

**Timeline**

***The Official Timeline of Mystara***

**Edited by Thorfinn Tait**

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**Acknowledgements**

The D&D® Timeline is a derivative work based on original DUNGEONS & DRAGONS® material released by TSR, Inc. Many thanks to the original authors, listed above under “Original Design”, for creating such a long and involved history for Mystara.

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First Release – January 2005

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KW15 1TR 010-0011

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## Foreword and Introduction

I first started this project more than fifteen years ago, when I was about 11 years old. At that time, only a handful of Gazetteers and Dawn of the Emperors had been released. My initial aim was simply to collect the timelines provided in each supplement into one cohesive whole.

Gradually, as TSR released more information on the Known World, my database began to grow. With the release of the Hollow World campaign set, suddenly there was a whole lot more history – and a lot more depth was included in the Hollow World set’s timeline, too.

Eventually, my task was almost complete. However, reading through the timeline, it quickly became apparent that while some books abbreviated their history substantially, other sets went into much more detail. Add to that the fact that I had almost run out of new material to add to the timeline, and the project moved to the next level: the systematic scouring of each supplement for historical information.

Starting with GAZ1, I went through each book and noted down any and all references to history, and any dates. In the interests of being thorough, I included not just the history section, but all sections, from geographical overview to NPCs to adventures. Even the smallest fact went into my notes, and eventually most of them also went into the timeline.

At about this point I also decided to start noting sources for each section. This was primarily because every now and then I came across conflicting entries in the official timelines, and it helped a great deal to be able to evalute the sources before making a decision on which source was probably correct. These inconsistencies are probably what the asterisks in the source tags refer to.

Then something unexpected happened, and TSR decided to move Mystara to the AD&D game. This ultimately led to the death of the world, at least as far as printed works go. Not long thereafter, I drifted away from this project. At this stage I had been working on it on and off for possibly as long as 5 years, and the lack of new material to add in to the database meant there was little left to be done. Plus, I believe that I had somewhat lost track of what exactly was left to do.

A few years later, I discovered the Mystara Mailing List, and came back to the project once more. I updated it with the Savage Coast setting’s timeline, and possibly some other things which I had missed out. I designed a cover sheet, very similar to page 1 of this document, and extracted the database to text format. Unfortunately reformatting it proved tricky, and with many other projects to work on, not to mention the existence of Daniel Boese’s excellent timeline, I slowly drifted away and forgot about it again. Eventually I became busy with other things in my life, and once again left Mystara behind.

Now, as I write this, I have once again returned to the world of Mystara. Finally, I have found the time and motivation to at least partially complete this project. There are undoubtedly many errors in need of correction, and probably many more things that could be added; I never quite knew what to do with Wrath of the Immortals and the Poor Wizard’s Almanac series, which both provide a lot more detailed information than the timeline previously contained. Also it still lacks the timelines of a few products I could never get my hands on, most notably PC4 Night Howlers.

At some point, I will revise the timeline once again, checking old sources and adding the missing parts, but for now, I simply wish to release this into the world for Mystara’s fans and supporters to use.

It has been a long, long journey, and it’s not over yet. But for now, here are the fruits of my long efforts.

Enjoy.

Thorfinn Tait

Akita, Japan

January 2005

## The Timeline of Mystara

### 6000 BC: Dawn of the Sentient Races

**-5000 AY, 6000 BC**

6000 BC-5001 BC: Dawn of the Sentient Races; Old Stone Age. (HW)

The Hollow World is very sparsely populated. Many regions are inhabited by giant reptiles which are now extinct in the Outer World; the only sentient race in the Hollow World is a species of Neanderthal-like near-humans. (HW)

There is no true civilization on the Outer World. Humans are tribal hunter-gatherers, living mostly in plains and light forests. Dwarves are barbaric mountain and foothill dwellers, mostly goatherders. Elves are sheltered, protected and nurtured by the forest spirits they worship; they do not need to work or suffer. There are no monstrous humanoids on the world to threaten the demihumans. (HW)

**-4500 AY, 5500 BC**

Powerful burrowing monsters created by Thanatos infiltrate the Hollow World and begin to corrupt the Brute-Men culture there. (HW)

**-4300 AY, 5300 BC**

The Brute-Men tribes begin to fall upon one another in savage, irrational wars. These wars rage off and on for three centuries. (HW)

### 5000 BC: Dawn of Civilization

**-4000 AY, 5000 BC**

Dawn of Civilization.

5000 BC-4001 BC: The First Civilizations. (HW)

The childhood of the elves is over; the forest spirits stop sheltering them, forcing them to leave paradise and to seek their own futures. (HW) The first great elf civilisation rises on the other side of the world from Blackmoor on a temperate southern continent that in modern times sits under the southern polar icecap. While the land (then known as Evergrun) begins as forest-orientated as elven legends would have it, the slow but steady growth of its population causes urbanization (city building) to occur. The elves develop their first civilization upon their skills with magic and combat. Elves learn magic easily and all elves know at least some magic. It is said in later elven records that humans first learn the disciplines of magic from elves, though this may be simply self-serving legend-making. Even now, at the very start of elven history, elves are limited to low orders of magic use only. (GAZ5, GAZ6)

The Immortals destroy the corrupt elements of the Brute-Men culture, and then cast their Spell of Preservation on the Hollow World; now, sentient races placed within the Hollow World will always retain their distinctive characteristics. (HW)

Far across the galaxy, on another world, a race of pale-skinned humans called the Alphatians begins to rise to pre-eminence and to study mighty magics.

**-3500 AY, 4500 BC**

Beastmen - reincarnated souls of evil beings - appear in the Borean Valley, a frozen land north of Blackmoor. These Beastmen are wild, chaotic creatures which do not breed true; whelps may have some or none of the characteristics of their parents, may be of different size and appearance. This is all brought about by the magic of Hel, an Immortal of the Sphere of Entropy, who wants to introduce more confusion, dismay and death into the world. (HW)

### 4000 BC: The Era of Blackmoor

**-3000 AY, 4000 BC**

BC 4000-BC 3001: The Era of Blackmoor. (HW)

The human Blackmoor civilisation in the temperate far northeast begins a meteoric rise in power, due to its great success in developing powerful sciences and technologies, including marvellous magical and technological devices. Unfortunately it does not have the wisdom to always use them safely. It conquers and assimilates all surrounding human tribes and quickly grows very powerful. (GAZ1, GAZ6, HW?) Blackmoor is young at this time and the elves are already old. (GAZ5)

The Known World is in its Ice Age. (GAZ1)

Another human civilisation, the Oltecs, begin a more stately rise toward civilisation in lands far to the south of Blackmoor. Protected by deep forests and sheltering hills, they do not have any communication with Blackmoor or the Elves. (HW)

With the situation on the Outer World relatively stable, the Immortals confine themselves to placing a few human tribes and a few animal species within the Hollow World; this is a time of comparative peace here. (HW)

On the Alphatians' world, the Alphatians defeat the Cypris civilisation...and begin to be assimilated by it.

