lord of Direwood.

858 AC—Alaria Virro, 54, presides over the first ever continent-wide games to bring peace to the three kingdoms of Wysteria. The games are known as Wysteral Games—they take place every ten years, a reference to the ten gods of the New Dominion. The first winners are the Ebonwulfs. Erevor Dondirro is killed by Baris Ebonwulf during one of the games. A seed of hate is placed in Nicola.

-Marko Ebonwulf marries Noemi Connor.

-Baris Ebonwulf marries Alluna Reynelis. Baris Ebonwulf is chosen as the castellan of King’s Mark.

-Ben Ebonwulf becomes a court knight at Rosewell. He and his wife, Selele Ebonwulf, and son, Benjamin II Ebonwulf move there.

859 AC—The Library of the Ten is built in Tessenhall, a sign of the ever-growing divisions between the religions. Tessenhall, being in the center of the kingdom, is a scene split in two by the Old and New Dominions.

-Aamir enforces their hold on the Talaali. They move troops into Sahaladar and construct outposts to control the tribes. Aamir expands across the deserts.

860 AC—Adonas of Tabris paints *A Rain of Thorns* in the chapel of Rosewell—now under lordship of Basil Liabella. During this time, Rohme Reynelis meets Ortega Mar—she is intrigued by him.

-Marko II Ebonwulf is born to Marko Ebonwulf and Noemi Ebonwulf (Connor). Alicia Ebonwulf, Marko II’s twin, is also born.

861 AC— Seryn Ebonwulf is born to Baris Ebonwulf and Alluna Ebonwulf (Reynelis).

862 AC—The Crows in the forests of Fangador raid more ambitiously and more often, led by a new illusionist.

-Rohme Reynelis seeks out Leiv Rinn in the Broken Isles.

864 AC—Severen Mar returns from his voyage backed by a small armada of diverse ships. Allies made across the world join behind his sail. He moves into the Bay of Petals and meets with Basil Liabella, now lord of Rosewell. Severen convinces Basil that Alaria has no love for him—only his brother. Even Arfire had no trust in their father, Jonathan. He may have given Jonathan Blaisa, but only to keep him as far away from King’s Mark as possible. Jonathan was next in line for the throne before Arfire stepped in—the crown was stolen by the child. Basil joins with Severen. With Severen’s fleet and Basil’s force, the matters of the eastern cities were on the table.

-Marcel Nadler, husband to Annina Nadler, dies of sickness.

-Justus Ebonwulf dies of sickness.

-Rohme Reynelis finds Leiv Rinn, and she trains under him. He gives her the Rinnstone.

865 AC—Crops failed in the northern parts of the Uriel Valley—no small part due to tampering of the Crows. The unrest grew, and when the people of Balling were approached by Basil and Severen who promised independence and plenty, they joined. The two leaders met with Deonte Reiten (78) and his grandson Nils, who agreed to aid them. He believed that his need to fight for Fangador was unheard of—Ylsif was a northman, born and raised in Kells. Severen travels to Bayfair, and begins to coerce the populous of his intentions. He soon finds that Bayfair is a much stronger city—influenced by Blaisa and Bellshard significantly. He would need to win the fortresses over before he won the city.

-Corrym Virro, son of Cristaor Virro and grandson of Alaria Virro, has a son: Gamir Virro.

866 AC—Severen entreats with the venerable Lord Alram Fyste, 92, of Bellshard. He convinces Fyste that the crown under Arfire and Alaria delayed the ninety years of seating his family in Bellshard, instead giving it to a Liabella. Fyste’s sons are eager to join the side of Severen, thinking it might kill their father, or each other. The eight sons of Alram Fyste were eager to get at each others’ throats for the lordship.

-The eight sons of Alram Fyste from oldest to youngest are: Simuin, \*Davellan, \*Tulson, Leon, Vensel, \*Herlek, \*Victor, \*Torston

-Ortega Mar marries Siri Liabella, daughter of Brayan Liabella and granddaughter of Basil Liabella. This brings the houses of Mar and Liabella closer.

869 AC—At 46, Severen Mar finally has a sizeable portion of the east behind him. His eye is focused on Blaisa—the last stronghold in the east. Basil and he both knew that Maximillian Liabella would not surrender or turn. Blaisa would need to be taken by force.

-Lasten Ebonwulf, son of Lief Ebonwulf, is born.

-Lissette Mar is born to Ortega Mar and Siri Mar (Liabella).

-Annina Nadler dies of old age.

870 AC—After 20 years the Recovery was interrupted. The forces of the east—Deonte Reiten of Fangador, the unruled men of the Broken Isles, Basil Liabella’s force from Rosewell, Alram Fyste’s host from Bellshard, the organized Crows under Res Mar, and Severen’s pirate armada—marched on Blaisa. The Rain of Thorns began—the Second Rebellion.

-The attack on Blaisa commensed with the unleashing of a siege weapon that Severen found across the seas—the trebuchet. Launching rocks daused in the chemical dragon fyre, the sky was alight in hot green. Severen’s ships docked in the bay and men landed on the shores. The Crows led by Res unleashed their mass illusions, driving the defenders insane. The gates were broken down and the castle was stormed. Maximillian was captured by his own brother, Basil. Blaisa had fallen. It was only a matter of secession from Westring before the war would be official.

-Rohme Reynelis approaches Ortega Mar and offers to give him a powerful magical artifact—the Rinnstone.

-After the attack on Blaisa, the rebels gathered all they could from the fields to stockpile. People were encouraged to ration for the coming years.

\*The 67-year-old Alaria Virro rallies her massive forces from the west.

- Severen Mar declares the cities of Coulin, Balling, and Bayfair independent from Westring. By this time, he had already distributed his forces to the two main defence points—Fangador and Bellshard.

Parties: Alaria, Cristaor Virro; Kodha, Edellan II Ravalee; Jerrath Merser; Nicola Dondirro; Maximillian Liabella; Perthorn II, Faranos Sparre; Thaya Perera; Baris, Julian II Ebonwulf; Ellis Elberos;

Basil, Brayan, Rasmus Liabella; Severen, Res, Ortega Mar; Deonte, Nils Reiten; Alram, Victor, Torstan, Leon, Simuin, Herlek, Vensel Fyste; Florian Lux; Tohen Franz; Ranon Edister/Rekleov; Iris Fields; King Mhisram;

Notable casualties: Brandon II Ebonwulf, Ellis Elberos, Tulson, Davellan, Victor, Torstan, Leon, Simuin, and Herlek Fyste, Kodha Ravalee, Severen Mar, Alram Fyste, Perthorn II Sparre, Faranos Sparre, Jerrath Merser, Edellan II Ravalee, Brayan Liabella, Julian II Ebonwulf, lots of other Ebonwulfs, Res Mar, Nicola Dondirro, Alaria Virro, Cristaor Virro.

871 AC— The 67 year old Alaria Virro rallies her massive forces from the west—the standing host of Ophiel’s Reach, King’s Mark, and Riverlock, as well as the strength of the Uriel River Valley and the Ebonwulfs.

-*Hammer:*

-Adonas of Tabris paints *Blood and Water* in the New Dominion temple of Tessenhall. The painting fortrells the first battle at Tessenhall to come later in the year.

-*Alturiak:*

*-Ches:*

-Alram Fyste’s sons Simuin, Vensel, Tulson, and Herlek lead 2,500/9000 of their men to the Eagle’s Pass to the south, preparing to ambush Perthorn II Sparre if he were to move up form the Aerie. They are told that, if Perthorn moves north, they should follow and flank him.

-Severen sails his armada along the coasts to Balling, where he and a small consort break off to travel north. He realizes that he needs Wintercrown’s aid—be it for supplies or men. He makes for Kells. He leaves the rest of his force under the command of Florian Lux, a brilliant strategist Severen met in the Sunset Isles. Lux will wait on the coast until the siege of Fangador begins—then, he plans to hit the attackers from the side. Florian will reach Balling by the middle of the month.

\*Kodha Ravalee mobilizes his host at the start of the month. He reaches Fangador in the last week and sets up a siege camp.

\*Julian II Ebonwulf makes north. He leaves half his force to join Ravalee on the south side, and he moves through the forest to flank the fortress from the north. In the middle of the month, as he moves his half north, he is beset upon by the illusionist Crows, led by Res Mar. The soldier that survived the Crows would tell of the forest as story of horror. The Crows’ illusion magic struck ruin into the hearts of the attackers. They would strike from invisibility, create mirror images to make their numbers seem to multiply, disguise themselves as the Tessenmen, and create mass panics. At some points the forest became as silent as death, the screams deafened by the magic. Res herself lead the Crows, prodigy of Naim of Mazica. She lured off groups of men, never to be seen again. Just on the travel through the forest to get to the northern camp’s location, Julian II lost 300/4500 men. He set up camp as the month closed. Only 50/500 of the Crows were killed.

\*Perthorn II Sparre swoops his forces to the north of Eagle’s Pass, knowing that it is a choke point. The trip around takes longer and is more strenuous, but he knows it to be safer. He reaches Bellshard and begins to set up camp in two weeks.

*-Tarsahk:*

-Severen and his consort reach Kells by the second week of the month—they trekked along the godsroad through Wintercrown. Severen pleads to the elderly Marius Edister (67), whose daughter Severen is married to, to lend any aid he can to the cause. After a few days’ deliberation, Marius declares that he will not throw himself into another war, but he will lend any needed supplies. Supply routes will run from the Black Keep to Fangador, and from Axewick to Coulin. From Coulin, supplies will be shipped to Bayfair. After a week’s lay, Severen leaves south.

-Tohen Franz and the men of Gatterlen Hall sail around the south of the Reach. They make for land just above the Neck. After they land, they plan to move north along the godsroad to attack Tessenhall from the south. They will reach their destination in around 40 days.

-Deonte and Nils Reiten send word to Florian Lux that the siege is beginning.

\*Jerrath Merser and his men from Wyre make for Ardham rock, where they will join with Edellan II. From there, they will supply themselves and sail around Aamir, stopping to supply again at Mansoor. They will then head north to Blaisa.

\*Nicola Dondirro and his men move through the Rift to Tessenhall, then they move east through the plains and farmland. Nicola’s position is to pillage the towns around Bellshard and cut off their supply lines. Once he leaves, it takes him 20 days to reach Tessenhall, and another 30 are expected to reach Bellshard lands.

\*Kodha Ravalee (6,500) and Julian II (4,200) begin the siege of Fangador in full force. Catapults and balistas are built, battering rams are shingled, and pitch is mixed. Julian’s northern camp cuts off supply from the Black Keep.

\*Perthorn II begins the siege at Bellshard. The towering fortress sits perfectly on a hill in a valley, but it lends itself to being surrounded. Perthorn II positions himself to the north, blocking the supplies from Balling.

*-Mirtul:*

-Mid-month, Severen reaches the battle front at Fangador.

-Florian Lux gets word from Deonte Reiten. His 8,000 men begin the march south. They reach the northern camp within a few days. The pirates and mercenaries charge from the trees, and the forest is filled with chaos. The cramped space, filled with over 12,000 men, is a bloodbath. The Crows join in the fray. The forest is filled with blood, and the Ebonwulf camp is burned. In only a few hours, 3,000/4,200 Ebonwulf men are dead, 1,500/8,000 of Severen’s host are killed, and another 50/450 Crows. Julian II Ebonwulf is taken captive, and the remaining 1,200 of his force are taken captive or drafted. This major victory over Julian II Ebonwulf strikes hope into the rebels.

-Tohen Franz and the Gatterlen men storm Tessenhall Fort. The surprise attack allowed for Franz to take the hall with few losses—his 2,500 men garrison the fort and take hostages. They take Brandon II Ebonwulf and his family, and Iris Fields. Victoria Ebonwulf is married to a lord on the Conqueror’s Coast. Iris Fields seems different—unlike the others. Franz begins to talk with her. Iris has always felt that she never fit in with her siblings. Her father may have kept her in Tessenhall, but he never truly loved her. She wants to get back at him—she wants to show him that she is worth something. She wants to join the rebellion—and she can provide a small amount of forces (100). Franz agrees.

- Simuin, Vensel, Tulson, and Herlek lead their 2,500 men from Eagle’s Pass around to flank Perthorn II. The Fystes made their move despite their smaller force. As the attack started, Basil Liabella took 5,000/6,500 of his soldiers out to sandwich Sparre. The attack in the tall pine forests was a second massive success for the rebels—Perthorn II was captured, and his force was almost entirely wiped out. Tulson and Herlek Fyste were killed, and 1,000/2,500 of their men were lost, but it was a victory none-the-less. 500/6,500 of Liabella’s men were killed. After this battle, there are 7,500 men at Bellshard. 1000 are Fyste’s. 1,000 of Perthorn II’s men are drafted into Basil’s army, giving the defenders a total of 8,500 men.

\*In the last week, Nicola Dondirro reaches Bellshard farmland. He begins burning what crops he can find, and sacking all the villages.

\*At the beginning of the month Alaria Virro and Ellis Elberos combine their hosts and begin marching to Tessenhall. It will take them about a month.

\*As the month closes, Kodha Ravalee takes a different approach—he has 6,500 men compared to the 9,000 men of the Reitens and Mars, and they have a fortress. He can’t win a siege. He moves his forces out and makes for Tessenhall, to join with Alaria, who should be there soon.

*-Kythorn:*

*-*After the victory at Bellshard, Basil Liabella moves on the Aerie. With the Aerie, the Reach would be almost impenetrable from the southwest. Faranos Sparre defends the Aerie with 500 men—but because of the Aerie’s defensive position, a tough siege is necessary. Basil sets up camp in the middle of the month with his 6,500 men. He left the Fystes with a garrison of 2,000 men at Bellshard.

