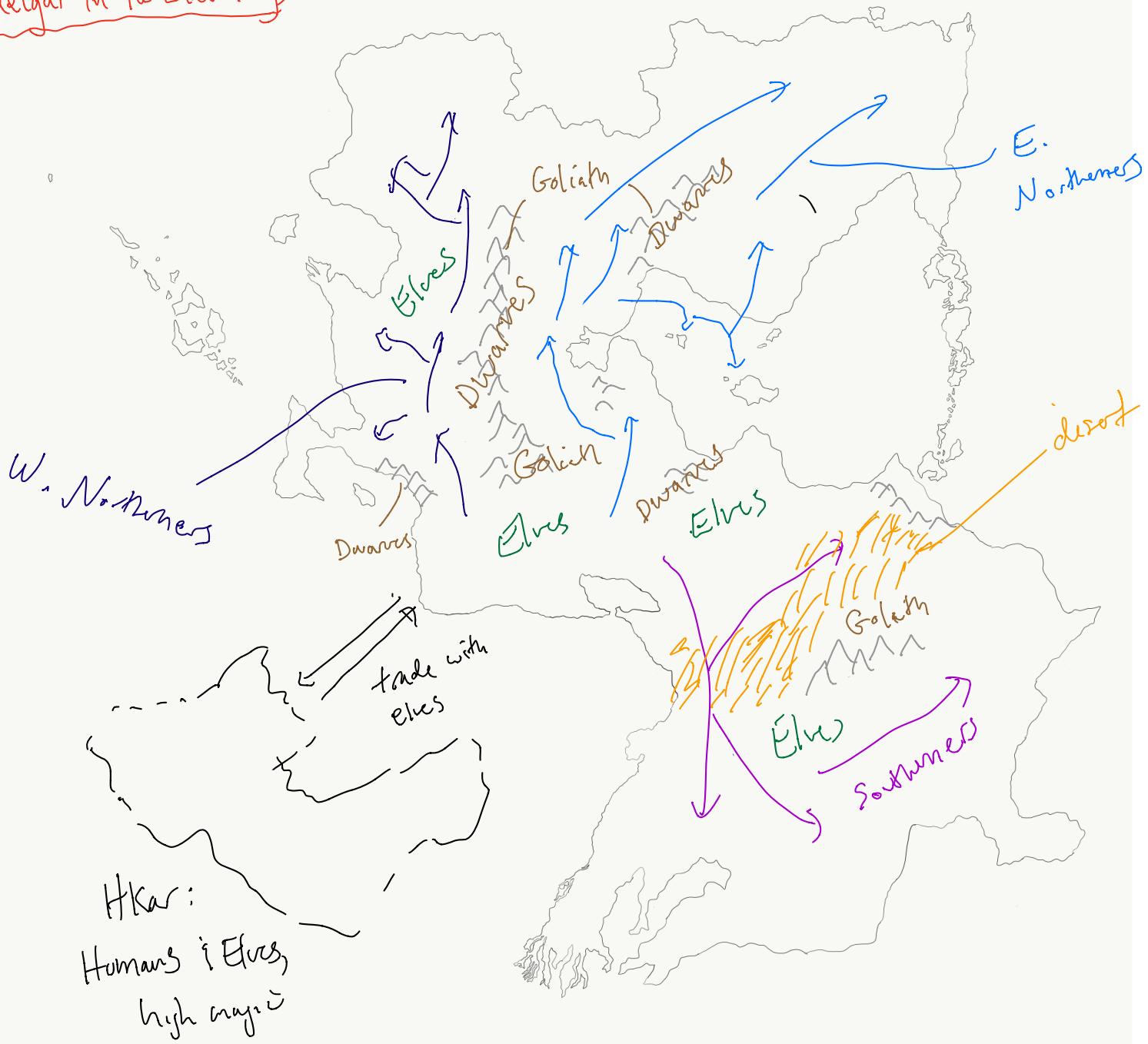


Taelgar in the Elder Days



In Elder Days, Elves/Dwarves/Goliaths are common

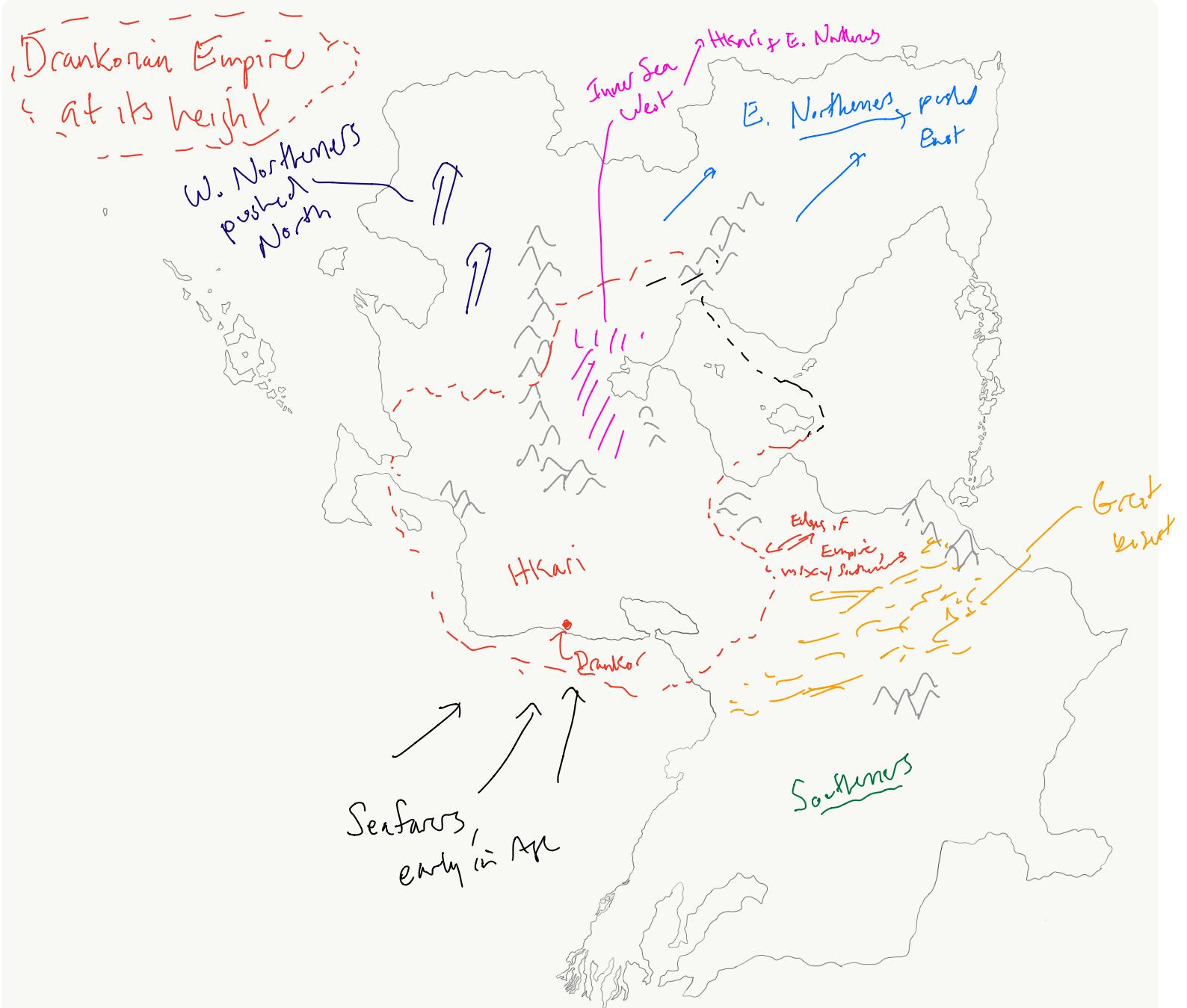
Humans spread to all corners of the Earth

W. Northmen, E. Northmen, Southerns, and Hkar are the major ethnic groups

Important Events:

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

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



After fall of Hkari:

Drankorian Empire founded — spreads North and East

Things to think about:

Scale → 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 Dwarven empire to seem dwarfish in Scale

Also want parts of the world to be far enough away to be mostly myth and legend, perhaps a few half-day scilars would travel the whole main sea, e.g.

Want epic journeys across the landscape to be possible, like

But also kingdoms to be reasonable

Paris to Rome is ~800 miles, that seems "far" in Medieval terms but not "exotic"

Paris to Tengchun is ~2000 miles

(~400 South, ~1800 East) 800 \approx $\begin{cases} 2-3 \\ 4-5 \end{cases}$ } 5x5 grids

Paris to Ethiopia or Central Asia is ~3,200 miles

Names → need about 20-30 to start I think