BC 4000-BC 3000: The first humans, the Oltecs, arrive in the Savage Coast area. This coppery-skinned people brings arts, agriculture, and basic metalworking to the region. They are the reason for the present-day predominance of somewhat dark skin among humans of the coast. The Oltecs discover the presence of the tortles and manscorpions, both races having scattered settlements along the central Savage Coast. Manscorpions are temperamental savages who live in small bands and have few redeeming qualities. The tortles are harmless and easily dominated and remain so to the present-day. For the next 4000 years, from BC 3000 to the present day, they live as peaceful farmers and hunters on the edges of other societies. Had the Oltecs pushed farther west, they would have run into the araneas and the wallaras, both thriving civilizations at this time. The araneas are powerful, suspicious mages living in the forests south and east of Trident Bay, while the wallaras are wise, peaceful mystics in the mountains and plains south of Trident Bay. (SC)

**-2850 AY, 3850 BC**

A group of warlike flatland tribes are colonized by the Oltecs. These tribes fiercely cling to their distinct heritage in spite of the Oltec conquerors.

**-2500 AY, 3500 BC**

As the elves use their great magics to build their culture to its peak (around this time), they also begin exploring the rest of the world. The elves and Blackmoor find each other at the height of their cultures. The Blackmoor civilisation is also flourishing. It conducts trade and intermittent war with the southern elves, at the other end of the world. During the years of Blackmoor's splendour, many elves migrate to that area and points around it. Four clans of elves colonize in the region near Blackmoor. These elves try technology and grow great at it, particularly the elves who inhabit the area now known as Glantri and the Broken Lands. These Broken Lands elves are the ancestors of the Shadow Elves. The elves of Evergrun also embrace technology, abandon their forest ways and learn how to increase their none-too-fertile population growth - all much to the detriment of their former sylvan way of life. (GAZ5, GAZ13, HW) Blackmoor's priests demand the extermination of the "unnatural" beastmen in the Borean Valley, and promote holy wars to hunt down and destroy these creatures. (HW)

Following a failed military coup, a rift occurs in the Oltec civilisation, as the aggressive Azcan cities declare their independence and begin to wage war on the Oltecs. (HW)

The widespread Neathar race is beginning to undergo development; the language in different areas changes rapidly into very different dialects, and the independent Neathar tribes no longer recognize a kinship or a common origin among themselves. (HW)

A large number of Neathar tribes are placed in the Hollow World so that the original Neathar culture will be preserved. They are placed to the north of the great equatorial mountain range, away from the Brute-Men. They swiftly grow in numbers and spread in all directions through the northern hemisphere. (HW)

The Alphatian/Cypris civilisation uses its magical knowledge to begin colonization and conquest of nearby planets and exploration of the elemental planes

**-2300 AY, 3300 BC**

Ka now implements Korotiku's idea for a massive centre of mortal knowledge in the Hollow World. He instructs certain very wise beings of all sentient races to travel to a very secluded mountain valley; there, they are to interact, to build a great library, to accumulate and exchange knowledge. This secret library, protected by Ka all through its history, is to become the Lighthouse. (HW)

**-2200 AY, 3200 BC**

The Blackmoor crusades drive the Beastmen farther north, into the land called Hyborea; they adapt to the colder climate and survive. (HW)

**-2100 AY, 3100 BC**

Aquarendi elves seek the guardianship of Manwara, an Immortal of the sea, and enter the waters to begin a new life.

### 3000 BC: The Great Rain of Fire

**-2000 AY, 3000 BC**

The Great Rain of Fire (GAZ1); the Planetshift. (GAZ5)

BC 3000-BC 2001: Return to the Stone Age; Early Bronze Ages; Catastrophe and Recovery. (HW)

Some Blackmoor devices explode with catastrophic force and effects. The very axis of the planet is shifted in an apocalyptic event later called the Great Rain of Fire. The temperate region of Blackmoor becomes the north pole, its civilisation disappears and its continent freezes up. The spirits are drawn in to merge with the world. The elven home continent civilisation is obliterated as their temperate southern continent becomes the south pole; the elves are able to migrate to the main surviving colony, on a continent to the north of the elven lands (Davania, which is now confusingly also known as the southern continent). After the axis shift, this land is racked by vulcanisation and becomes known as Vulcania, though the elves first know it as a forested wilderness they call Grunland. These southern-continent elves, though suffering hardship, are not in immediate danger of extinction, and so none are taken to the Hollow World. The previous pole, the continent of Brun, where the modern nations of Darokin, Thyatis, Ylaruam, Rockhome and other Known World countries are located, is rotated into the temperate region. Thanks to the newly-shifted global climate patterns, the formerly arctic areas of this continent begin the thaw (fast by geological standards) which is to make it a habitable area. At this time, the islands of Ostland and the lowlands of Vestland and Soderfjord are submerged. (GAZ1, GAZ2, GAZ4, GAZ5, GAZ6, GAZ7, HW)

BC 3000-BC 2500: Formerly arctic areas of the Known World, including most of the lands covered in the Gazetteer series, slowly become habitable as the ice sheets recede from former polar regions. (GAZ1, HW) The axis-shift causes a temporary Ice Age in the area of Glantri. (GAZ3)

The area which will later be the Ierendi Isles undergoes alternating periods of dormant and extremely violent volcanic activity following the Blackmoor cataclysms. (GAZ4)