-In the first few days of the month, Severen Mar and Deonte Reiten follow Kodha Ravalee to the south, bringing Julian II with them. Florian Lux stays with Nils Reiten at Fangador. Severen leads 6,500 men and Deonte leads 1,500, leaving Florian and Nils Reiten with 1,000. With Kodha heading south towards Tessenhall, now supposedly garrisoned by Tohen Franz, Severen would be sandwiching Ravalee between him and Franz. Severen suspects a possible interference from Alaria and Cristaor, which is why he bring Julian—bait. He reaches Tessenhall only a few days after Kodha Ravalee. He sets up a defensive camp a few miles to the southeast of Ravalee and prepares for attack. His and Deonte’s 8,000 men against Ravalee’s 6,500. Alaria had not yet successfully forded the river, but she was close. When a battle breaks out, Severen thought, it will be bloody. After a few days’ preparation, Severen leads his forces in a charge against Kodha Ravalee. They battle on the flat plains outside Tessenhall, alongside the river. Alaria launches a surprise attack. She sends her men to the south to cross the ford and she has Ellis Elberos and his men from King’s Mark cross the bridge and storm Tessenhall. Elberos men crowd the bridge, storming the barricades of the Tessenhall fort. Ellis leads the charge on horseback, calling the calvalry on charge. Tohen Franz smiles as he collapses the bridge, sending hundreds of Elberos men to the water. Ellis himself falls in and drowns. The way into Tessenhall from the west is closed. Franz throws Brandon II Ebonwulf into the water as well. After hearing of her husband’s death, Petra Ebonwulf throws herself into the Uriel as well. Severen positioned his force well, allowing for a defensive choke on Alaria’s ford and a strong defense against Kodha Ravalee’s men. Despite this position, when Alaria’s men stormed across the Uriel, Severen was being pushed back. The combined forces hammered at his sides. While Franz puppetted the massacre in the Uriel, slaughtering Elberos men on the opposite bank with bows, Iris Fields led a good part of the Gatterlen men against Kodha Ravalee outside. The flanking attack slammed into Ravalee from the northeast, cornering him against the river and Severen. This push allowed Severen to turn his focus on Alaria over the ford. Alaria’s men fought with an indominable vigor, and her crown shone in the light. They charged into Severen’s barricades and pushed them back. When Iris Fields cut the throat of Kodha Ravalee, however, and began pushing his men into the roaring Uriel, the tide was turning. Alaria’s force spilled into the plains, and the hosts mixed, chaotically spreading everywhere. Alaria shone out, blinding the rebels. She dueled Severen Mar and cut him down, and his force weakened. She ordered a retreat of the rebels, and the survivors made for Tessenhall. Alaria emerged victorious, though not without losses. Ellis Elberos and 1,500/7,000 of his men were killed. Kodha Ravalee and 4,500/6,500 of his men were cut down. Of Alaria’s force of 6,000, she lost 2,000. This left the attacking force at a total of 11,500 men remaining. The rebels did not suffer lightly either. Severen Mar and 4,000/6,500 of his men were killed. Iris Fields lost 700/2,600 Gatterlen Hall men before calling a retreat. Deonte Reiten (0/1,500), Tohen Franz, and Iris Fields defend Tessenhall with 5,900 men. The rebels kept ahold of Julian II. The siege of Tessenhall begins.

-After word of Nicola Dondirro’s skirting movements reached Bellshard, Simuin, Davellan, Leon, Vensel, Victor, and Torston lead 900 of the remaining men from Bellshard to cut him off by the bay. Nicola Dondirro’s force moves quickly, but the Fystes move faster. They soon catch up with Dondirro, and the two forces engage in bloody skirmishes as Dondirro makes for Bayfair.

\*In the third week, Nicola Dondirro approaches Bellshard, but he turns north towards Bayfair. He wants to pillage the towns just outside, and possibly attack the city itself. This is also an effort to draw the Fystes from Bellshard.

\*On the first day of Kythorn, Alaria Virro and Ellis Elberos reach Tessenhall. The 13,000 men set up camp on the west side of the Uriel—Franz has the bridge into Tessenhall heavily fortified, and, unbeknownst to Alaria, rigged. The bridge can be made to collapse at any time. She plans to siege the fort until she can ford her way across the river and attack from the south. The situation is made even more volatile by Franz’ threats to kill Brandon II Ebonwulf, heir to Tessenhall, if Alaria attacks. She immediately begins fording the river a few miles to the south.

\*Kodha Ravalee reaches Tessenhall in the middle of the month. He finds the town besieged from the west and in the hands of Gatterlen men. Unable to attack because of the threat of Brandon II’s death, Kodha sets up camp to the north.

*-Flamerule:*

-The two fighting hounds, the Fystes and Nicola Dondirro, reach fields of Bayfair. On the thirteenth day of Flamerule, Dondirro leads his men into Bayfair during the night and raze the city in a catastrophic event. A huge section in the southern half of the city burns with flames as high as the clouds as the Fystes march into the city. The two armies fight in the chaos of the streets, both sides slaughtering the other. By the time the night was over, Davellan, Victor, and Torston Fyste were killed, Simuin, Leon, and Vensel Fyste were captured, and Nicola Dondirro was left with just 200 men. The Burning of Bayfair cuts into the rebellion, and their morale sinks—in addition, Bayfair was the place where Wintercrown sent shipments of supplies. Without those supplies, the eastern front of the war would become impoverished. Nicola Dondirro waits at Bayfair, enjoying his spoils. Dondirro gets the name, the Hound of Fall.

*-Eleasias:*

\* Jerrath Merser and Edellan II Ravalee sail into the bay at Blaisa. The fortress is lightly defended by Severen’s pirates, and it is quickly taken. Maximillian Liabella is freed. The force waits at Blaisa over the winter.

*-Eleint:*

*-Marpenoth:*

*-Uktar:*

*-Nightal:*

*-*In the dark of the winter, Res Mar and the Crows move from the forests of Fangador. They make for Bayfair. The winter is cold, but the cold cannot affect the Crows—they move into the city near the end of the year, and with a new magical art they corrupt the minds of the Dondirro soldiers and turn them into a kind of slave, enchanted into the service of the Crows. Res Mar personally enchants Nicola Dondirro. The Crows stay in Bayfair. Simuin, Leon, and Vensel Fyste are freed. They join with the Crows. Res Mar leads a force of 600. 400 of them being Crows, 200 being Dondirro’s men.

872 AC-

-*Hammer:*

-*Alturiak:*

*\**Alaria knows her position is weak. Her force is only marginally larger than the defenders at Tessenhall, and the northern force of Nils Reiten and Florian Lux could come down upon her at any time. If she retreats from Tessenhall, the only logical place to go would be further east—to Blaisa. She could rendezvous with Maximillian Liabella, Jerrath Merser, and Edellan II Ravalee and crush Basil Liabella’s force there. This plan would leave the western cities vulnerable. She needs allies from the far west. She sends messengers to Anaphi, capital of Irosh, to call for the High Oracle’s aid against the heretical rebels. Alaria orders her men to break the siege.

*-Ches:*

*-*Ranon Edister leads the army of the Frozen Throne south on the behest of his sister Rosalyne Mar, against Marius’ wishes. His force numbers 10,000. Marius is furious. Ranon sees that with his 10,000, and the 1,000 of Florian Lux and Nils Reiten at Fangador, along with the 5,900 men at Tessenhall, they can take down Alaria Virro. Ranon reaches Fangador, and Nils Reiten allows Florian Lux to take 600/1000 men to join with Ranon Edister. The army moves down to Tessenhall. Alaria’s army is already moving west, so the northern force quickly gathers 3,000/5,900 of the Tessenhall garrison, led by Iris Fields. The three leaders, Ranon Edister, Florian Lux, and Iris Fields follow Alaria west.

*\**Upon getting word of Ranon Edister’s movements, Alaria changes plans. She moves her force west to Ophiel’s Reach.

*-Tarsahk:*

*-*Basil Liabella takes the Aerie and kills Faranos Sparre. He takes Tennison Sparre, son of Faranos, captive. He leaves a small amount of men to defend the fortress. He marches in the rain with 6,000 men towards Blaisa. Edellan II Ravalee, Jerrath Merser, and Maximillian Liabella hold the fortress with 1,500 men. The siege of Blaisa begins.

*-*Ranon Edister (10,000), Florian Lux (700), and Iris Fields (3,000) pass through the rift. They receive word of Alaria’s split, and decide that they must split as well. Ranon Edister leads his force to King’s Mark while Florian and Iris besiege Ophiel’s Reach. The Twin Sieges of the West begin.

*\**Alaria reaches Ophiel’s Reach. She fortifies the walls and buildings and prepares for a long siege. She keeps 2,000/11,500 men. The rest (9,500) she sends to King’s Mark along with Cristaor. He prepares for a siege there.

*-Mirtul:*

-Ortega Mar begins to gather the sails of the north in anticipation for his coming involvement in the war.

-Deonte Reiten moves his 1,500 men back north, as Tessenhall is already well defended. He promptly dies of over exertion at 85. The lordship of Fangador passes to his grandson Nils.

*-Kythorn:*

*-*Tohen Franz travels the countryside around Tessenhall and finds men and women to join his force. He gathers an additional 300 men, bringing his garrison to 3,200. Franz holds the entire Ebonwulf family captive, and he has Tessenhall under his boot. What he truly wants, though, is a strong hold of Gatterlen Hall and the Broken Isles. After Leiv Rinn and his family’s disappearance in 839, Gatterlen Hall has not had a strong ruler. Severen brought the islands together with him for and gave the command to Tohen, so Franz feels that he is now the ruler of Gatterlen Hall with Severen dead.

*-Flamerule:*

*-*Basil Liabella sees that he is getting too old for war. He passes his command to his son, Brayan Liabella and his grandson Rasmus Liabella before returning home to his wife in Rosewell.

*-Eleasias:*

*-*Julian II Ebonwulf offers to aid Tohen Franz in his goals of retaking the Broken Isles for himself. He would give Franz the gold and wealth needed to make him the legitimate ruler. Franz thinks it over, but before long he agrees with Julian II. He frees the Ebonwulfs and leaves Tessenhall with carts of Ebonwulf gold. Lief Ebonwulf swears to see that gold returned to Tessenhall before he dies.

*-Eleint:*

*\**Alaria’s messenger returns. She smiles.

*-Marpenoth:*

*-*Tohen Franz announces himself the Thane of the Waves and seats himself in the throne at Gatterlen Hall. The Broken Isles rally behind him. He leaves Julian II Ebonwulf with the 300 Tessenman he gathered.

*-Uktar:*

*-Nightal:*

873 AC-

-*Hammer:*

-*Alturiak:*

*-Ches:*

*-*Res Mar hears of Tohen’s betrayal and the freeing of Julian II Ebonwulf. She knows she needs more men to take Tessenhall even with a small garrison, so she travels to Bellshard and meets with Alram Fyste. Simuin, Leon, and Vensel are the three remaining sons of Alram, now 98. There are only 100 men with Alram at Bellshard. Alram refuses to leave his fortress, Bellshard, undefended. He will not give up the 100 men. Simuin, Leon, and Vensel are furious—not only will their father not die, but he is getting in the way of their glory. That night, Vensel Fyste slits Alram’s throat. The castle erupts in fights between the Fystes, with Leon, Vensel, and Simuin each trying to kill each other. Res Mar and the Crows attempt to stop the conflict, and they calm many of the soldiers with magic. By the dawn, Vensel Fyste stands on the bodies of 100 dead men after having killed Alram and Leon. Simuin was killed fighting Vensel’s men. Perthorn II Sparre, who was being held there, was also killed.

*-Tarsahk:*

*\**A long, low horn blows across the water to the west. The huge flat boats of Irosh sail into the harbor at Ophiel’s Reach. Florian Lux and Iris Fields retreat down Ophiel’s Pass. They know they cannot win against the huge force of Iroshi landing on the shores before them. Their smaller force could run away, but where would they run to? Thaya Perera leads the 15,000 Iroshi in a charge. Florian Lux and Iris Fields form their armies into a defensive wall, and the Iroshi charge splashes through the pass. Their swords clash with the shields of the defenders, and Florian’s Autumn lance shines through the shade of the canyon. The fight is bloody and quick. 3,500 of the rebels are killed, and Iris Fields and Florian Lux are captured by Thaya Perera. The Iroshi took 6,000 casualties from the fight, earning Florian Lux the title of the Autumn Lance. The 9,000 remaining Iroshi join with the 2,000 of Alaria’s men. Alaria knows the genious of Florian Lux—and she knows that she is smarter. Alaria brings Florian to her chamber and informs him that he will be feeding false plans to his comrades—plans that will mislead them and allow Alaria and Thaya to secure a strong victory.

*-Mirtul:*

*-*After a month’s recovery from the massacre at Bellshard, Res Mar and Vensel Fyste make for Tessenhall. The trek is easy with the few men behind them, and by the end of the month they see the low hall on the hill. The sun dips below the horizon painting the sky red and purple as Res and the others approach under cover of illusion magic. No horns sound in the eve as the attackers infiltrate the walls and open the gates, unleashing chaos onto the town and hall. People ran through the streets, screaming as the soldiers ran for the great hall. Res Mar and Nicola Dondirro break into the hall to find Julian II Ebonwulf, Lief and Silvia holding Lasten. Marko, Noemi, and the young Marko II are there as well. Res feels a disturbance in her magic when she enters, as if a force is disrupting her spells. The child Lasten Ebonwulf begins to cry, and with his crying the magic of the Crows and the enchantments on Nicola Dondirro and his men begin to falter and twist. The enchanted soldiers throughout the hall are driven insane, and the Crows are unable to cast spells. Everything falls into a deafening silence, all except the crying of Lasten Ebonwulf. Nicola Dondirro, insane, goes on a rampage. He kills the elderly Julian II Ebonwulf, standing at the front of the family. Lief Ebonwulf attacks Dondirro, defending his son. Nicola cuts him down, and then turns to Res Mar and kills her as well. The hall erupts in fighting, with the Crows fighting the Dondirros and the Ebonwulfs all the same. The scene soon quieted, with Nicola Dondirro slumped against the door frame, blood dripping from his mouth and from the many wounds on his body. Marko Ebonwulf, Noemi Ebonwulf, Silvia Ebonwulf, Julian II Ebonwulf, Lief Ebonwulf, Nicola Dondirro, and Res Mar are all killed. During this night of violence. The lordship of Tessenhall falls to the child Lasten Ebonwulf. This is known as the Spring Massacre.

