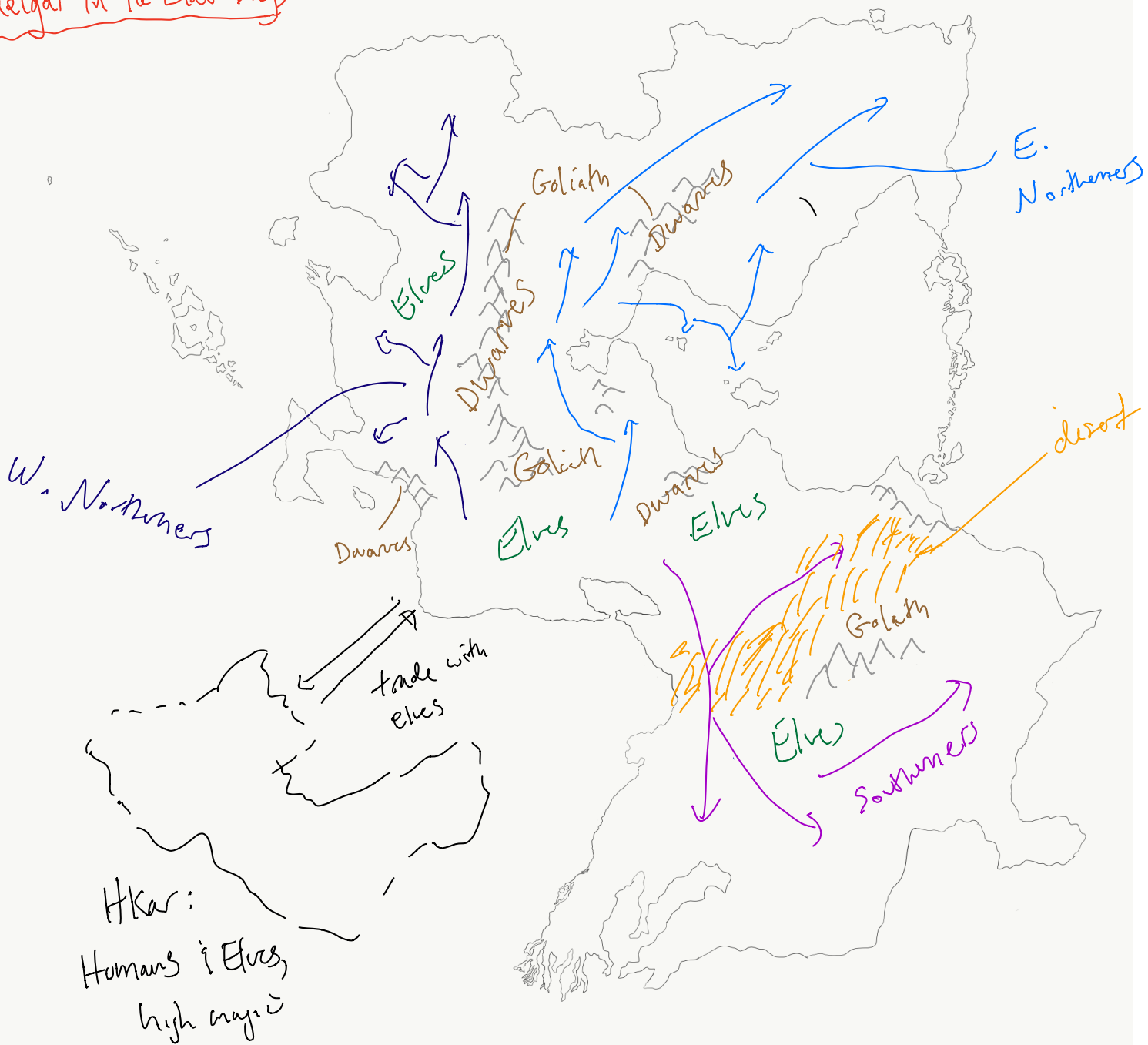


# Taelgar in the Elder Days



In Elder Days, Elves/Dwarves/Goliaths are common

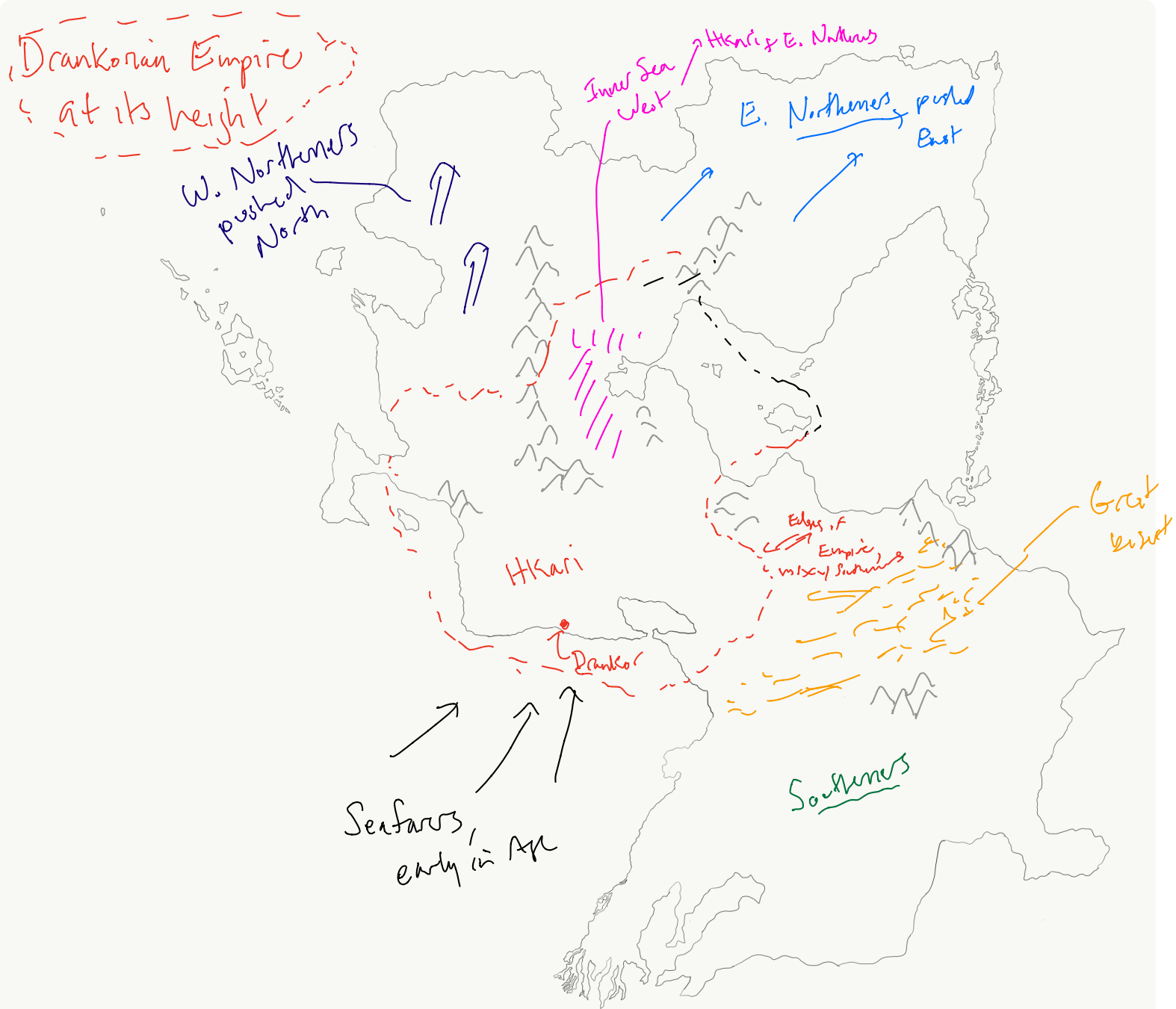
Humans spread to all corners of the earth

W. Northmen, E. Northmen, Southmen, and Hkari are the major ethnic groups

Important Events:

Dwarf/orc wars, Sundering of Gnomes, Breaking of the Elves (shifting of magic to be a bit astray from Taelgar)

Destruction of Hkar (First & Second Age in campaign terms)



After fall of Hkari:

Drankoran Empire founded — spreads North and East

Things to think about:

Scale  $\rightarrow$  too big? too small? Can arbitrarily shift mileage while keeping climate similar by changing size of planet

East/West Scale is trickier although could make that arbitrarily larger too

Want Dandelion empire to seem dramatic in Scale

Also want parts of the world to be far enough away to be mostly myth and legend, perhaps a few wandering sailors would travel the whole inner sea, e.g.

Want epic journeys across the landscape to be possible, etc

But also kingdoms to be reasonable

Paris to Rome is  $\sim 800$  miles, that seems "far" in medieval terms but not "exotic"

Paris to Jerusalem is  $\sim 2000$  miles

( $\sim 800$  south,  $\sim 1200$  East)

$800 \approx \left. \begin{matrix} \sim 2-3 \\ 4-5 \end{matrix} \right\} \text{ by sides}$

Paris to Ethiopia or Central Asia is  $\sim 3,200$  miles

Names  $\rightarrow$  need about 20-30 to start I think