Survivors of the elven colony in or near Blackmoor flee to the caverns beneath the newly-formed Broken Lands; they burrow deep into the earth to survive the after-effects of the Great Rain of Fire, creating an underground refuge. Like the elves who later create Alfheim, these refugees return to the sylvan ways of their ancestors. They cultivate the fungus that grows so abundantly in the nether regions and create new forms to suit their needs. Periodically they tunnel to the surface and find themselves in the Broken Lands. Convinced the entire world looks like this, they go back to their subterranean fungus forests. Soon they just stop looking and settle into a dark age of more than a thousand years. These are the ancestors of the Shadow Elves. (GAZ5)

One of the most dangerous Blackmoor devices is left untouched in the Broken Lands. (GAZ1)

The Blackmoor explosion is so catastrophic that it even alarms some of the Immortals, catching them off-guard; they cannot summon enough power to prevent its most harmful effects. The Blackmoor civilisation is eradicated before they can preserve any part of it. The Oltec and Azcan races are threatened with imminent extinction by the changing climate brought about by the Rain of Fire (which they understand as the vengeance of the Immortals, the end of the Fifth Sun), so large numbers of both tribes are magically whisked off to the Hollow World. They are placed in the land to the north of the great equatorial mountain range; the Azcans are located in the forests next to the sea, which they name the Aztlan Ocean. The Oltecs are placed to the southeast, with a great swamp separating them and the Azcans. Both tribes encounter the numerous Neathar tribes; the Oltecs leave them alone, while the Azcans wage war on the Neathar, always trying to expand their borders. (GAZ6, HW)

Particularly disturbed by the Blackmoor catastrophe is Kagyar, an Immortal of the Sphere of Matter. Fond of mortals and their creativity, Kagyar foresees the possibility that they could again destroy themselves in the future - perhaps wholly annihilating themselves and even destroying the planet's ability to sustain mortal life. (GAZ6)

Vast forests to the south of the Black Mountains in the area of the present-day Great Waste are swept away by alternating disasters of fire, fierce winds, torrential rain and drought, all brought on by the disastrous climatic changes due to the Great Rain of Fire. When the climate finally stabilizes, the new weather patterns deprive the Great Waste of rain. Only hardy grasses manage to gain footholds near the coasts; most of the area has transformed into desert. Following animals into the wastes are the Urduks, light-skinned nomadic hunters descended from the Neathar. (CoM)

Before the Great Rain of Fire the Serpent Peninsula stretches unbroken from the forests south of the Black Mountains to its tip near Davania. But with the shifting of Mystara’s axis, the peninsula's climate starts to become ever more tropical. (CoM)

Ka and his ally-Immortals must spend hundreds of years and incalculable magical energy to prevent the sudden change in the planet’s axis from destroying entire regions of the Hollow World. The Immortals create new, gigantic, fog-clad openings to the outside world at the location of the new poles, and seal up the former (smaller) polar openings. They also work madly to preserve numerous Known World human tribes from extinction; these include some of the Tanagoro tribes. The Tanagoro are placed in the plains south of the great equatorial mountain range, south and west of the Brute-Men; the Tanagoro think of those races as monsters and keep well away from their hills and mountains. (HW)

Alphatian aggression has gradually been supplanted by Cypric self-absorption; otherplanetary conquest and colonies are left to fend for themselves as Alphatian study of magic turns inward.

Melting ice caps raise ocean level by several hundred feet. Lowland marshes and coastal plains along the southern edge of the continent are flooded. Within several centuries, nomadic merman tribes are foraging among the kelp beds of the new sea floor. Merman culture in the Ierendi/Minrothad area dates from this time. (GAZ4, ?)

The Shark-kin return to the sea.

The Karimari, a race of black-skinned pygmies who live in the central forest of the Serpent Peninsula, have developed an advanced civilization independent of Blackmoor and the southern elves. Originally primitive tribesmen native to the jungle, the Karimari society developed in isolation from external events. Although they are descended from normal human stock, they have gradually evolved toward being smaller and slightly more intelligent than average. Insulated from the outer world by their beloved forests and their policy of keeping to themselves, the Karimari miraculously suffer little in the Great Rain of Fire. They are left virtually unscathed. Located on the peninsula's highest ground, the Karimari remain unaware of the enormous destructive forces at work, turning Mystara on its axis and rearranging lands and climates. Their land remains relatively stable, rocked by occasional earthquakes and shadowed by the great cloud cover thrown up by the Blackmoor explosion, but otherwise unaffected. With only one exception the Karimari maintain their isolation as best they can over the next four millennia. (CoM)

In the years following the Blackmoor explosions, the Known World is a place of chaos. Dark, death-filled clouds poison the air, and the land is laid waste. Only the hardiest or luckiest people rise from the ashes to replant the seeds of civilization. (HWR2)

**-1900 AY, 2900 BC**

Around 2900 BC, the Immortal Garal Glitterlode creates the gnomish race. Fearing that other Immortals might become concerned if another populous race should appear in a young world, he creates only a few of them, planting colonies in the land which would later become Rockhome and the mountains of the northern continent. Still, the gnomes begin to spread slowly throughout Rockhome and the Northern Kingdoms, with some of the most intrepid heading through what is now Darokin into Alfheim and northern Karameikos. Garal gives his creations a more quirky sense of humour than the dwarves and an impractical curiosity. (PC2, HW)

**-1800 AY, 2800 BC**

A rift occurs in the new elven nation on the southern continent land of Vulcania as the elves divide on magic versus technology. The majority of elves want to maintain the Blackmoor technology they embraced so willingly; but the destruction of Blackmoor and Evergrun convinced the other faction that they should return to their sylvan heritage and the nature-orientated magic of their ancestors. The Returnists leave their friends behind and, under their leader Ilsundal the Wise, begin a long migration to what is now one of the planet's northern continents (Brun). There they hope to find those elves who colonized that cold, forbidding land before the axis shift. (GAZ5, HW) They begin their migration with the crossing of western Davania. A second group of southern elves, whose leader's name is now lost, takes a different route north, through the Adakkian Sound. There they rejoin Ilsundal's band and continue with them. (CoM) The followers of Ilsundal are the forebears of virtually all the elves in the Known World. Aside from the BC 2500 march northwards (from which the modern Belcadiz elves claim descent), nothing is heard from the southern continent elves after Ilsundal's migration. (GAZ5)

The Outer World Oltecs have become extinct. A hardy branch of the Azcans survive in the deep caves of the huge plateau in what would later become Atruaghin Clan lands. (HW) This plateau, although impressive, is nowhere near the one that stands in the lands north of the Sea of Dread from BC 795 onwards.