*\**Thaya Perera’s forces wait for Alaria Virro and Florian Lux’s decision. Alaria has taken her seat at Ophiel’s Reach, as she is too old to lead on the battlefield. She leaves her 2,000 men with her son, Cristaor Virro. She instructs Florian to send a letter to Ranon Edister, telling him to instruct Ranon to stay put—that Florian’s forces could take Alaria captive and secure Ophiel’s Reach. Alaria knows that Florian will encode a secret message in the letter, so she counters that by having Florian place these instructions within a code. What Alaria doesn’t know is that Florian double codes the messages, instructing Ranon to leave immediately. He enchants the letter, unbeknownst to Alaria, so that Ranon is sure to be able to read through the double code.

*-Kythorn:*

*-*Adonas of Thabris paints *A Circle of Swords* in the Great Hall of Bayfair. It fortells the end of the war and the creation of a new kingdom.

*-*Ranon Edister receives Florian Lux’s letter and sees through the double code. He immediately orders his men to pack up the camp and move east towards the Rift. He moves towards Selegost.

*\**Cristaor sends word of Ranon Edister’s movements to Alaria, but the messenger bird is shot down by one of Ranon’s scouts—a special instruction by Florian Lux. When Cristaor doesn’t get any message back after one week, he sends 7,000/9,000 of his men out to follow Ranon Edister. He stays in King’s Mark, and allows the castellan of King’s Mark, Baris Ebonwulf, to lead.

*\**Soon, Thaya Perera and Alaria’s armies arrive at King’s Mark to find Ranon Edister long gone. They meet quickly with Cristaor, and as he explains the situation, Thaya is furious. She slaps him before before storming out of the hall. She orders her forces to march into the Rift. She sends word of Florian’s trickery to Alaria. Cristaor joins to command Alaria’s army.

*-Flamerule:*

*-*Ranon Edister moves his force into the hills of Selegost and meets with the dwarf king Mhisram. He offers revenge for the Dwarven Cessation War—all they must do is rally their army to his call. The drums of Selegost beat once again.

*-*The night before Thaya Perera’s letter reaches Alaria telling of Florian’s trickery, he leaps into the sea off a balcony at Ophiel’s Reach, diving into the cold sea. He swims to shore and slinks off into the night as the bells of Ophiel’s Reach toll his deed.

*\**Baris Ebonwulf rides amongst his captains when he hears cries from the front of his force, and from the flanks. Huge wooden bolts rain down upon the force followed by a hail of rocks. Dwarven catapults fling rubble down into the Rift, but the cracking of the rocks is small compared to the deafening war cry of the dwarves. 5,000 dwarves led by King Mhisram and 10,000 men led by Ranon Edister pour from the hills on either side of Baris’s force. Baris knows to call a surrender, but it is too late for 8,000 of his men. He and the remaining 1,000 men are taken captive. 2,500 of Ranon’s northmen are killed and 2,000 dwarves fall as well, but the victory is still theirs.

*\**Thaya Perera’s scouts report the sighting of the battlefield to Perera and Cristaor Virro. Cristaor knows they can’t walk into the same trap that Baris Ebonwulf did, but they cannot retreat. The armies set up a fortified camp in the Rift, in the hills north of Direwood. They sit in waiting.

*-Eleasias:*

*\**Alaria Virro appeals to Marius Edister to see reason and to stop his son before she is forced to declare war on Wintercrown. She gave Marius the freedom he desired in the First Rebellion, and now she asks him to aid her in this.

*-Eleint:*

*-*Marius Edister hears Alaria Virro’s pleas. He assembles a small envoy and travels south to meet with his son.

*-*The sails of fifty northern ships anchor in the bay at Blaisa, and Ortega Mar steps off one boat to meet with Brayan and Rasmus Liabella, the leaders of the siege. Ortega has come to join the war. He has brought 2,000 men from the north to join the siege. Upon surveying the situation, he believes that they can take Blaisa by night. He lays out the plan: a significant force fakes a frontal assault while Ortega’s men fire wires through the back windows. Just enough men climb in to open the back gates, and when those gates are open, the rest of Ortega’s men will storm the keep and open the front gates for Brayan and Rasmus’s men. Brayan is skeptical—he doesn’t believe that the plan will work as perfectly as Ortega describes. Ortega smiles, and says, “I’ve got a few tricks up my sleeve.” They carry out the plan the night of the Autumn Equinox. The night is clouded and black, save for the torches of the Liabella men. The men attacking Blaisa from the front to offer a distraction are wearing the heaviest armor and holding shields to protect them from the arrows hailing down on them from above. The back of the castle is silent, but not unwatched. The attention brought by Ortega’s ships causes Maximillian Liabella, Jerrath Merser, and Edellan II Ravalee to post a good number of their men on the back of the fortress. Ortega Mar smiles as he takes the Rinnstone from his pocket. Rohme Reynelis smiles next to him. The Mar men fire wires into the lower windows of Blaisa and begin to climb through. Their archers fire into the windows, quietly killing defenders before they can attach the invaders. Soon enough, the back gate of Blaisa is opened, but not before the defenders of Blaisa are aware of the diversion. The defenders cram near the back gate, and it seems impossible for Ortega’s plan to continue—until he and Rohme speak the incatation to unleash the servent army from within the Rinnstone. The soldiers, trapped there for over one hundred years, pour from the gem in ghostly forms. They cut into the defenders, howling and screaming as they are killed again and again. Ortega’s men follow the ghostly army, charging into the castle and opening the front gate for Brayan and Rasmus’s men to storm the keep as well. Ortega Mar, Brayan Liabella, and Rasmus Liabella find Maximillian Liabella, Jerrath Merser, and Edellan II Ravalee in the throne room. Each of the men except Maximillian Liabella draw their weapons and circle each other, the rain pattering against the windows. Maximillian sits in the throne, watching. He is too old to fight. As fast as lightning, Jerrath Merser lunges at Brayan Liabella and sinks his blade into Brayan’s shoulder. A few swift cuts more and Brayan lies dead on the floor. Rasmus kills Merser, and Ortega kills Edellan II Ravalee. They capture Maximillian Liabella. The Liabella force lost 2,000 men in the storm, and the Ortega force lost 500.

*-Marpenoth:*

*-*Marius Edister reaches the mouth of the Rift and hails Ranon Edister to meet. Marius is wroth with Ranon—he had just broken the north away during the first rebellion, and now Ranon was throwing Wintercrown into another war. Not only does this dishonor the Edister name, it shows Ranon to be a warmonger. The tent is silent. Marius whispers that he will give the throne to Roselyne before he passes it to Ranon. With that, Ranon unsheathes his sword and strikes his father down. He takes the crown and names himself Ranon Rekleov.

*-Uktar:*

*-Nightal:*

874 AC-

-*Hammer:*

-*Alturiak:*

*-Ches:*

*-*Ortega Mar and Rasmus Liabella march their armies towards the Rift, and they send word to Nils Reiten to move through the Riverlands to flank Cristaor and Thaya Perera.

*-Tarsahk:*

*-Mirtul:*

*-*The final battle of the Second Rebellion commences as Rasmus Liabella and Ranon Rekleov order a charge against the fortified position of Cristaor Virro and Thaya Perera. Nils Reiten bears down on the back of the camp with his 2,500 men. The Rift is filled with blood and screams as men are gutted on the grass. Thaya Perera fights fights with Nils Reiten and Ortega Mar while Rasmus Liabella and Ranon Rekleov take on Cristaor Virro. Ortega Mar unleashes the Rinnstone once more, and the ghostly soldiers battle the defenders. Thaya Perera kills Nils Reiten, but is killed by Iris Fields, and her Iroshi warriors are killed. Iris leads the prisoners to escape and fight valiantly. Cristaor is killed by Ortega Mar, but Ortega’s leg is cut off at the knee. Both sides take extreme casualties, but the defenders surrender after a hard fight. Ben Ebonwulf, a knight fighting for Rasmus Liabella, is killed as well.

*-Kythorn:*

*-*The victorious forces march into King’s Mark and Ophiel’s Reach, announcing their victory over Westring. Basil Liabella goes to Ophiel’s Reach and confronts Alaria Virro. He speaks with her shortly before allowing Ortega Mar to execute her.

*-Flamerule:*

*-Eleasias:*

*-Eleint:*

*-Harvesttide:*

*-*The grand celebration of the victory of the Second Rebellion is at Bayfair as the city rebuilds from Nicola Dondirro’s great fire. Basil Liabella reveals his plans for a great Confederation of cities, to be known as the Basilian Confederation. The cities of Coulin, Balling, Bayfair, and Tessenhall will be members. Iris Fields is legitimized and marries Teodras Norrix. King Mhisram is thanked for his aid, and the dwarves are forever promised support from the Basilian Confederation. The Basilian cities offer sanctuary for the dwarves.

Ortega Mar (29) will rule in Rosewell,

Basil Liabella (70) will rule in Blaisa, soon Rasmus Liabella (27) will rule,

The son of Nils Reiten, Janik Reiten (18), will rule in the Aerie,

Vensel Fyste (74) will rule in Bellshard,

Lasten Ebonwulf (5) will rule in Tessenhall with a regent.

Iris Norrix (39) is named Lady of Fangador,

\*Corrym Virro (27) is crowned in a solemn ceremony in King’s Mark.

Riverlock will continue to be held by a Ravalee,

Direwood will be held by Adil Dondirro (28),

Wyre will be held by the son of Jerrath Merser, Garrel II Merser (30),

Ardham Rock will be held by an Iroshi, Sovis Silu (242).

*-Marpenoth:*

*-Uktar:*

*-*Basil Liabella presents plans for a secure prison below Blaisa. He plans to hold Maximillian there until he dies.

*-Nightal:*

875 AC—Both the old kingdom of Westring and the new joining of cities, the Basilian Confederation, begin to rebuild from the harsh war. The crops of the Uriel River valley were burned, towns were pillaged. Bayfair was burned, and Ophiel’s Reach and King’s Mark were under brutal sieges. This is known as the Second Recovery.

-Both Westring and the Basilian Confederation suffer from the crop depetions and hard winters of the war. Famine and sickness run rampant. The Basilian Confederation is aided by a strong trade boon with Wintercrown.

877 AC—Ridithas Virro and Saryn Virro [Ebonwulf] have a child, Almede Virro.

-Basil Liabella dies of old age.

879 AC—The Riverlands and Fenlands flood, bringing more disease to the land and killing any growing crops.

-The freetribes of the Talaali revolt against the Aamirian people throughout the desert. Towns are attacked and pillaged, and one figure stands out: Impela of the Celumusa.

-Maximillian Liabella dies of old age in the prisons beneath Blaisa.

880 AC—Rasmus Liabella, Ortega Mar, Janik Reiten, Teodras Norrix, and other lords lead some troops into the Broken Islands to kill Tohen Franz and take Gatterlen Hall.

-While the dwarves of Wysteria have been offered peace in the Basilian Confederation, many feel bound to the mountains of the West. There is a divide in them—those who wish to stay, and those who wish to go.

882 AC—The Library of Bayfair is built as a commemoration to the rebellion and a sign of recovery.

-A new library is built on top the old at Hohenvant.

883 AC—Ridithas Virro duels Corrym Virro for the crown. Ridithas kills Corrym and is crowned. Gamir Virro, son of Corrym is also killed.

-

884 AC—Tohen Franz is finally caught and killed, and Gatterlen Hall is taken. The Broken Isles are put under the control of Eric Holland of Bayfair.

886 AC—There is a revolt in the Broken Isles. It is easily put down, but it suggests future problems.

-Impela of the Celumusa storms Sahaladar with the free tribes behind him. He holds the city and pronounces himself The Great Sibon. Aamir moves to retaliate against Impela of the Celumusa in Sahaladar. The War of the Free Sands ensues.

890 AC—A great forest fire threatens Balling. It burns many of the outlying towns.

-Lissette Mar births Finlo Mar to Fergus Stromberg.

894 AC—A great influx of elves immigrate to Aamir. This causes some social tensions, but the Aamirians are more tolerant than others.

895 AC—The Uriel rivery valley experiences a great harvest, bringing in bounty for the coming years.

896 AC—The River Road is made, stretching from Ophiel’s Reach to Riverlock.

-Impela of the Celumusa is killed in battle. He is followed as Great Sibon by Naledi of the Celumusa.

895 AC—Ranon Rekleov dies of age. His son, Astrad Rekleov is crowned at 40.

897 AC—Adonas of Thabris paints *A Sky Aflame* in Riverdeep. It fortells the eruption of the Great Shadow Mountain of the northern Shadow Hills.

898 AC—The Great Shadow Mountain erupts in a cataclysmic explosion, covering the north west corner of Westring and the Basilian Confederation in ash rains. Crops die and rivers are polluted. The white ash falls like snow and covers the shadow hills. Many say it has stayed in the atmosphere, giving the Shadow Hills their current name. The Great Shadow Mountain is renamed the White Mountain.

-The War of the Free Sands, now continued skirmishes on towns throughout the desert as the war dies down, sees the weakening of the desert kingdoms.

-During the eruption, the wife of Almede Virro births their son, Orinas Virro.

899 AC—The eruption of the White Mountain causes forest fires in the Riverlands. Many people are driven out of their homes, but the rivers stop its progression before it reaches Riverlock.

-The War of the Free Sands ends with Aamir pulling back its forces, sensing a danger from the north. Great Sibon Naledi rejoices in Sahaladar.

900 AC—Ridithas Virro declares launches an attack on Aamir. Relations between the two kingdoms had been deteriorating over the years, and Ridithas felt he needed to prove Westring’s power once again after its loss during the Second Rebellion. The Westringer forces are able to take Badri’s Gate during a surprise attack. Grand Princess Rahnia is furious, but knows not to let her anger show. She fortifies Zeena and the surrounding fortresses.

904 AC—As the war between Westring and Aamir drags on, Aamir stays on the defensive. Their cities are under siege, and Grand Princess Rahnia does nothing but wait. She is wise, but not wise enough. She is assassinated and replaced by the Grand Prince Desta. He takes the Aamirian forces on the offensive. Grand Prince Desta orders the construction of the Great Temple of Desta in Ismael.

-Astrad Rekleov, King of Winter, gathers forces for expansion. He ses that Wintercrown cannot survive without trade with other kingdoms—he wishes to make the northern state autonomous by expanding to colonize more arable land. He begins building a great fleet of ships to invade Annuntol. He is known as Astrad the Shipwright.