**-1500 AY, 2500 BC**

In Vulcania, the elven civilisation is losing its battle with the elements; it has forgotten most of its magic and its Blackmoor technology is failing. A second separatist group of southern elves begins the long march northward. The modern flamenco elves of Glantri claim descent from this second migration. (GAZ5, HW)

Gnomes and dwarves from the Altan Tepe mountain range enter the Northern Reaches region and settle in its hills and mountains as the continental ice sheets recede. The gnomes successfully co-exist with the humanoid races because the underground passages of their tunnel complexes are too small for gnolls and trolls to enter. Relations with the dwarven clans are distant, formal and occasionally acrimonious by dwarven accounts, but some trade occurs, as later evidenced by a multitude of ancient gnomish artifacts in the moulder dwarves' treasure troves. (GAZ7)

The Taymora humans settle the shores of the southern sea. (HW)

**-1410 AY, 2410 BC**

It is obvious to the Immortals that the southern elves are doomed, but this leaves them with a quandary. They want to preserve that elvish culture, but not the technologies that nearly destroyed the world. They settle on a compromise: they will magically alter the devices upon which the elves have grown so dependent, so that these devices will operate only in one certain valley in the Hollow World. That way, the dangerous sciences of Blackmoor cannot infect any other part of the Hollow World. Many of the elves of the southern continent are transplanted to the Hollow World. They are placed in a warm, volcanically-heated series of valleys near the southern polar opening, far away from any of the other Hollow World cultures. (HW)

**-1400 AY, 2400 BC**

The land that was Hyborea is now warming up; the Beastmen migrate to the area that was once Blackmoor, now the north pole, and thrive there. They are beginning to breed true, in recognizable species. (HW) Beastmen tribes gather at Urzud.

A great volcanic explosion occurs in Vulcania, destroying the remnants of the southern elvish civilisation. (HW)

A human culture, the Antalian tribes (descendants of the Neathar) are flourishing in the area later to be called Norwold. They are a blond, warlike culture with bronze weapons and armour. (HW)

The Immortals are intrigued by the beastmen. Since they are starting to breed in recognizable strains, the original "chaotic" race is threatened with extinction. The Immortals take a few Beastmen tribes, magically restore them to their original chaotic state, and lead them to the Hollow World. They don’t magically transport the Beastmen into the Hollow World; they inspire one leader/colonizer to lead followers northward, and those Beastmen eventually wander their way into the Hollow World. They settle in the icy lands near the northern polar opening. (HW)

**-1300 AY, 2300 BC**

By this time Ilsundal's migration of southern elves have crossed the Strait of Izonda to the Immortals' Arm. They head east along the Savage Coast. (CoM)

Elves appear in the Savage Coast area at about this time, spreading through the eastern and central regions. However, they do not significantly affect the local cultures because they do not intermingle. While elves and humans hold power in the east, the enduks are created in the far west. About the same time, the araneas start to disappear, their web cities in the forests replaced by isolated towers inhabited by mages of elven and human form who keep lizard men, the ancestors of the shazaks, as servants and slaves. These folk begin calling their land Herath. (SC)

**-1250 AY, 2250 BC**

At around this time Ilsundal's elves cross the Great Waste, migrating from the west. They pass through quickly, moving on to more hospitable lands. Some time shortly before, the Sheyallia clan turns south onto the Serpent Peninsula, settling in the forest there. The Meditor and Verdier clans, disliking the increasingly rainy and hot climate, sail east in search of better lands. (CoM)

**-1200 AY, 2200 BC**

Some elves break off from Ilsundal's migration and eventually find their way to the frozen valleys of Glantri, where they settle. A few survivors from the second migration from Vulcania also reach Glantri and settle among their cousins. The elves form several large clans. (GAZ3, HW)

At about this time Ilsundal's migration finds the Broken Lands and many struggling human tribes, but no sign of the elves who colonized near Blackmoor before the Rain of Fire. They move on. (GAZ5)

Some Tanagoro colonists from halfway around the world arrive at the Serpent Peninsula and, like the Sheyallia elves, decide they like the rain forests. However, their agricultural methods include slashing and burning the forests to make room for their cattle and crops. The elves regard the destruction of the forest with horror. Conflict between the two cultures is inevitable. Eventually they work out a compromise of sorts: the Tanagoros keep to the coastlines and forest fringes while the elves withdraw deeper into the forest. (CoM)

The Sheyallias find the heart of their rain forest already inhabited by small black-skinned humans - the Karimari. Their queen asks the Sheyallia elves to respect Karimari territory and refrain from trespassing within the ring of Guardian Trees. The elves are thus forced to dwell closer than they would like to the Tanagoro settlers. As long as there seems to be enough room for all on the peninsula, conflicts are kept to a minimum. The elves become middlemen in trade between the Karimari and the Tanagoros. They keep the secret of the Karimari's existence - and the source of their best trade goods - to themselves. (CoM)

**-1100 AY, 2100 BC**

Unable to settle near humans, who blame them for the Great Rain of Fire - as indeed the elves blame the humans - the migrating elves seek out and find their own land in the northwest corner of the wild northern continent. The main force of Ilsundal's migration settles there, calling their land the Sylvan Realm (see module CM7). In self-imposed isolation, the elves live peacefully in the Sylvan Realm for more than a thousand years. Low birth rates keep the elves deep within the forests for centuries. (GAZ5)

Meditor and Verdier elf clans [leave Ilsundal’s northward migrations and] settle in southern Traldar lands. (HW)

First elves reach Karameikos. Nithian civilization arises. (K: KoA)

### 2000 BC: The Rise of Nithia

**-1000 AY, 2000 BC**

BC 2000-BC 1001: The Rise of Nithia; the Glantrian Catastrophe; Middle Bronze to Middle Iron Ages. (GAZ2, HW)

An agricultural settlement flourishes along the River Nithia. It swiftly becomes the seat of a fast-growing culture. (GAZ2, HW) Over the next thousand years, the self-proclaimed Nithians rediscover the technologies necessary to build a nation, and later an empire. Nithian adventurers begin to explore the world - including the fell lands of Blackmoor - and return with the spoils and artifacts of their exploration. (HWR2) They progress from Bronze Age to Iron Age metals technology at this time. (GAZ1)

c. BC 2000: This is the most destructive volcanic period in the history of the Ierendi area. The period climaxes with the explosive eruption of the Kikianu Caldera, an island about the size of the Five Shires. This disaster is recorded by Bronze Age continental cultures when the skies are dark with ash for months and the southern shore of the continent is battered with tidal waves. The volcanic dome collapses into the empty subterranean magma chamber evacuated by the eruption, and the sea rushes in to fill the crater, leaving only three rugged islands along the rim of the subsidence and a single, still-active volcanic cone at the centre. Hot springs and lava flows are still common on the sea floor of this region. (GAZ4)