907 AC—After three more years of grueling war, Grand Prince Desta secures his hold on Wyre and the Rimehollows. He holds off on the offensive, already having shown his strength to Ridithas Virro. Westring loses the war.

910 AC—The Great Temple of Desta is complete.

-The peoples of the Broken Isles revolt against their Basilian rulers. They march on Gatterlen Hall and take it. The Broken Isles are declared independent by a man known as Harper Reid.

912 AC—Harper Reid shows his charisma by raising a significant force to defend the isles. His fleet is huge, and when confronted he reveals himself to have magical ability. He unleashes a storm of illusions against the Basilian army, like a new Leiv Rinn.

913 AC—The 66-year-old Ortega Mar goes out to battle Harper Reid. The two mages battle on the seas of the Maw, illusion magic against illusion magic. Harper Reid kills Ortega Mar and takes the Rinnstone. With the Rinnstone, Harper Reid is the most powerful illusionist in Wysteria. He uses his power to hide

-Lissette Mar is instated at the ruler of Rosewell. She has an affair with Fergus Stromberg. She trains day and night to fight Harper Reid.

916 AC—Ridithas Virro begins building a new summer palace for the Virro monarchs in the Rift.

-Lissette Mar launches a secret attack on the Broken Isles attempting to overthrow Harper Reid and get revenge for Ortega Mar’s death. Harper knows the attack is coming, and he lays a trap for her. Lissette’s force is taken captive and thrown in the dungeons of the Broken Isles.

918 AC—The independent Broken Isles under Harper Reid flourish, and the old ways of the isles resurge. Reid uncovers tunnels in the rock, find vast labrynths leading to secret chambers and villages. The most prominent one: The Halls of Ked, begins excavation. These ruins are lost remnants of a forgotten age, with untold wonders hidden within.

922 AC—The Virro Summer Palace is complete.

-Astrad Rekleov’s great fleet is finished, and the army is expanded. Astrad dies of old age soon after. His son, Bror Rekleov, is crowned at 35. His rule is closely advised—and some say controlled—by his sister Rhedyn Rekleov. Bror looks towards the Trees in the East.

-Finlo Mar, son of Lissette Mar, persues the rescue of his mother in the dungeons of the Broken Isles. He disguises himself and gets close to Harper Reid.

928 AC—Ridithas dies of age and sickness in the Virro Summer Palace. His son Almede is crowned. Almede revives the campaign against Aamir.

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930 AC—Almede Virro’s genious tactics show during the Battle at Wyre. He retakes the fortress and pushes the Aamirians back to Badri’s Gate. The siege of Badri’s Gate begins.

-Almede signs a trade agreement with the Grand Sibon Naledi of the Talaali. This trade agreement quickly moves to a full alliance.

931 AC—Bror Rekleov launches the great fleet from the shipyards of Northwatch. They sail east and land on the south-western shores of the Annuntol. The soldiers of Bror conquer begin to march north while settlers begin to build at the landing site.

932 AC—The farms of Wintercrown fail, and the kingdom falls into a deathly famine.

-The town of Iara is founded on Annuntol by the northern colonists.

-Bror and his men are ill suited for the warm forests of Annuntol. They are met with hostility by the Sunset’ai fortresses and cities, and the War for the Harlands begins as the Sunset’ai gather their forces.

933 AC—A great lunar eclipse brings rise to strange monstrous activity. A curse moves through the forests around Fangador, and werewolves terrorize villages.

934 AC—With the help of the Grand Sibon Naledi and the Talaali of Sahaladar, Westringer forces take Ismad. The combined armies convene at Badri’s Gate.

-Bror Rekleov is given the name the Frozen Flame as he leads his trooper with power and prowess. The conquerors push the Sunset’ai back, but the Sunset’ai fleet sets sail towards Iara. The Sunset’ai men’s elven allies move south on the backs of dragons.

935 AC—Harper Reid is murdered by a Basilian Confederate. On the night of the murder, Basilians launch a surprise attack on Gaterlen Hall and take it. The Broken Isles are once again a part of the Basilian Confederation. They are put under the control of Lord Nudd Hughes of Balling.

-The Sunset’ai fleet destroys much of the Wintercrown fleet and Iara is raided. Bror moves his force in just as the Sunset’ai attack Iara, and his northmen turn the situation. The flat Sunset’ai ships are boarded and their seamen are killed by the dynamic fighting northmen. As Bror slays the king of the Sunset’ai, the elves bear down on the waters. The massive dragons set fire to the bay and to all the ships. Iara is burned, but Bror survives. He swears vengeance on the dragons.

-Badri’s Gate falls to the Westringsers and Talaali. Almede’s next move is to march on Zeena.

936 AC—Bror leads his remaining men to hunt down the dragons of the elves. Bror’s men take on new strategies and become the first dragon hunters. The dragon hunters adorn their armor with dragon bones and carve their weapons from dragon horn.

-Almede Virro and the Grand Sibon Naledi march towards Zeena. Grand Prince Desta marches out to meet them on the godsroad, the entire power of Aamir behind him. The Battle of the Bloody Road ensues, with both sides taking high casualties. Almede Virro is killed by an arrow in the throat, and the Grand Sibon Naledi is killed by Grand Prince Desta. Grand Prince Desta is killed by Orinas Virro, son of Almede Virro. Orinas Virro moves whats left of the Westringers into Zeena, a conqueror.

938 AC—Orinas Virro is crowned in the Great Temple of Desta. He gives control of Zeena to Zyldyr Rosys, his half-elf ally from Irosh. Ismael joins Zeena in surrendering. Aamir is lost to Westring. King Orinas Virro exerts control over much of Wysteria.

944 AC—Bror confronts Queen Atheryll and her dragon Saelser. The battle is epic, and Bror kills Saelser before being slain by Queen Atheryll.

-Bror’s son, Selwyn Rekleov, is crowned at 32.

946 AC—Selwyn Rekleov brings peace between Wintercrown and Annuntol. He begins the reconstruction of Iara in the Harlands. He negotiates the control of the area for Wintercrown.

959 AC—Westring wars with the Basilian Confederation over the territory of the Shadow Hills and the great white mountain in them. This is known as the War of the White Mountain.

966 AC—The War of the White Mountain ends.

996

**The Second New Age**

With each new 1000-year age, the time starts back at one.

**Ilia**

**Cultures of Ilia in the Second Age:**

Tirion is powerful and alike to a militaristic English Empire.

Anor is peaceful and small, with a powerful navy and a small, elite, feroscious army.

Brund is a powerful, neutral nation bearing a likeness to an Egyptian Switzerland.

Erresea is the elven power of Ilia, with a culture likening to the elves of the Lothlorien.

Olaea is a tribal and agricultural kingdom, providing much of the food of the continent. The Lad’cathwaith tribes are ferocious and territorial.

Etrun is an oriental culture plagued by civil war.

Albos is a French-esque culture of people close to the forests and nature.

Ibos is a technologically advanced section of the continent with a culture likening to America’s Chicago.

Jaton is a small, densely populated central European culture.

252 AC-- Isabella is born in Ashbury, Tirion, a small city close to Ordos.

271-274 AC-- Isabella is taken by Hera'rontan to be turned into an Elan. Hera'rontan imbued her with the many of the aspects of Hera'roilya's power, however left out his own—creation. Isabella was his attempts to create a shard of the Architect, however she did not unlock this power. Hera'rontan keeps her for three years before returning her to Tirion. This is Hera'rontan's finest 'lifeless' creation. When he creates her, he creates two more as well, one in his likeness, and another. He awakens the one of his likeness, and it turns out badly—the creation goes insane and leads to the abandoning of the Elan laboratory. When the creation went insane after unlocking its powers, he saw different things in mirrors. The insane experiment had the weakest of the powers of the three.

283 AC-- 'Jeffers' is born, somewhere. Probably in a septic tank.

410-414—The events chronicled as the Queen’s Campaign take place, ending with the cataclysm of Vecna’s return and his subsequent destruction.

-412—The portal to Ravenloft opens in Erresea

-414—Nenril falls late in the year, after much resistence. The remaining elves move east to Arear.

-By Elient of 414:

-Nenril has fallen, and Vecna’s Erresean army joins with one pointed south, towards Albos The combined force marches marched south, and reached the mountains. Skirmishes ensued. Another force moves north to the Wall of Brund and begins an overrunning siege.

-The Heroes bring the powers of the Shards Knowledge, Good, and Evil to the side of mortals.

-Kingdoms from across the world wake up to the catastrophe in Ilia, and some realize that if it is not stopped, it will spread.

***The Great War of Ilia***

Personalities/***Heroes*** *of Ilia:*

-*General Serge Delys—*Albosi general at the start of the war.

-***Yorick Alibaster****—*The legendary Tirish paladin. Worked as a diplomat at the start of the

war.

-***Magnus Ritamir****—*Yorick Alibaster’s close friend from the past, Magnus is a giant among men. He took part in the siege of the Grey City. He is the leader of the Voices of Nara, and he took part in the Night of Black Blood.

-*Lydie Maitre—*Daughter to Samuel Maitre, general in the Grey City.

-***Clara Fairfox****—*Blind oracle healer, Clara fights and heals in the Grey City at the start of the war.

-***Isabella Clair Marx****—*Demigod Elan Assassin, Isabella works to train her friend Rowan

Fenrir in the ways of the bard at the beginning of the war.

-*Rowan Fenrir—*Revived elf friend of Isabella’s, he trains as a bard at the start of the war.

-*General Samuel Maitre—*Jatoni general at the start of the war. Holds the Grey City during its besiegement.

-***Queen Anastasia Blue****—*Queen of Arear at the start of the war and friend of the Queen’s guild. She pioneered Arear’s technological bounds.

-\**Grand Duke Nycolas—*Ruler of Jaton at the start of the war and friend of Samuel Maitre. He is assassinated by the mad King Simon de Gris in 417.

-*King Huelin­—*King of Tirion at the start of the war.

-\****Hessoh Totah****—*Brundi war leader and lord of the Shield of Stah at the start of the war. He holds the Shiled of Stah against Abraham until his unveiling, and when the Shiled is lost, Hessoh triggers its destruction in a cataclysmic explosion known as the Shattering of the Shield. This sets off a chain of volcanic activity in the surrounding mountain range. He is killed in the detonation.

-*Teruo—*Lad’cathwaith leader at the start of the war, aided by Belerand Redmane.

-*Belerand Redmane—*Lad’cathwaith guildleader in Ebun.

-*Cora Fara—*The elf general of Annuntol, brother to Lith. Cora is the military title.

-*Cora Lith*—The elf general of Annuntol, brother to Fara. Cora is the military title.

-*Sylis Selios—*

*-****Dux Blossia Ingenua****—*Commander of the Immunes, elite soldiers and scientists of Arcum.

*-Gihihk*—The orc leader of the forces in Etrun.

-\**Nellion—*The elf leader of the forces in Etrun. He is killed early in the war by Dzuzzun.

-*Queen Oldhingwen—*Queen of the Sunset Isles.

-*Naa Sebah—*Leader of the Suth Peak Fighters in Brund.

-\****Cassius Accius Ramirus****—*Second in command of the Voices of Nara and good friend of Magnus Ritamir. Meets Lydie Maitre during the siege of the Grey City and marries her. He is captured by Simon de Gris when trying to retake the Solemn Castle, and is sacrificed by Simon de Gris as he becomes the Grey Lich. He dies in 417.

*-Jean-Auguste Ramirus—*Son of Cassius Accius Ramirus and Lydie Maitre, Jean-Auguste was born in 417.

*-Muna Abay—*Brundi helf-elf general who leads the ground army to battle with Abraham’s force after the Shattering of the Shield in 417.

*-Avi Lear*—Tiefling lord in Ultear.

-*Halifax—*The most powerful warlock in the world and a planar traveler, Halifax aids Iant during its siege by Caqirin.

-*Luck Looney*—A powerful shard of Hera’roilya, Luck joins the siege of Iant at the start of the war.

-*Khaza Kromir*—The dwarf king of Harn Kahlduhr, who forges the Vuichiva with Luck Looney.

-***Jin****—*The wood-elf hero of Etrun. He unites the tribes of elves after Nellion’s death.

-*Aiza Akko—A young elf who takes Jin’s place as leader when he leaves for the forests.*

-*Personalities/****Villians*** *of Vecna:*

-***Abraham****—*A powerful lich lord and commander of Vecna’s fourth army. He lays siege to the Shield of Stah.

-***Caqirin****—*The lich lord commander of Vecna’s first and second armies, who moves south to take Iant in Albos.

-***Lim Vithara****—*The shadow demon king of Vecna’s third army. He besieges the Grey City

-***Yanochka****—*Vampire Matriarch and leader of Vecna’s fifth army. She attacks and takes Ebun.

-*Rhuncia—*Wraith leader of the sixth army, who moves north to attack Arcum.

-*Dzuzzun—*Nightwalker general of the seventh army, burning the forests of Etrun.

-*Raeg/Raeg Reborn—*The Dracolich leader of Vecna’s eighth army sent to besiege and destroy Ordos. He is killed in 417 by Yorick Alibaster and the Queen’s Guild.

-***Silmar****—*The fallen angel leader of Vecna’s ninth army, sent to destroy Tirion.

-***Simon de Gris/The Grey Lich****—*The mad King of Jaton who assassinates the Grand Duke Nycolas in 417. He captures the Solemn Castle of the Grey City, and takes Lydie Maitre prisoner. When Cassius Accius Ramirus attacks the keep, he is taken captive and then sacrificed during Simon’s ritual to become a lich. In 417, Simon de Gris becomes the Grey Lich.

*Items:*

-***Vuichiva—***The legendary dwarven bow forged by Khaza Kromir and Luck Looney.

-*AreTech—Crystal-powered magic-tech created in Arear.*

**The Strength of Men, Elves, and Dwarves**

**Tirion**

220,000 men

30,000 tieflings

8,000\*\* Illuminates

100\*\*\* Adventurers of the Queen’s Guild

100,000 dwarves

**Anor**

40,000 men

10,000\*\* Telath’cathwaith

5,000\*\* Immunes

**Brund**

90,000 men and elves

10,000\*\* Guards of Stah

**Erresea**

5,000 elves

700\*\* Shadows

**Albos**

20,000 men

8,000\*\* rangers

50,000 dwarves

500\*\* Telivant Guards

**Olaea**

50,000\*\* Lad’cathwaith

2,000\*\* Swords of Akina

10,000 men and elves

**Etrun**

10,000 elves

1,000\*\* Flesh-Eaters

20,000 orcs

1,000\*\* Warriors of Grumsh

100,000 beasts

**Ibos**

70,000 men and elves

100,000 warforged

1,000\*\* airships

1,000\*\* Spellbrand infiltrators

\*1 Big Blue

\*Spellbrand equipment

**Annuntol**

200,000 elves of the Orn Hossrim

10,000\*\* Lights of Isilme

5,000\*\*\* dragons and riders

**Aamir/Talaal**

200,000 fey-men

100,000 Talaali horseriders

**Westring**

200,000 elf-men

10,000\*\* Knights of the King

**Basilian Confederation**

100,000 men

50,000\*\* ships

**Wintercrown**

100,000 northmen

10,000\*\* Berserkers

**Irosh**

300,000 elves

50,000\*\* Divine Swords

**Theas**

100,000 elves

100,000 Locked Missionaries

10,000\*\* Shadowblades

**Lostondor**

200,000 slaves

50,000 gladiators

**Winterfall**

10,000 men

5,000\*\* Turned Jaegers

5,000\*\* Mages

**The Underdark**

100,000 drow

15,000 elites of Lolth

**Summerzel**

50,000 elves

10,000\*\*\* dragons and riders

**Uzai**

500,000 Utari

20,000\*\*\* dragons and riders

20,000\*\* ships

Base *Total: 3,307,300*

*General: 3,005,000*

*Elite x2 (\*\*): 536,400*

*Elite x3 (\*\*\*): 105,300*

*Pre-Multiplier Total: 3,646,700*

*Multipliers (\*…): Spellbrand Equipment (x1.5)*

*TOTAL EQUIVILANT: 5,470,050*

*Super weapons: Hera’roba (-4,000,000), Big Blue (-1,000,00*

**The Strength of Vecna’s Armies**

1,000,000 under Abraham

2,000,000 under Caqirin

1,000,000 under Yanochka

1,000,000 under Rhuncia

1,000,000 under Dzuzzun

1,000,000 under Raeg

1,000,000 under Silmar

1,000,000 under Lim Vithara

500,000 living turned of Ilia

\*Undeath

*Pre-Multiplier Total: 9,000,000 dead 500,000 living*

*Multipliers: Undeath (x2)*

*Post Multiplier Total: 18,500,000*

415 AC- Despite the destruction of Vecna, his legacy lives on. His numerous generals and corrupt humans dot the land, and his Apocalypse army marches from Erresea.

-*Hammer:*

-With Nenril just fallen, Vecna’s Nenril army, Army 1, moves south towards Iant, joined by his Iant army, Army 2. They quickly reach the mountains of Albos and are slowed. Generaux Serge Delys heads the ranger groups fighting the dead in the mountains.

-Queen Anastasia Blue begins research on a means to make the technical power of Arear mobile, through magical power stored in battery packs. This research is aided by Hera’rosintilya. With this step forward, Arear’s ability to become a major power in the war will increase.

-*Alturiak:*

-Yorick Alibaster begins his work as a Tirish diplomat working to better the relations between Brund and Tirion. He is joined by his aid Magnus Ritamir.

-Queen Anastasia Blue in Arear orders the construction of a massive mechanized army, biomechanical enhancer suits, and the Big Blue, a massive magically powered cannon, the first of its kind. She ordrs the Big Blue to be guarded by her two clockwork colossuses until it is completed.

*-Ches:*

*-*After months of searching the refugee camps around Arear, Isabella Marx and Rowan Fenrir find Rowan’s father. After failing to convince him of moving to a safe location, Isabella and Rowan begin their move to Era, Tirion. There, Isabella hopes to train Rowan as a bard at the Queen’s guildhouse.

*-Tarsahk:*

*-* Generaux Serge Delys and the rangers of Albos launch more frequent skirmishes as the winter’s snows melt. The mountains are thick with trees, and the fighting is spread out and remote. The rangers are experts at ambush and guerilla warfare, but their reliance on archery and ranged weapondry means an inability to effectively kill the undead creatures.

*-Mirtul:*

*-*Vecna sends an army towards the Grey City, Army 3.

*-Kythorn:*

*-*Army 3 reaches the Grey City, led by the mysterious shadow man Lim Vithara. The dead burn no torches in the night, but the city is ready. Stocked with food and supplies, it can withstand a long siege. The undead begin to construct siege weapons, and, on the Summer Solstice, the Siege of the Grey City begins. General Samuel Maitre heads the siege and Grand Duke Nycolas calls out for Tirish and Arearian aid.

*-Flamerule:*

*-*The Tirish king, King Huelin—now 68—mobilizes the Tirish military towards the Sword of Stah. In addition, he orders a mass draft of the populous. The peasentry is outraged, and small revolts begin to flare up throughout the countryside.

- Generaux Serge Delys calls to the order of Telivant Priests in Iant to come and bless the weapons of his men—this is the first use of widespread holy magic, and it significantly increases the effectiveness of the Albosi rangers.

*-Eleasias:*

*-*Vecna’s fourth army marches from the portal in Erresea. It moves north towards the Shield of Stah. It quickly reaches the Shield, and the dead begin a siege of the fortress. The siege is mainly a diversion headed by the Lich Lord Abraham as the death begin to traverse the mountains.

*-*General Samuel Maitre of the Grey City orders and evacuation of the outer rings of the city, forcing people into the inner rings or onto ships to be moved to Pike in Tirion. He then begins a repurposement of the outer rings, turning the buildings into siege engines and war camps.

*-Eleint:*

*-Marpenoth:*

*-*Nearing the end of the month, the dead of Abraham’s fourth army who began to cross the mountains begin attacking the Shield of Stah from both sides, cutting off any supplies coming to the defenders. Hessoh Totah saw this coming, and had called for the brunt of the Brundi army. The desert riders and skirmishers caught the dead as they descended from the jagged peaks, and the elves and men were able to expunge the undead and hold them at bay in the mountains. The mountain fighters were named the Suth Peak Fighters, and they were led by the elf woman Naa Sebah. The Suth Peak Fighters were joined by the Voices of Nara, a group of barbarians led and trained by Magnus Ritamir, devoit friend and follower of Yorick Alibaster. Magnus was sent to aid Naa Sebah by Yorick himself.

-Samuel Maitre begins his counter assault on Lim Vithara and Vecna’s third army using the city itself as ammunition. With the evacuations long underway, the number of supplies needed to support the city is drastically lowered. Samuel Maitre believes the city could hold for a significant number of years.

-The evacuated peoples of the Grey City form camps and settlements along the coast near Pike. King Huelin doesn’t take kindly to their presence, and decides it is in his best interest to draft many of them.

*-Uktar:*

*-*Brund keeps its gates closed to the Tirish forces. The Brundi king Juhul remains adamant that the Shield of Stah will be able to hold Abraham’s forces back. Yorick Alibaster works to persuade him otherwise. The Shield is held by Hessoh Totah.

*-Nightal:*

*-*The rangers of Albos lose ground in the dark of winter, and are pushed back to Iant. The massive undead force, led by Caqirin, lays siege to the city.

-In the gentle winter of northern Erresea, many of the undead of Abraham’s fourth army push through the mountains around the Shield of Stah. Naa Sebah and the Suth Peak Fighters and Magnus Ritamir and the Voices of Nara lay in ambush throughout the peaks and valleys of the craggy cliffs, and the skirmishing defenders were able to cause heavy casualties to the attackers.

416—King Huelin of Tirion begins the construction of a great fleet to carry the armies of Tirion across the waters of the sea while the south is besieged by Vecna’s seven emerged armies. The skies are dark and the land is cast in a shadow of grey.

-*Hammer:*

-During the winter months of 416, Naa Sebah of the Suth Peak Fighters begin work on outposts, towers, and small forts to help defend the mountain passes of Brund. They are aided by the Voices of Nara.

-*Alturiak:*

*-*An assassin attempts to kill King Huelin of Tirion, but is stopped by Yorick Alibaster, promitioned by Hera’rocoia. Yorick’s standing with Huelin is greatly increased. Yorick convinces Huelin to construct a massive fleet to bypass the Brundi Sea.

*-Ches:*

*-*King Huelin promptly begins construction of a great fleet.

*-*The fifth dead army marches from Ravenloft towards Ebun in Olaea, led by the Vampire Matriarch Yanochka. In a few weeks, they reach the smooth golden plains, the black armor and looming clouds in stark contrast to the rolling wheat. They don’t burn and pillage the land, however, but move straight towards Ebun.

*-*Hessoh Totah, the keeper of the Shield of Stah, realizes that his siege cannot be broken—they cannot win. Abraham, the powerful lich-wraith, is using divination to cut off any forms of magical communication, but Hessoh Totah is able to sneak a messenger bird out of the fortress towards Arear. He calls for a sort of weapon to do whatever he can to aid Brund.

-The siege of Iant is grueling, as the city can only be starved out. Caqirin has, however, figured out a way into the city. The Great Telivant Bridge spans the straights to the south of the city, and its southern passage is not as heavily defended. He sends half of his force to wade through the sea to the other side of the city. Generaux Serge Delys sees the dead move to the waters, and he immediately orders that the Great Telivant Bridge be more heavily guarded, and the people evacuated to the city proper. Generaux Serge Delys calls for outside aid, and he sends his pleas to Arear.

*-Tarsahk:*

*-*Yanochka reaches Ebun, but the city, carved into the walls of a ravine, is varitably impossible to assault on the ground. She sieges the city while building devices to take the city. Belerand Redmane organizes the adventure guild in Ebun to fight back against the dead army.

*-*Hessoh Totah’s messenger bird reaches Arear, and Queen Anastasia understands his plight. She personally begins work on a new type of bomb. Queen Anastasia also receives Generaux Serge Delys’s call for aid from Iant, but must wait to continue work on her previously envisioned ideas—magically powered battery weapons.

-Halifax and Luck Looney sail to Iant to help Generaux Serge Delys. They arrive at a surrounded city, locked by a brutal swath of undead at the North Gate and the South Gate. Huge black bats circle overhead the wood and stone houses, screeching in the night. The siege engiens of Vecna’s Warlord Caqirin encircle the walls, and dark drums beat through the shadows. Caqirin sits on high, looming above the battlefield on a huge palanquin pyramid. There is not way for them both to enter the city, as Caqirin’s presence blocks teleportation within range of the city. Halifax leaves for Arear while Luck Looney infiltrates the city, perfectly avoiding all perceptions. He slips into the city and meets with Generaux Serge Delys, discussing ways to make the city impenetrable.

*-Mirtul:*

*-*Vecna’s sixth army moves to the waters off of Erresea, wading along the bottom until they reach Anor in the north. They are led by the wraith Rhuncia.

*-*Generaux Serge Delys begins to implement Luck Looney’s plans to make the city impenetrable to Caqirin’s forces—the walls are thickened, spiked, and warded, and multiple outer defensive rings are created within the walls of the city. Defensive weapons are crafted en-masse, such as boiling oil and heavy rocks.

*-*Halifax reaches Arear, and he is able to continue Queen Anastasia’s progress on energy-powered weapons while she works on Hessoh Totah’s bomb.

*-*Luck Looney travels to the dwarven cities to the north of Iant as Generaux Serge Delys builds the defences of the city. The deep dwarves of Albos live in the darkness beneath the world, in thin tunnels that open into magnificent and cavernous natural hollows of the deep-world. The tunnels and cities of the stone connect to a deeper, darker world that seems to run for thousands of miles. Luck meets the Khaza of the dwarves, Khaza Kromir, and inspires him to work on a magnificent weapon—a bow unlike any other. Khaza Kromir’s mighty hammer rings in the halls of the dwarves for weeks on end as he and Luck work at the Star Forge of Harn Kahlduhr.

*-Kythorn:*

*-*The Lad’cathwaith of Olaea are gathered together by a great leader, Teruo.

-Rhuncia and the sixth army of Vecna reach the frozen shores of the north, and they trudge towards Arcum.

-Yanochka the vampire matriarch besieging Ebun finds a way into the city. The massive undead army begins to form themselves into chains and descend into the ravine, swinging into the city from the city. Corpses of the undead fill the ravine as the chains are cut and burned by Belerand Redmane, but the overwhelming numbers of Yanochka’s force begin to take their toll on the defenders. Belerand and his guild fight for days on end, but with no end in sight. Yanochka’s laughter echoes throughout the ravine as the city of Ebun is stormed by the dead, and soon Belerand is forced to retreat with the few soldiers remaining. The city had already been evacuated, with the civilians leaving through secret underground tunnels. The refugees head towards Arear, adding to the camps outside the city, now spanning for miles.

-With Ebun of Olaea taken, the supply line of Ilia is wounded. **Jaton, Brund, Albos, and Ibos’ cities will not have the supplies to last much longer, unless they were to receive outside aid.**

-This is the one-year mark of the siege of the Grey City. Lim Vithara begins to unleash his power—an ancient echo the Great Shadow of Amarth, Lim is able to extend his mind to the bodies of others, as if he were the shadow controlling all. He takes control of the entire third army—the one million dead are all Lim Vithara. He uses the hive mind and domination abilities to begin to seep into the city through the walls themselves.

-In a massive wave, Caqirin’s undead at the north gate of Iant raise hundreds of huge ladders onto the walls. The ladders slammed onto the stone parapets, and undead flooded the walls, fighting the defenders in the dim light. The defence of the walls seemed hopeless; the undead’s numbers are overwhelming, but through the darkness, one hundred streaks of light arc over the armies from the mountains. Luck Looney charges with an army of the dwarves of Harn Khalduhr. Luck wields the Vuichiva, a spectacular golden bow which seems to be woven from the heartstrings of the world itself. The center strings pulses with anguish, and it is said that the bow’s heartsring will glow with a soft light only when a tme of peace is reached. Each arrow fired from Vuichiva multiplies with the strength of the weilder’s anguish, and as Luck charges, Vuichiva’s arrows split into one hundred holy arcs of light. The dwarves only lead a preliminary charge against the massive undead force—they plan to fall back to their mountain defenses after the initial attack is finished. The shock of the flanking armies allows Generaux Serge Delys and the defenders of Iant to destroy many of Caqirin’s ladders and expunge the undead from the walls of the city.