Early Bronze Age Antalian colonists migrate southward from the region of modern Norwold to the Northland islands and coastal lowlands. They bring with them primitive agricultural methods and cultural traditions, but they are also skilled seamen and fishermen. Most of the Northland lowlands and islands are good for agriculture, though the land is rugged and infertile along the northern coast, and covered with forests and marshes along the southern mainland and the offshore islands. They begin to settle in the coastal and island lowlands, founding the first human settlements there. Most communities are very small, ruled by a petty chieftain who is likely to be chosen for his strength of arm and his fighting abilities. Most villages "communicate" only through raiding and warfare. From the very beginning, the Northman has to be as skilled with his weapons as with the tools of his trade. The survival of every community depends on the warrior skills of each individual member. These early Northlands cultures practice shamanistic and rune magics. (GAZ7, HW)

Tribal humans, swarthy descendants of Oltec and Neathar tribes, also settle in the coastal and island lowlands of the Northern Reaches, and in the Ethengar Steppes. (HW)

The Beastmen have now evolved into the modern species of orcs, goblins, ogres, giants and trolls. (HW)

The enduks build their first cities at about this time on the Orc's Head peninsula. (SC)

**-900 AY, 1900 BC**

On the great continent to the east of Alphatia and Bellissaria, a nomadic, cavalry based race of warriors grows strong. These are the Jennites, copper-skinned descendants of an Oltec expedition party; their language and customs have evolved far away from their Oltec origins (HW).

**-800 AY, 1800 BC**

Shortly after they were settled in 2100 BC, the leader of the elves of the Sylvan Realm, Ilsundal, learned the path to becoming an Immortal in the Sphere of Energy. As his Test he creates the Tree of Life as an avatar of his own power to guide his people. This one great gift sets the new course of elven culture, becoming the focus of much of their lives. Having completed his path with the creation of the Tree of Life, Ilsundal becomes an Immortal. He is now able to grant clerical magic to elves who follow his way. Yet instead of creating a separate class, he uses his power to expand upon the native elven magic skills of at least those who follow his way. His priests are both clerics and magic-users. His way is the way of the Tree of Life, and Treekeepers are granted the ability to learn an admixture of the spells available to the normal human magic-user and those specific to druids. Furthermore, there are some spells that none but Treekeepers and their students can learn. (GAZ5)

The Immortal Kagyar the Artisan, a patron of mortal arts and crafts who was disturbed by the sheer world-shattering destructive power of the Great Rain of Fire, decides to create a race which stands a good chance of surviving another such annihilation, as a means to safeguard at least some of the creative results of mortal cultures. As his "basic model," he chooses the Blackmoor-era dwarf race of the Known World, which is slowly, inevitably dying out. An ancient race, perhaps as old as humankind, the dwarves are perfect for his experiment; they are fond of subterranean homes, they are skilled craftsmen, they are physically tough. He takes all these remaining prehistoric dwarves from the Known World. Half he transplants to the Hollow World; the other half he reshapes into a new dwarven race, washing their memories from them, that they might develop a culture untainted by the poison of Blackmoor. He creates a new language for them and instils them with knowledge of the techniques of engineering and metalcrafting, making them even more craft-orientated than before. He makes their natural affinity for underground dwelling into a drive so strong that he knows the techniques of subterranean mining and engineering will never be lost by the race, will always be there for the dwarves to use. He also gives them the potential to be very, very resistant to radiation poisoning. In so doing, he accidentally gives them the potential to have a similar resistance to magic. As each dwarf gains in knowledge and experience, he will become mystically tied, more and more, with the planet itself; at a certain point, the link with the mystic forces of the earth will give the dwarf a substantial resistance to radioactivity (and to other energy patterns, such as magic). By this means, Kagyar ensures that if there is another super-catastrophe, there will be a race left, many of whom can survive in the deep earth during the most punishing times of the disaster's aftermath, the most experienced and learned of whom will be able to sire healthy children in times of radiation poisoning. With the help of interested Immortals from the spheres of Time and Energy, Kagyar greatly increases the numbers of underground rivers and cavern systems in the area he has chosen for his race's homeland. Even in areas which, geologically, should not have great cavern networks, he introduces them, so that his race will have many safe areas in which to live.

Finally, and almost as an afterthought, he creates a protector for the dwarven race. This creature - the legendary Denwarf - is a golem created from granite and given the semblance of a dwarf. Unlike many golems, Denwarf is fully sentient, capable of independent action, able to heal in the mortal manner. Like other golems, he is more or less emotionless and unaging. Denwarf is given knowledge of the codes of behaviour Kagyar expects of the dwarven race, and is instructed to protect the dwarves in the infancy of their race and to leave them when no longer needed. Kagyar places Denwarf and 500 or so of the "new" dwarves upon the slopes of what is to be called Point Everast, and then goes about his other interests. He does keep a line of communication open with the dwarves, by granting clerical powers to some of them and listening to their prayers through the centuries. Now there are no remnants of the original dwarven race on the outer world. Kagyar also returns some of the "new dwarves" to the Northern Reaches, where the largest dwarf colonies were before, where they eventually become the Modrigswerg clans. Both the Rockhome and the Northern Reaches groups are given false memories and believe that the Modrigswerg dwarves also originally lived in the Rockhome lands. Known as "moulder dwarves" by their western cousins in Rockhome, legend says that the Northern Reaches dwarves were driven out of the Rockhome region for breaking ancient clan traditions against trafficking with spellcasters and alchemists. They are said to be a cursed people, and their name, Modrigswerg, comes to be associated with madness and evil. One of the first of the 500 dwarves placed with Denwarf is later said to have taken the name Everast as his own, creating the ancient Everast Clan. Similarly, the eponymic founder of the Torkrest Clan, "Tor-Kres" ("Strongtooth"), is a hero living sometime during the reign of the legendary King Denwarf (the next 400 years). (GAZ6, GAZ7, HW)