*-Flamerule:*

*-*Vecna’s seventh army moves towards Etrun, and is led by Dzuzzun, a massive nightwalker. When the army reaches Olaea, they are beset upon by Teruo’s cats when the sky was as red as blood. The cats tore into the dead ranks, but soon they began taking heavy casualties. Teruo orders a retreat, and the cats melt into the high grass.

*-*At the beginning of the month, the wraith Rhuncia and her sixth army reach Arcum. The wraith’s army surrounds the city, wading into the icy bay. The city in the north is not weak—its walls are thick with ice and stone, and with the Talath’caithwaith and elite tundra fighters, the undead army is slowly picked away at. The Immunes, elite soldiers and innovators under the command of Dux Blossia Ingenua, begin to work on a means to destroy the dead en masse.

*-*The forests and plains north of Iant are a massive battleground, as Luck Looney and Khaza Krumir lead small guerilla parties of dwarves throughout the hills. Caqirin falls for Luck’s plot, and his spreads his northern army thin to follow the dwarves. The bands of dwarves become known as Daanthrage, or Dead Runners.

*-Eleasias:*

-Vecna’s eighth army marches towards the Grey City, but only to move past it. They plan to march into the bay, and then turn north towards Ordos. The army is led by Raeg the Dracolich.

-Dzuzzun and Vecna’s seventh army reach Kuritori, but the forest city is difficult to besiege, and the invasion unites the orcs and wood elves against a common foe. The combines forces of Etrun are led by the orc Gihihk and the elf Nellion. The fighting is viscious and unorganized, with the recent enemies turned allies fighting in the trees and in the brush.

-This is the one-year mark for the siege of the Shield of Stah.

*-Eleint:*

*-*Raeg the Drocolich reaches the bay of Ordos, and his army surfaces and lays siege to the swamp city. Raeg himself flies over the city, breathing his horrible fire upon the defenders.

*-*After only a short time of fighting, both Nellion, leader of the elves in Etrun, is killed. Ghihihk and the orcs are more unified, and have moved back to the fortified coast city of Penin. The elves of the land have scattered, forming small roaming bands in the forests and valleys of the mountains.

-Queen Anastasia’ bomb plans made for Hessoh Totah are complete, and she begins constructing the amount that Totah requested.

-As Lim Vithara infiltrates the Grey City, he begins to take control of the soldiers of Samuel Maitre. Maitre, seeing this, orders a retreat to the second ring of the city, moving as many of the siege engines as possible. He orders thousands of fires to be lit in the second ring, keeping the vile shadows at bay. With the help of Knowledge, he creates a ring of impenetrable magical light around the second ring. Hearing the reports from the Grey City, Magnus Ritamir travels there with his band of vicious fighters—the Voices of Nara. Magnus trained the Voices of Nara on the orders of Yorick Alibaster to aid with the war while Yorick was gathering worldly support. At the Grey City, Cassius Accius Ramirus—Magnus’s second in command in the Voices of Nara and a massive Arcish man—meets the daughter of Samuel Maitre, Lydie Maitre. Along with Magnus, Clara Fairfox sails to the Grey City to aid in healing, as it is the forfront of the war effort.

*-* Dux Blossia Ingenua and the Immunes of Arcum use an ancient recipe for dragonfyre developed in the lands across the sea to mix a massive amount of the substance. They dump it into the bay, and in a swift move they light the army of Rhuncia aflame. The Great Burning of the bay could be seen as a glow on the horizon for miles, the green fire incinerating the undead. The dead kept poring forth, however, despite the fire. Blossia calls for Tirion’s aid.

*-Marpenoth:*

*-*Yorick Alibaster gathers the members of the Queen’s Guild to fly south and battle Raeg the Dracolich. The quickly reach the swamps of Ordos, and they infiltrate the enemy lines, locating and battling Raeg. Yorick’s holy power, spread amongst the members of the guild, quickly brings Raeg to his knees, and Yorick delivers the final, fatal blow to the ancient undead dragon. This marks the first of Vecna’s generals to be destroyed. While many of the attackers were killed, the battle gives Ordos a chance to survive longer.

-A young elven swordsman name Jin begins to unite many of the scattered elves of Etrun. He trains them and brings the fight to the undead spread throughout the forests. As he gathers more and more elves, many frightened villages also join his growing band.

*-Uktar:*

*-*The Daanthrage are forced into hiding for the winter. They retreat to the mountains and secret hill forts to hide from Caqirin’s dauntless dead.

*-Nightal:*

*-*Defenders in the siege of the Shield of Stah are forced to begin severely rationing the stores of supplies set into the fortresses’ mountain storerooms. The supplies will last for 3 more years.

*-*The waning of the year brings only death to Etrun. As the great army of Dzuzzun spreads itself to find and kill the scattered elves, Dzuzzun himself seizes a lair in the ruins of Kuritori, where he lies in wait for the end of the pesky elves. His presence eminates a powerful evil throughout the forest, and it angers the creatures of the land.

*-*Jin and his band of hunters take to the hills and mountains for their secret refuges. They raid in the forested hills, but the numbers of Dzuzzun are great. Jin is a charismatic and fiery leader, and his men will die for him at his call.

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-*Hammer:*

*-*The winter brings disposed villagers, abandoned fighters, and others lost to the mountains of Etrun. They join with Jin, and they begin to build settlements in the peaks and deep valleys.

-*Alturiak:*

-Huge airships lift off from Arear carrying thousands of tons of supplies. They fly across the continent, delivering Arear’s supplies to the besieged cities. Soon, though, Queen Anastasia knows that Arear’s own supplies will run low. She believes that the airdrops will be able to bring 1 years’ supplies to each of the besieged areas. She calls to Yorick to seek the aid of lands across the oceans.

-Yorick Alibaster, hearing Queen Anastasia’s plea, sails to the Sunset Isles to the west. He seeks council and hearing from Queen Oldhingwen (A Maiden’s Dream of Silence).

-The bombs planned for Hessoh Totah are completed, and they are shipped off to the Shield of Stah by airship. The airship quickly reaches the Shield, and Hessoh Totah ordrs his engineers to rig the bombs into the stonework of the wall itself. The bombs cannot be set off by the rocks flung by Abraham’s army—they only respond to a specific order issued by Hessoh Totah himself. In addition, the airships brought much needed supplies. Hessoh Totah believes that, with rationing, the Shield of Stah should be able to withstand the undead hordes until Nightal of 420.Hessoh also orders the construction of large catapults by the Brundi army behind the wall, so as to launch stones onto the dead.

-On a cold, moonlit night in the mountains of Etrun, Dzuzzun’s forces converge on Jin’s settlement in the mountains. The wooden walls are weak, but the genius positioning of the fort gave Jin and his band ample time to prepare for the assault. They opened the escape tunnels carved into the sides of the mountains, and they began a great movement south to a more permanent, secret residence that they had begun building.

*-Ches:*

-Yorick is met with good faith and welcoming in Annuntol. The queen agrees to see him, and upon hearing his pleas for supplies, she agrees to help—not only with supplies but with the Grand Army of the Sunset Isles, the Orn Hossrim. Soldiers of the Orn Hossrim are typically called the hossrim. The Orn Hossrim are led by the brothers Fara and Lith. Queen Oldhingwen soon orders their mobilization.

-The Arear Airlift reaches the defenders at the Grey City, supplying the war-front with much needed preserved goods.

-The Arear Airlift reaches the defenders of Iant. This airlift is the largest yet, as Iant has a huge populous that can not be evacuated.

-The defenders at the Grey City complete a new set of siege engines to continue their assault on the shadow of Lim Vithara. Clara Fairfox, a divinely-awakened oracle of life, channels a massive amount of life-energy and pours it over the inner walls, flooding the outer-city with a great wave of holy power. The holy wave boosts the morale of the beaten-down defenders, sparking a great push by the defenders. On the last day of winter, Cassius Accius Ramirus marries Lydie Maitre, daughter of Samuel Maitre, under a sinking red light. As the first spring sun rises from the east, Magnus Ritamir and the Voices of Nara lead a charge out of the inner gates in an attempt to retake the outer ring of the Grey City. The outer ring, mostly cleared by the Oracle’s Wave, still poses a significant challenge due to Lim Vithara’s shadow. Clara Fairfox moves with the attack, holding a great dome of light over the defenders.

-As the airships of Arear fly in to Iant, Generaux Serge Delys and the army of the south find themselves hard pressed by Caqirin’s enormous force. Generaux Delys fears that the city will not be able to stand much longer without specialized weapons. The south gate is constantly battered by huge nightwalkers, and the men there are becoming weak with fatigue. The defender’s numbers are thinning.

-Queen Anastasia joins Halifax in working on the magical battery weapons.

-On the first day of spring, Jin leads his followers into the ancient mountains ruins build by the people of Mallorn in a lost time. Jin names the city Seishin Kai. The followers of Jin begin to rebuild the ruins of Seishin Kai.

*-Tarsahk:*

-Yorick sails to the northern island of Uzai to try to convince the Highlord Raevar to send aid to Ilia. Raevar hears Yorick’s council, and says that he shall know the Utari’s answer in one year.

-Many of Hessoh Totah’s siege engines are completed, and the defenders begin firing upon Abraham’s fourth army using large desert stones and mountain rocks transported by the Suth Peak Fighters and Naa Sebah as ammunition.

-After nearly a month of fighting, the soldiers trying to retake the outer ring of the Grey City reach a stalemate with Lim Vithara. Camps are set up throughout the ring, and the streets are filled with darkness and costant fighting. A makeshift “Middle Wall” is built in the area, which the defenders ralley behind.

-After being hinted at a large magic-crystal deposit under the Grey City, Halifax sails there to find it. He meets with Samuel Maitre and Cassius Accius Ramirus. After telling them of his plan, the two agreed to aid him in finding the lost catacombs below the city. The group starts in the Solemn Castle, finding blocked tunnels leading to dark rooms long forgotten. The catacombs lead to a meeting of ways, a huge chamber with tunnels snaking in every direction. The group splits up, travelling down each and meeting back at the center. Samuel Maitre finds that one of the tunnels winds to the west and seems to open somewhere outside the city. The outside is blocked with dirt, but Samuel can hear shovels digging and picks hacking at stone—Lim Vithara is trying to make his was into the tunnels. Samuel brings this revelation back to the others. Cassius Accius and Halifax’s tunnels connect and descend deeper into the stone. They shoot east, under the bay itself. Water drips from the ceiling, funneling down and cutting lines through the stone floor and walls. The tunnel ended suddenly, marked only with a metal disk indented in the floor, engraved with ancient writings. Halifax deciphered the writings and twisted the disk at exact angles until it sunk into the ground, revealing a well downwards lit by a dim blue glow. The well was linearly corogated, allowing Halifax and Cassius Accius Ramirus to climb down. The well opened into an open chamber with a massive blue crystal indented in the center. The chamber was artificial, created thousands of years ago to house the magical artifact. Halifax and Cassius Accius Ramirus returned to Samuel Maitre to share their findings. The group met up and traveled back to the surface, meeting with Magnus Ritamir to discuss the dangers below the Solemn Keep. Halifax sails back to Arear.

-Jin leaves the construction of Seishin Kai to wander the forests of Etrun. He walks through the grass and climbs through the trees, feeling the pain of the trees and the anger of the animals. He begins making a connection to the living world around him.

*-Mirtul:*

-Yorick continues his worldly travels, sailing to the continent of Wysteria. He lands first in Aamir, to beg for the aid of Grand Princess Satina Ali. She looks peers back into the minds of her ancestors using the remnasts of the fey magics, and she quickly sees the wisdom in Yorick’s plea. She agrees to send soldiers to Ilia.

-In the heat of the siege of the Grey City, the mad, inept king Simon de Gris assassinates Grand Duke Nycolas and seizes his power. His band of followers is in opposition to Samuel Maitre, and they believe the city should be handed over to Lim Vithara. The Solemn Castle is captured by Simon de Gris and his men, and Lydie Maitre is captured. Samuel Maitre and Cassius Accius Ramirus lead as many men as can be spared into the inner city in an attempt to retake the keep.

-After a breakthrough with the help of Hera’rosintilya, Queen Anastasia and Halifax find a way to make Arear’s magic crystal-powered tech mobile. The key to Arear’s power is a large blue crystal atop its highest spire, but magically powered devices can’t work far from the crystal. With the discovery of the huge crystal source beneath the Grey City, enough crystal could be harvested to power hundreds of weapons using shards. Hundreds of weapons aren’t enough, however, so Halifax and Queen Anastasia needed to find a more efficient method. The duo, with the help of Hera’rosintilya, discover a means to package semi-real versions of the crystals. In a way, they ‘quantize’ the magical energy in packets of brass cylinders, each one connected with an Aether coord to a Master Crystal—either the crystal in Arear or the one under the Grey City. Until the one under the Grey City is made available, all weapons will be tethered to the Arear Crystal. The tether needs to be made by magical oration, meaning each shell would need to be charged individually, and the quality of the tether would depend on the skill of the magical orator. Queen Anastasia offers orator positions to any refugees and Arearian citizens of magical aptitude. The new workers are put to work tethering the brass cylinder shells at huge factories, once used to create household items and other peace-time luxuries. Factories open throughout the whole of Arear, and even outside the city producing shells and the methods of delivery—specialized weapons able to be loaded with the “AC shells”. These weapons could be anything—bows, swords, axes, catapults, exc—anything that could be magically enhanced. The mechanization of the Stinking City took motion. Halifax alone channels massive amounts of eldritch energy into the shells, filling them with arcane blast power.

-The nightwalkers battering the south gate of Iant finally break through into the city, and the skeletons pour into the city. Generaux Serge Delys leads the defence, but he is quickly forced to order a retreat to the bridge. Thankfully, he and Luck heavily reinforced the bridge earlier. The Great Telivant Bridge was now layed with hundreds of barricades, walls, and wards. A great bulk of Generaux Delys’ men defend the bridge from the advancing dead. The north gate is faring only slightly better, as the Daanthrage have begun spreading and distracting Caqirin’s army once more.