In the first few centuries of the Rockhome dwarven tribe, Denwarf guides them on a plan of controlled increase in the tribe's size, careful exploration of the mountains around them, cautious construction of settlements and mining enterprises throughout their lands. As the dwarves spread out through the mountain region and begin settling more or less independent communities, Denwarf makes sure that he, and only he, can confirm each settlement's leader in his position, and that each settlement sends a representative to stay at Denwarf's court. In so doing, he sets the precedents for Rockhome's modern system of appointed governorship and for the modern dwarven Senate, or Grand Council. The individual communities grow from small families to large families to great multi-family villages and cities. In these times, the dwarves believe that their mountains are the centre of the world and that there are no other worthy intelligent races to be found: they encounter only the primitive goblins, orcs, gnolls and hill giants which are also to be found in their lands. The dwarves, always pursuing the glorious cause of creating art from whatever materials are put in their way, have no time or affection for races which merely want lands on which to hunt. Denwarf never seems to age. Decade after decade he serves the dwarves as king. He is known for his stony impassiveness, his merciless fighting ability, his chilling impartiality in judgement of crimes. Larger than the dwarves, more hardy, just but unsympathetic, he is revered but never precisely loved. (GAZ6)

The dwarves transplanted to the Hollow World, who mostly belong to the Kogolor clans, thrive in their new lands. They have been placed in eastern mountains just north of the great equatorial mountain range, fairly distant from other sentient races; they have occasional contact with the Neathar tribes to the north and west, but are largely left to their own devices. (HW)

The Steel Wars divide the northern humanoid tribes; plague, famine and massacres ravage Urzud; the population dwindles.

**-750 AY, 1750 BC**

BC 1750-BC 1500: The human tribes along the River Nithia progress from Bronze Age to Iron Age metals technology. A jackal-headed creature named Pflarr achieves Immortality. (HW)

c. BC 1750-c. BC 1000: During this period, Nithia discovers the insular Tangor civilization, which apparently survived the Blackmoor and Glantri disasters intact. Magic also flowers in the Nithian Empire. In this way not only is the material world explored, but other planes and planets are opened to the incursions of the Nithian mages and priests. (HWR2)

A series of great volcanic eruptions and earthquakes extending eastward from the Burning Waste split several large land masses away from what is now the coast of Sind, the Atruaghin Clans area, the Five Shires (GAZ4, CoM) and Karameikos (?); aboriginal (Neathar-descended) peoples called the Makai and lizardmen called Malpheggi (from the Malpheggi swamp) are stranded on the new islands. (GAZ4, HW) These scattered islands are all that remains of this land (now the Kingdom of Ierendi and the Minrothad Guilds). (CoM)

The Plateau under which the surviving Azcans have been living largely collapses, killing many of them and leaving the survivors in a shattered, hostile land. (?) Some of the survivors are driven out into the desert, where game can still be found. Conflicts between these copper-skinned newcomers and the light-skinned nomads of the desert eventually resolve into cooperation and intermarriage as the refugees from the east adopt Urduk ways for themselves. (CoM) The Taymora civilization is destroyed. Meditor elves are stranded on the newly-formed Minrothad Isles.

This second cataclysm changes the prevalent weather patterns of the area again (especially Sind and the Great Waste). For the next fifty years there are continued earthquakes, storms and droughts. (CoM)

BC 1750-BC 1500: The earthquakes that rock the Sea of Dread drastically change the Serpent Peninsula. Rising seas flood most of the central lowlands, forming Dhiki Namazzi. Suddenly deprived of major cities, countless villages and their best farmland, the Tanagoro culture collapses into tribes fighting over the remaining land. Some carve out territories on the newly formed Thanegia Island. Others move north into the rain forest, slashing and burning forest into farmland as they go. Each year more forest falls to their axes, and each year the water level rises higher, turning the southern fields into swamp and forcing the Tanagoros farther north. The Sheyallia elves resist fiercely, but lose more and more ground. Elven pleas for Karimari assistance against the Tanagoros fall on deaf ears. The elves cannot sway the Karimari from their isolationism. (CoM)

The earthquake disturbs the resting place of an artifact of the Sphere of Time hidden deep beneath the newly formed Dhiki Namazzi sea. Successive earthquakes in intervening centuries carry it closer to Mystara's surface. However, these earthquakes also damage the artifact's ability to move backward in time. (CoM)

King Loark raises a Great Horde of humanoids who migrate southeastwards, ravaging as they go; great waves of hill goblins, trolls, and giants especially began moving southward into areas now occupied by human settlers.

**-725 AY, 1725 BC**

King Loark's horde migrates eastward, continuing the Quest for a Blue Knife.

**-722 AY, 1722 BC**

The Great Horde of King Loark ravages Norwold, sending the Antalian culture there into a dark age; the Immortals Odin and Thor send intact communities of Antalians into the Hollow World (The descendants of the outer-world Antalians eventually become the men of the Heldann Freeholds). These Antalians are placed in the icy lands south and east of the Beastmen territories. The Antalians thrive in their new home, happily fighting among themselves, with the Beastmen to the north and the Neathar tribes to the southwest.

**-720 AY, 1720 BC**

The land masses formed in 1750 split further, forming 10 islands south of the Five Shires. These are the Ierendi Isles. (GAZ4) The Verdier elves build ships and join their cousins, the Meditor elves, in the Sea of Dread. (GAZ9) Primitive Merrow enter the Sunlit Sea following the destruction of their homes to the south. (PC3?)

Akkila-Khan invades and conquers the southern steppes of the region now called Ethengar.

**-711 AY, 1711 BC**

The Great Horde of King Loark invades the Ethengar Steppes and enslaves the Ethengarians. Akkila-Khan allies with King Loark against the Ethengar nomads.

**-710 AY, 1710 BC**

After 1710 BC, three waves of migrations bring the ancestors of the current humanoid populations out of the frozen north. They migrate slowly into the recently-revealed hills and mountains of modern Rockhome and the Northlands. The first wave brings the hill gnolls - primitive and unprepossessing country cousins of the giant races. Driven out of the north by the more aggressive and better-organised trolls and giants, the hill gnolls settle throughout the highlands of modern Rockhome and the Northlands. Lacking weaker or stupider opponents, the hill gnoll clans fight one another for the scarce resources of this new and barren land. The second wave includes the various sub-races of trolls: the common root troll (the standard D&D troll described in the Expert rules and the Rules Cyclopedia); the uncommon earth troll (a larger, more durable, less intelligent troll); the rock troll (a slow, powerful and unusually peaceable species); and the giant troll (generally thought to be extinct in this region in the present). The troll clans settle mostly in the western hills of modern Vestland. Legends say that the troll races are among the oldest living things on the planet. Because of their close connection to the earth, the sedentary earth, rock and giant trolls have been known to "go to sleep" - to become immobile and indistinguishable from the earth and rock where they rest. The giants are the third wave, primarily hill giant and stone giant clans, with sizable minorities of the other well-known giant sub-races like the fire and frost giants. These clans settle predominantly in the mountains of eastern Rockhome. Scattered clans inhabit the western highland borders of Vestland and the Jarldoms, and the Hardanger Range bordering Soderfjord and the Emirates of Ylaruam. In addition to these better-known giant sub-races, the Rockhome and Northland mountains are also the refuge of many of the more remarkable giants, called "great giants." Reputedly, these beings may grow over twenty feet tall, and they are possessed of powerful magical abilities, including shapeshifting, spellcasting, runemagics and the use of powerful artifacts. They are said to be capable of challenging the Immortals themselves to personal combat. Fortunately, these aristocrats of giantdom show little interest in the affairs of men, and are only encountered by the most persistent and intrepid adventurers. (GAZ7\*)

**-709 AY, 1709 BC**

Akkila-Khan betrays King Loark in exchange for lands west of the Dol-Anur. The Great Horde is defeated at the Battle of Chongor, in ancient Ethengar. The Goblins flee south; the trolls head east. King Loark reaches the Broken Lands and settles, with the remainder of his Great Horde.

**-700 AY, 1700 BC**

The elves of Glantri discover, in the Broken Lands, a strange artifact from the Blackmoor civilisation. They tinker with it, and the artifact explodes cataclysmically, causing catastrophe in the frozen valleys and sending impenetrable clouds (which last for years) into the sky, blocking out the sun. Ice storms and blizzards rule the lands. A strange disease that rots flesh and withers all that grows spreads throughout the valleys. This strange rotting plague threatens to wipe out the surviving elves - those who were far enough away to survive. The elves shelter themselves in the deepest caves of Glantri, leaving behind only a few runes engraved in the rock. (GAZ3, ?) They find an incredible series of caverns there and begin a years-long migration. The travelling tribes are separated from one other. (?) Some emerge, years later, hundreds of miles south, past the Broken Lands. (GAZ3) Some reach the Hollow World. Some perish. One group, led by an elf named Atziann, has no survivors save their king (Atziann). (?)

Giants, trolls and gnolls have by this time been driven south into the Northern Reaches in successive waves of migration. (GAZ7)

Elsewhere, the catastrophe forms the Land of the Black Sand in the Ethengar Steppes. (?)

The cataclysms caused by the elves bury the Great Horde in the Broken Lands. King Loark dies, and his horde breaks apart. (?)

Shifts in prevailing winds and temperatures bring good rainfall and mild weather to the lands west of the collapsed Atruaghin Plateau and the Great Waste. The eastern forest spreads along the scars of the fallen plateau and along the coast of the Sea of Dread. The desert blooms. Only the Plain of Fire remains inhospitable. Its porous bedrock, carved by deluges of wind and water, channels the abundant rainfall underground, leaving little water on the surface. (CoM)

Tribes of goblinoids arrive in the Yazak Steppes. (SC)

**-699 AY, 1699 BC**

Resurgence of faith in Ethengar causes the Ethengarians to betray their ally, Akkila-Khan, who retreats from Dol-Anur.

**-691 AY, 1691 BC**

Baka betrays Akkila-Khan and drives his humanoids into the Broken Lands.

**-690 AY, 1690 BC**

Akkila-Khan builds a fortress in the Broken Lands, and starts raiding Glantri and Ethengarian borders.

**-688 AY, 1688 BC**

Akkila-Khan retires from the world. He becomes an Immortal, taking on a new name, Yagrai. Unaware of this, the Ethengarians rejoice; their first Khan, Baka, rises to power.

**-681 AY, 1681 BC**

Baka Khan is poisoned. The Ethengars war over his successor. The War of Succession starts.

**-675 AY, 1675 BC**

Tahkati Stormtamer unites the tribes that are later known as the Children of the Horse and leads them in conquest of the other tribes that later make up the Atruaghin Clans. Eventually, he becomes an Immortal.

The Asanda River's newly-forested valley attracts more copper-skinned settlers from the ruined plateau. These are farmers, driven from their homes by Tahkati Stormtamer and his united tribes. They find the rich soil surrounding the river perfect for their crops, and establish many riverside communities. They call themselves "Sindhi," probably naming themselves after the Asanda River. (CoM)

The Sindhis soon encounter the Urduks, who are also enjoying prosperity in the now green land. Trade develops between the two cultures. The Urduks, with their herds of goats, horses and camels, prefer the lush grasslands to the forests. They trade meat, milk and hides for surplus grains and hand-crafted goods provided by the Sindhi. BC 1675-BC 1291: The Urduks and Sindhi prosper and grow. They pay little attention to the tribes to the east, except to repel the occasional raid. The Sindhi clear more land for their crops and towns while the Urduk herds multiply. (CoM)

**-660 AY, 1660 BC**

The War of Succession ends inconclusively. The Ethengars split into hundreds of clans and compete with each other for the best grazing lands.

**-650 AY, 1650 BC**

A surviving clan of Glantrian elves from the outer world finds its way to the Hollow World through thousands of miles of subterranean passages. The tribe emerges in lands thickly occupied by Neathar tribes and dinosaurs; they migrate northward, to lands similar to frozen Glantri, and settle in the mountains south of the Beastmen and west of the Antalians. They call their new land Icevale.

Atziann, elf-king and sole survivor of his clan, emerges in the Hollow World near the Azcan capital; fascinated by them, and using his magic to move unseen among them, he stays with the Azcans for several years before embarking on his quest for Immortality.