*-Kythorn:*

*-*Yorick moves north, to the main of Westring and the Basilian Confederation. He entreats with the kings and lords, and is able to amass the aid of the West.

*-*The Grey City is torn by fighting, both at the Middle Wall with Magnus Ritamir and Clara Fiarfox, and with Samuel Maitre and Cassius Accius Ramirus in the inner ring. The defenses of the Middle Wall begin to break will the decreased reinforcements, and Magnus Ritamir orders a full retreat. Simon de Gris poses a difficult challenge to take down, holed up inside the Solemn Castle. Samuel Maitre and Cassius Accius Ramirus lead their men to storm the castle, but find the gates impenetrable. Cassius takes a select group of his Voices of Nara and attempts to infiltrate the keep through the sewers below. He and his men break into the tunnels and before long they are able to enter the keep itself. The Voices of Nara, typically front-line fighters and berserkers knew not any forms of stealth—so they did not incorporate it. The barbarians fight through the castle, covering the smooth floors in blood. The night is filled with screams and the sounds of battle as the fighters moved closer to the false king. Many of the Voices of Nara begin to fall to the blades of the betrayers, but Cassius Accius Ramirus and a few others are able to break into the great hall, and they see Simon de Gris sitting on the Silver Throne at the far end. Cassius Accius Ramirus cuts through the guards, but is soon surrounded and captured. He is taken to his wife, Lydie Maitre in the dungeons of the Solemn Castle, soon to be sacrificed to Vecna. Within a few days, Magnus Ritamir and the remaining Voives of Nara join the attack on the Solemn Castle by Samuel Maitre. The reinforcements, retreated from the Middle Wall, are able to use battering rams to destroy the main gate, and they storm the castle. As the soldiers rush into the keep below, Simon de Gris drags Cassius Accius Ramirus to the highest balcony of the keep to sacrifice him to Vecna. The battle paints the castle red, and the echoing of swords in the night drives Simon de Gris into a crazed mania. He orders his guards and cult servants to bar the doors and ready the altar which he prepared for the coming ritual. As Magnus Ritamir and Samuel Maitre battle through the stairways of the Solemn Castle, Simon de Gris grimly readies a horrible and ancient ritual, preparing Cassius Accius Ramirus for sacrifice. The door to Simon de Gris’ chamber shakes violently as Magnus and Samuel pound on it, charging it, and beating it open with Magnus’ greataxe. Magnus, the man with the strength of a giant throws his mighty body against the stone door and shatters it. The two generals stumble into the room just as Simon de Gris slits Cassius Accius Ramirus’ throat, his blood spilling onto the onyx altar. The ritual is complete, and the Grey Lich is born, infused with the vile unholy energy of Lim Vithara himself. Magnus Ritamir twirls his axe and flies into a burning rage before charging at the Grey Lich with Samuel Maitre. The combatants whirl and clash as their men fight below them. They move to the royal balcony looking over the dark, burning city, and in a swift turn Samuel Maitre is pushed off—but he catches onto the flying lich’s greaves, catching the undead by surprise. The distracted lich doesn’t see Magnus’ relentless greataxe swing towards him, shredding into him and breaking his concentration on flight. Samuel Maitre and the Grey Lich plummet towards the bloody plaza below, and the general manages to clamber on top of the lich in mid-air. In a sickening crunch, every bone in the lich’s body is shattered as he is slammed into the stone, and Samuel Maitre is severely injured—but not dead. In the aftermath of the battle, Magnus and Samuel Maitre imprison the lich, who is bound to be revived, as his phylactery is unkown. The defenders hole themselves in the Solemn Castle and the inner ring of the Grey City. Magnus and Samuel Maitre begin to fill the underground tunnels that lead towards Lim Vithara’s army, and use many of the tunnels as a base of operations.

*-*The defenders of the Great Telivant Bridge are pushed back for miles, with half of the bridge overrun. As another assault begins, specialized open-sided airships from Arear descend over the bridge. Soldiers from inside the gunships unleash a barrage of the new eldritch-powered AC shells from turrets. Supply ships land and dispense the first round of AreTech bows and swords to the defenders. The defenders, now armed with forefront of powerful ranged weapondry are able to blast the undead with eldritch power. The defenders were not only able to hold the line, but they began to push the waves of undead back in the narrow space.

*-Flamerule:*

*-*Yorick continues north into Wintercrown, calling for the aid of the ironmen of the north. He meets with the Ice Queen of Kells, and she agrees to send her hardened northmen.

*-*As the sun reaches its zenith on the day of Midsummer in the heat of the valley of Stah, the hands of Abraham shift. Slowly, the thin hands pull back the ragged hood, and Abraham unveils his true form—his body grows to a massive size, a horrible darkness with billowing robes and an ancient face. The sun goes dark over the world as a Shard of Hera’roilya, the Shard of Eclipsing Darkness, empowers his followers and brings an oppressive weight on the minds of the defenders. Abraham’s voice wriggles into the minds of the men and women defending the Shield of Stah, and they fall to their knees as he warps their personalities. Hessoh Totah tears at his hair as he pushes Abraham from his head. Immediately, Hessoh sends a message to the Brundi general under the wall, the half-elf Muna Abay, to retreat as fast as they can. The message reaches Muna Abay quickly, and she, trusting Hessoh and seeing the darkness above, orders all of her men to run into the desert. As Muna’s men run from the scene, the dust and sand swirling under their feet, the halls of the Shield of Stah erupt in fighting as many of Hessoh Totah’s men fall to Abraham’s influence. Men fight men, and the undead break into the fortress. They begin to flood the wall, and the Shield of Stah is quickly enveloped in the darkness of Abraham. The being’s voice thunders, hummingly low but yet oppressively powerful, in the stones themselves. Hessoh corners himself in a back room, waiting for the opportune time to show Abraham his final plan. As every last man falls to the blades of the undead, and the skeletons fill every inch of the fortress, Hessoh Totah whispers the one word to trigger the bombs from Arear. As he is killed in the next moments, he sends a magical message to all those around the fortress: “And let it be known that the world will fight.” In a cacophonous, resonating explosion, the Shield of Stah explodes, the massive stones burning and flying into the hordes of Abraham’s army. The explosion rocks the earth itself, and the underground bombs shake the surrounding mountains into awakening. Ancient rock seals are shattered in the deep tunnels, and molten rock bubbles forth in great rushes as the volcanoes around the fortress erupt. The great Mountains of Brund, a chain of volcanoes, erupts. Naa Sebah and the Suth Peak Fighters hole themselves in their fortresses or run from the mountains into the hilly plains to the south, watching as fire rains from the sky and lava pours over Abraham’s army. A deafening scream comes from Abraham’s maw as his army is burned and crushed under the falling boulders of the shatterd Shield of Stah. Abraham calls his forces back from the hail of fire, but the burning plumes of smoke, avalanches of rock, and massive sprays of lava throw the force into chaos. The undead are burned, disintegrated, and melted as the mountains themselves lash out in anger. Abraham is caught with his army in the swift retribution, and he is eternally trapped in the magma flows. The massive army of Abraham is buried and destroyed, but the doorway into Brund is opened. Smoke fills the sky over Brund, and the ash begins to rain over all of Ilia. The ashfall becomes known as the Darkening of Days.

*-*Ash begins to fall on the defenders of Iant, and the scene turns to a sort of snowy winters day, filled with the green lights of eldritch bolts being fired into the swarms of undead on a grand bridge. Generaux Serge Delys orders his men forward as he fires the Vuichiva into the surge. Luck Looney sits on the spire of the north gate of Iant watching the eruption to the north, his blue hair blasted grey by the ash. He sharpens his icy sword.

*-*Magnus Ritamir looks out over the balcony of the Solemn Castle, the last refuge in the Grey City. A horde of undead and shadow surrounds the keep, but they can not enter. Ash falls on the scene, illuminated by a harsh white circle around the castle. Clara Fairfox concentrates at the center of the rotunda, keeping the dead at bay as the earth rocks and towers crumble from the earthquakes. The volcanoes erupt in the distance, heralding a shift in the war for the world of mortals. Samuel Maitre sits hopeless in the tunnels below the fortress. Guards stand at the ready near the imprisoned Grey Lich, and the earth shakes. Lydie Maitre cries in the dark, too afraid to go to the surface.

*-*The corpse of Raeg the Dracolich shudders, and the body splits open, revealing a larger, hungrier dragon—Raeg Reborn. The great dragon soars over the city of Ordos once more, and as he opens his giant maw, he releases an encompassing cone of flame over the city, burning the once glorious palace. King Juhul is burned, along with the rest of the royal family except for Liel, the grandson of Juhul. As the palace burns, the defenders of Ordos fall into disarray. The captains break away with their guard legions, and the city falls to the swords of the dead and the fire of Raeg. Liel escapes the regicide of the Brundi leaders, and he sails to the north coast of Olaea. He and his small retinue stumble south towards the ruins of Ebun.

*-*Arear officially opens shipping lanes for AreTech weapons to all defensive positions. Only two months after factories began operating, the refugee-run factories are pumping out hundreds of weapons. The smog mixes with the falling ash and dampens the sounds of industry. Workers are building new outer walls around the refugee camps, burning forests and clearing hills to make room for the future, a world with Arear at its center.

*-*Jin finds a hidden enclave, a holy grove detached from the world and from time within the head of the great forest spirit. He is entranced by the place, and he falls into a deep slumberous meditation.

*-*Lord Avi Lear holds his hand out and feels the ash fall as he stands on his high balcony in Ultear. He grimaced, knowing that the time of war in Tirion was coming.

*-Eleasias:*

-Yorick sails west to Irosh, to call for aid from the ancient elves there. The Queen hears him in her mighty hall, and she agrees to send the mighty Conquering force of the Sunrise Lands.

-Naa Sebah gathers the Suth Peak Fighters and brings them south, to the desolate plains of northern Erresea.

*-Eleint:*

*-*Yorick moves to Theas, and rounds up support from the mysterious elves of the Vaults.

*-*With Jin’s absence and apparent desertion, the girl Aiza Akko steps up to lead the elves of Seishin Kai. Aiza Akko organizes the people into a strong military force—small, but elite.

*-Marpenoth:*

*-*Yorick travels to Jembai, but the native horselords have little interest in aiding Ilia.

*-Uktar:*

-Yorick sails further west, to Lostondor in Numendor. He meets with the Slave King, and uses his influence and wealth to buy the alliegance of the slavers. He is able to quickly sail to Winterfall, and rouse the allegiance of the freed mages and revolting peoples there.

-Aiza Akko leads a grand sweep of the forests near Seishin Kai. The excilerating crusade raises the morale of the men, and the war cries of a glorious day echo through the hills. Aiza’s force meets a large host of Dzuzzun’s dead on a cold plain in the hills, and in a furious moment the horns of the elves called into the ranks of the undead. The skilled warriors of Aiza charge the undead, and their steel swords hew limbs from bodies, tearing through the army. The battle is swift, and in the end the plains are covered in the bodies of both elves and skeletons. Aiza captures the hills at great cost, but the men of Seishin Kai know one thing—they can win. This is known as the Saisho Lakilea, or First Victory.

*-Nightal:*

*-*Yorick delves into the Underdark, to attempt to find aid from the drow and other forgotten races. He convinces the drow to put their old hatred aside, and shows them that this is the chance that they need to regain the dignity of their race.

-In the dark of the winter, Lydie Maitre gives birth to Jean-Auguste Ramirus.

-Aiza retreats to the hold of Seishin Kai. She knows she needs more men to continue fighting, especially after the Saisho Lakilea. The elves are isolated, however. The winter is cold.

418 AC—

-*Hammer:*

*-*Yorick sails to the island of Summerzel, to call for the aid of the dragon riders. He stays in Summerzel, preparing to ride with the elves on their way to Ilia.

-*Alturiak:*

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*-Ches:*

*\*Expected arrival of Aamir and Talaal’s, Westring’s, and the Basilian Confederation’s armies in Ilia.*

*-Tarsahk:*

*\*Expected date of the Utari’s answer to Yorick’s call for aid.*

\**Expected date of arrival of Wintercrown’s men in Ilia*

*-Mirtul:*

*\*Expected date of the Iroshi army and the elves of Theas.*

*-Kythorn:*

*\*Expected arrival of the slaves of Lostondor*

*-Flamerule:*

*\*Expected arrival of the forces of Winterfall and the Underdark.*

*\*Expected awakening of Jin in the forest spirit.*

*-Eleasias:*

*-Eleint:*

*-Marpenoth:*

*-Uktar:*

*-Nightal:*

419 AC—

-*Hammer:*

-*Alturiak:*

*-Ches:*

*-Tarsahk:*

*-Mirtul:*

*-Kythorn:*

*-Flamerule:*

*-Eleasias:*

*-Eleint:*

*-Marpenoth:*

*-Uktar:*

*-Nightal:*

420 AC—

-*Hammer:*

-*Alturiak:*

*-Ches:*

*-Tarsahk:*

*-Mirtul:*

*-Kythorn:*

*-Flamerule:*

*-Eleasias:*

*-Eleint:*

*-Marpenoth:*

*-Uktar:*

*-Nightal:*

*-Expected date that Hessoh Totah believes the Shield of Stah will need to be resupplied.*

421 AC—

-*Hammer:*

-*Alturiak:*

*-Expected completion date of Big Blue*

*-Ches:*

*-Tarsahk:*

*-Mirtul:*

*-Expected completion date of King Huelin’s great fleet.*

*-Kythorn:*

*-Flamerule:*

*-Eleasias:*

*-Eleint:*

*-Marpenoth:*

*-Uktar:*

*-Nightal:*

*References*

-Yvari-- The eternal hurricane surrounding the Eye, the island of the Architects.

-Naa'waith-- The People Who Are, the first beings to awaken in Wysteria. Also called Elea'waith and Estanesse. They ascend into bodies of energy during the Doom after creating the Parmasinta.

-Naa'yamen-- The Place that Is, the island in the center of Wysteria that the first beings awoke on. It was transported to a pocket dimension during the Doom.

-Lemba'waith-- The People Who Leave, those of the first beings that migrated to the east and west. Lemba’waith who stopped on the Wysterian Supercontinent are simply called this.

-Rhun'waith-- Those of the Lemba'waith who travelled east and landed on Ilia.

-Entula'waith-- Those Rhun'waith that chose to travel to Eastron Wysteria after Dagor Aluarnaur. They found Zeena and Ismael, and guide the Edain there. After Dagor Tela'waith, they seek out the Parmasinta and ascend.

-Numen'waith-- Those of the Lemba'waith who travelled west and landed on Winterfall. After the sacking of Ringwetal, they take refuge in the Underdark. They use the Parmasinta in the Underdark to ascend into bodies of energy in 49,025 BSL.

-Annun'waith-- Those of the Lemba'waith who travelled east and landed on the Sunset Isles.

-Numendor-- The Land of the West, Winterfall, in the tongues of the fey and elves.

-Rhunendor-- The Land of the East, Ilia, in the tongues of fey and elves.

-Celebtal-- The City of Silver, the first fey city in Rhunendor, sacked by the Tel'Quessir in 49,025 BSL. Renamed Nenril by Mallorn.

-The Shards of the Architect-- When the Architect was shattered in the Before Time, he split into hundreds of parts, each representing a part of him.

-Hera'roilya-- He Who Possesses All Power, the shard of the Architect that awoke on Ilia and the most powerful of the Shards of the Architect. Not only an embodiment of the Architect's power, but of power itself, transcending that of even the Seldar, to some extents. He taught the fey powerful magic and led them through Ilia. He was in himself split into multiple parts, each a facet of power.

-Chaos: Naa'roleith-- He Who Is Free. Chaos can manipulate destabilization and has ultimate freedom—he transcends causality, and therefore is completely free from every law, rule, fate, and predestination. Chaos exists in duality with Law in that without Law there could be no discord, and Chaos acts upon Law's behalf for many of his actions—including the Doom.

-Neutrality in Morals: Herya'rosintilya-- He Who Possesses All Knowledge, the shard of Hera'roilya that guided the Rhun'waith, Annun'waith, and Entula'waith, as well as flooding the coasts of Ilia and creating the Sea of Torment in his rage.

-Neutrality in Ethics: Hera'rontan-- He Who Possesses the Power of Creation. Hera'rontan can create from nothing. This shard left for the Eye with six other lesser shards of the Architect after the Sundering. He, with his powers of creation, created dwarves and humans, who were awoken upon the shores of Rhunendor by Good. Driven to create, Hera'rontan sought to experiment and create new races. Eventually, he attempted to perfect humans in the form of Elans—his first experiment on Elans was one that imitated his own persona. Creation is the most active of the fragments in society, often visiting civilization to see how his creations are developing, and to get ideas for further creations.

-Evil: Hera'roba-- He Who Possesses the Power of Death, called Morion, also called Aranba. He has the power to manipulate the essence of Death, which is present in all mortals throughout the universe. Morion spends most of his time acting as a grim reaper, sending the souls of the dead to the astral plane. He has been known to visit very important people in person as they die to personally guide them to their places of final rest. Evil always wears a red cloak, and frequently appears with black wings. His gender differs from time to time, and usually appears as a beautiful girl when dealing as Calamity, and a handsome man in other times. He lives detached from most of the other fragments, and carries out his duties as ordered by Law.

-Good: Hera'rocoia-- He Who Possesses the Power of Life, called Silma. He has the ability to manipulate the essence of Life, which is present in all living beings throughout the universe. He walked along the shores of Rhunendor and awoke the first humans. Good enjoys living in the midst of humans and elves as he sees them as beautiful and dynamic creatures. Good helps all that he can.

-Law: Hera'rombar-- He Who Possesses the Power of Fate. Law is the force of order, fate, harmony, and destiny. He dictates what needs to be, and makes it so. Law sees what should and should not be, and when it should or should not be. Law rarely takes action, unless he knows that it is he who must. Law exists in duality with Chaos in that discord is still set in the order of the world—without discord, things would not be how they are meant to. Law is seen as the head of the fragments—only in leadership, as he does not physically have more power. Law tends to take the form of a woman.

-Herya'roheren-- He Who Possesses Luck, the shard of the Architect that awoke on Winterfall. He led the Denedain to end the Darkening of Years. He represents success, and is told about in many stories of Winterfall.

-Tel'Quessir-- Grey Elves, the first elves to awaken in Wysteria. Taught language by the Naa'waith, the Tel'Quessir began the War of Ages to capture the Parmasinta.

-Lai'Quessir-- Sylvan Elves, those elves who sailed to Summerzel.

-Mori'Quessir-- The Dark Elves, those sylvan elves who, after migrating to Winterfall's mainland, hid in the Underdark during the Keveshkek expansion.

-Mal'Quessir-- The High Elves, those Tel'Quessir who lived in the lowlands of Ilia.

-Agar'Quessir-- The Blood Elves, those Tel'Quessir who wished to stay in Amarth when Mallorn led the Tel'Quessir to leave. The Agar'Quessir develop into the first vampires, and are led by Mear.

-Coie'Quessir-- The Elves Who Lived, those elves of Westron Wysteria who rebuilt after the Doom. A host of them led by King Ophiel invaded Eastron Wysteria in 7,500 BSL.

-Annun'Quessir-- The Sunset Elves, those elves of Mallorn's host that stayed in the Sunset Isles.

-Liste'Quessir-- Sand Elves, those Annun'Quessir who inhabited the Brundi Sea.

-Annuntol-- the Sunset Isles east of Wysteria.

-Ringwetal-- The City of Cold, the first Numen'waith city in Numendor. Sacked by Vahsh -Bash'Tikish of the Keveshkek in 49,744 BSL.

-Lad'cathwaith-- the lion folk of the Plains of Moe.

-Talath'cathwaith-- the lynx folk of the Peninsula of Hisa.

-Erdani-- The Fourth Born, the first men born on Rhunendor.

-Edain-- those Erdani who landed in Aamir. After merging with the Entula'waith there, the Edain of Aamir gain added longevity.

-Angren'edain-- those Erdani who landed in Aamir and traveled north, to learn the secrets of iron from the Neldani.

-Adane of Aamir—First Aamirian king of the First New Age. Oversees the construction of Kaido and Kusta Mets.

-Kaido—Fortress in Aamir, destroyed by the elf leader Herion’s dragon in the war with Annungildor.

-Queen’s Consulate—Also called the Consulate. The first central-Wysterian power established after Saigon’s Conquest

-Consul Othellion I—first Consul of the First Age. He created the fortresses of High Water and Windkeep.

-Consul Gerolf I—Othellion’s eldest son and successor. He orders the construction of Norhall.

-Consuli Cornelia I-- Cornelia brings peace to the Consulate, and begins the construction of the great aqueduct system bringing water from the Riverlands to the Rift and across the Uriel River valley. She orders the construction of the Great Belltower at Whitetower.

-Annungildor, High King of the Sunset Isles—Leads an early invasion of Wysteria. He begins the construction of Blaisa and Mansoor, as well as the line of watchtowers at the base of the Reach.

-Baan the Swift—Aamirian hero during the war with Annungildor.

-King Torfinn of Wintercrown—King of Winter who surrendered to Annungildor and his dragons.

-Herion—Leader of Annungildor’s invasion in Aamir. Killed by

-Rivalve—Leader of Annungildor’s invasion in the Consulate.

-Blaisa—Coastal fortress of the Reach built by Annungildor.

-Mansoor—Coastal fortress of Aamir built by Annungildor.

-Rejar Beastbringer—Usurper of the throne of Wintercrown from Torfinn. Rejar slays Torfinn and fights against Annungildor’s invasion. He builds Northwatch and the Wall of Kharcaras.

-Iris of the Mark—A peasant girl raised to commander of the Consulate’s military during the war with Annungildor. She leads the counterattacks to expel the elves from the continent. She dies of disease after the battle at Blaisa.

-Prince Hale of Aamir—Prince of Aamir after Adane. He succeeds in killing Herion and expelling the elves from Aamir.

-The Watchtower of Ave Kass—A grand watchtower built by Adane in Aamir. Destroyed by -Herion’s dragon in the war with Annungildor.

-Riverdeep—City in the Riverlands of Westring. Founded after Consuli Cornelia I of the Consulate created the Great Aqueducts.

-Prince Niilo—son of Hale of Aamir, Niilo created Sharaaf.

-Merenion I—Eighth consulate in central Wysteria. Called Merenion the Vile. He orders the construction of Rosewell. Under his reign, Bayfair and Coulin are founded. Gatterlen Hall begins construction. His ruling ends in his assassination and the collapse of the Consulate.

-Pact of Free Cities—Alliance of Balling, Bayfair, and Coulin just after the collapse of the Consulate.

-House Caixidor—House born after the collapse of the Consulate. They construct and rule Fangador.

-House Liabella—House born after the collapse of the Consulate. They found Langen and construct the Direwood, which they rule.

-Wythorn Liabella—Father of Gawin and Merreth Liabella, and husband of Dasia Virro. Killed at the Unspeakable Wedding.

-Dasia Liabella [Virro]—Only daughter of Audnos and Aliviel Virro. Wife of Wythorn Liabella. Killed at the Unspeakable Wedding.

-Gawin Liabella—Named Lord of Whitetower by Merreth. Joins with Brandon I Ebonwulf of Tessenhall after he breaks away from Westring. Killed at Fangador in 793. Father of Elina Liabella and Jonathan Liabella.

-Willow Liabella [Sandow]—Wife of Gawin Liabella, Lady of Whitetower. Killed at the Unspeakable Wedding.

-Elina Lorifyr [Liabella]—

-Jonathan Liabella—

-Merreth Liabella—named the Queenmaker when he freed Joyelle Virro from the Caixidor. Made Lord of Ophiel’s Reach. Killed in the Six Silver Revolution in the Rift. Succeeded as lord by his trueborn son Landyr. Fathered Audnos Dale with Joyelle Virro.

-Landyr Liabella—

-Audnos Dale—

-Wyre—Fortress built by the first Bog King of the Fenlands after the collapse of the Consulate.

-The Aerie—Fortress constructed by the Owl King after the collapse of the Consulate.

-House Virro—House born after the collapse of the Consulate. The head of the house led the coup that slew Merenion I. They ruled in King’s Mark and Ophiel’s Reach.

-Audnos Virro—father of Elion, Orinas, Gamir, and Dasia.

-Aliviel Virro [Reynelis]—Wife of Audnos. Of House Reynelis of Castle Reynlin in the Mark.

-Elion I Virro--named Elion the Uniter. Elion brought the free houses of Wysteria together with the Pact under the Gods. Father of Joyelle, Havelis, and Corrym Virro. Killed at his grandson Cristaor’s wedding in 760 by Rune Caixidor.

-Coria Virro [Wynfarin]—Wife of Elion Virro. Of house Wynfarin of Wyndfarer Rock of the Mark. Killed at the Unspeakable Wedding.

-Havelis Virro—Eldest son of Elion the Uniter. Father of Cristaor Virro. First in succession of the throne. Killed in 757 during a battle by the Uriel.

-Esseris Virro [Liabella]—Wife of Havelis. Of house Liabella of Langen. Killed at Unspeakable Wedding.

-Cristaor Virro—Eldest son of Havelis Virro. Killed at his own wedding in 760.

-Orinas Virro—Placed as Lord of Wyre by Elion after the Pact under the Gods. Commanded many armies of Westring throughout the war with the Ghillican Confederation, Aamir, and Wintercrown. He fathered Marcus Virro, his only child. He was killed by Truen Winters at the age of 75.

-Evie Virro [Stoen]—Daughter of the second Bog King, Evie married Orinas Virro when he became Lord of Wyre. She was killed at the Unspeakable Wedding.

-Marcus Virro—only son of Orinas Virro. Father of Terrynn Virro. Marcus, born weak, was castellan of Wyre when Orinas was away. He was killed at the Unspeakable Wedding in 760.

-Mirriel Virro [Greynore]—Wife of Marcus Virro. Of House Greynore of Deepwell Hold in the Fenlands. Killed at the Unspeakable Wedding.

-Terrynn Virro—Only son of Marcus Virro. Father of Almede Virro, Alaria Virro, and Arfire Virro. He survived the Unspeakable Wedding, which he attended at age 15.

-Ystine Virro [Orilin]—Wife of Terrynn.

-Almede Virro—

-Alaria Virro—

-Arfire Virro—

-Gamir Virro—Younger brother of Elion the Uniter and Orinas Virro. Father of Iselsala, Toros, and Jerrath Virro. Killed at Fangador by the Caixidors in 737. His and his family’s death ignited the following war.

-Iohoris Virro [Wynfarin]—Wife of Gamir Virro. Of House Wynfarin of Wyndfarer Rock in the Mark. Killed at Fangador in 737.

-Iselsala Virro—Eldest daughter to Gamir Virro. Hanged in 737 at Fangador.

-Toros Virro—Eldest son of Gamir Virro. Hanged in 737 at Fangador.

-Jerrath Virro—Second son of Gamir Virro. Hanged at Fangador.

-Dasia Liabella [Virro]—Only daughter of Audnos Virro and Aliviel Virro.

Good-- LG, NG, CG: Moradin, Yondalla, Garl Glittergold, Pelor, Erastil, Sarenrae, Anaphiel, Amurial

Evil-- LE, NE, CE: Nerull, Erythnul, Gruumsh, Asmodeus, Zon Kuthon, Urgathoa, Norgorber, Rovagug

Chaos-- CG, CN, CE: Corellon Larethion, Kord, Olidammara, Cayden Cailean, Gorum, Calistria, Lamashtu, Iofiel

Law-- LG, LN, LE: Hextor, Heironeous, Wee Jas, St. Cuthbert, Iomedae, Pharasma, Zuriel

Creation (Neutrality in Ethics) -- LN, NN, CN: Torag, Shelyn, Abadar, Adelphi, Haroth

Knowledge (Neutrality in Morals) -- NG, NN, NE: Ehlonna, Boccob, Obad Hai, Fharlanghn, Irori, Gozreh, Nethys, Cyris, Mystriel

Mortal: Vecna

875 AC-

-*Hammer:*

-*Alturiak:*

*-Ches:*

*-Tarsahk:*

*-Mirtul:*

*-Kythorn:*

*-Flamerule:*

*-Eleasias:*

*-Eleint:*

*-Marpenoth:*

*-Uktar:*

*-Nightal:*