After nearly a century of change, the Serpent Peninsula stabilizes into its current shape and size. Areas which were once lush rain forests dozens of feet above sea level are now swamps, marshes and low-lying islands. The peninsula's populations gradually stabilize as well. The Karimari, secure in their well-guarded jungle, remain unaffected by the events which spell catastrophe to the Tanagoros and Sheyallias. Exhausted by constant warfare, many Tanagoros come to terms with the Sheyallia elves. Elves and humans begin living side by side. The Sheyallia teach their Tanagoro neighbours non-destructive farming techniques, learning various craft skills in return. In some communities elves and humans intermarry. Eventually, peace settles on the peninsula. (CoM)

**-600 AY, 1600 BC**

Tensions erupt between the two largest Jennite hordes: One horde, the more traditional of the two, has women warriors, while the other has virtually enslaved its women. The Immortal Tarastia enjoins the more traditional horde to conquer the other, but the resulting holy war all but destroys Jennite civilisation. (By the time the Alphatians reach the Known World, six centuries later, the outer world Jennites have regressed to stone-age barbarism, their previous glory all but forgotten.)

Tarastia preserves several clans of the self-destructing Jennite culture, choosing to save only the more traditional horde. She transfers them to the Hollow World, placing them in the southern hemisphere, south of the forests and plains occupied by the Tanagoro tribesmen. The Jennites begin a fierce rivalry and occasional warfare with the Tanagoro men.

**-500 AY, 1500 BC**

Rise of the Nithian Empire: The Nithian culture begins its climb to greatness. (GAZ1, GAZ2) One colonial expedition led by the Nithian Traldar clan travels to the lands now known as Karameikos. (GAZ1) As these colonists spread out, they become the first humans to inhabit Darokin. (?) The Nithians perform no exploration in the west and never encounter the dwarves. (GAZ6)

The Immortal Pflarr creates a jackal-headed servitor-race he calls the Hutaaka. He uses many of them as agents, heralds, and servants throughout the world; he plants a large colony of them in mountains south of the Nithians.

Modest Bronze Age human settlements are formed in the eastern lowlands of the Northern Reaches. Sophisticated gnomish and dwarven cultures co-exist with primitive giantish clans in the western uplands. (GAZ7, HW?)

The elf-king Atziann, now calling himself Atzanteotl (a name in the Azcan fashion; it means "Atziann the Divine"), achieves Immortality in the Sphere of Entropy and begins his plans to corrupt the Shadow Elf and the Azcan races. He begins whispering to selected subterranean elves and Azcan rulers of the power and glory he can bring them, and lures them away from their faiths with promises of gain and glory. Increasing numbers of underground elves (especially those of the Schattenalfen clan) turn from the worship of Rafiel to that of Atzanteotl; likewise, many Azcans turn away from Otzitiotl and Kalaktatla. Atruatzin, the Azcan priest-king, resists.

On the Alphatians' world, the civilisation has achieved total mastery of its environment; the great universities are at the peak of their powers and just beginning to indulge in serious scholastic competitions and squabbles.

A group of halflings pauses in their northward migration at Thanegia Island. Dismayed by the unrest in the land, they quickly move on. (CoM)

**-494 AY, 1494 BC**

A terrible plague strikes Chitlacan, killing almost two thirds of its population. Atruatzin, himself a survivor of the disease, is driven from Chitlacan by his rivals, who are secretly supported by the Immortal Atzanteotl. Atruatzin and his loyal followers retire to the mountain fortress of Quauhnahuac.

**-485 AY, 1485 BC**

Chibai Khan leads his tribe to victory and establishes himself as Lord of the Steppes.

**-484 AY, 1484 BC**

Driven by the whisperings of Atzanteotl, and his own fears that Atruatzin will reclaim the throne, the treacherous new Azcan emperor leads a massive assault on Quauhnahuac. Everyone found in the fortress is slain or sacrificed, but of Atruatzin and his inner circle, there is no trace. The priests curse the land on which Quauhnahuac is built, and sow salt in the ruins.

**-470 AY, 1470 BC**

The Chochomecs (an Azcan tribe) desert Atacalpa, migrating to Oltec lands of the east.

**-468 AY, 1468 BC**

Atruatzin and his followers find a resting place, where they build a temple to the old gods. They name it Mictlan, after the legendary land of the dead.

**-450 AY, 1450 BC**

The Steppes are wracked by tribal warfare following Chibai Khan’s death. Numerous Khans rise and fall as the Steppes are ravaged by a second War of Succession.

**-420 AY, 1420 BC**

The underground elven wanderers stumble on Mictlan, and overthrow the humans. Those elves who have been seduced by Atzanteotl declare that the temple is sacred to him, and he has given them victory over their enemies and a place to call home. These elves become the Schattenalfen. Most of the elves are uneasy about this alien Immortal, but they are weary, and so they settle and build the city of Aengmor. Atruatzin escapes alone.

**-410 AY, 1410 BC**

Atruatzin finds his way to the outer world, among the descendants of the Azcans and the ancestors of today's Atruaghin Clans.

**-400 AY, 1400 BC**

Within five generations, the Traldar settlers have suffered enormous population losses (through bad winters, animal attacks and disease), have lost most of the materials and time necessary to forge metals (and consequently have forgotten how), and have reverted to a pre-agrarian lifestyle. They now fall under the domination of the Hutaaka humanoid people from the northern mountainous region. (GAZ1)

Atruatzin unites the warring tribes he lives among; he changes his name to Atruaghin. His skill as a warrior and a leader makes this a challenging, but not impossible, task. The newly unified people begin to call themselves the Children of Atruaghin - the outside world calls them the Atruaghin Clans.

At the end of four centuries of expansion and growth of the new dwarven race in Rockhome, the dwarven population has grown from the 500 or so Kagyar placed there to a substantial base of 125,000 dwarves. There are citadels at every known pass into the dwarven mountains. And Denwarf, in his ongoing explorations, has discovered a vast cavern system deep beneath Point Everast and its surrounding foothills (east of Lake Stahl), a cavern suitable to be the capital of the dwarven race. Denwarf's programming tells him it is time to leave the race to its own devices. However, deep within, the part of him that is capable of independent thought and emotion resents the fact that he must now surrender his throne and leave his charges. Nevertheless, he names the great cavern Dengar, "Rockhome" in the dwarven tongue, commands the clans he directly governs to move to this lovely subterranean land and tells his followers to build their great capital there. Then he nominates his heir, a worthy dwarf of the Everast family. Giving his companions the ominous prediction that someday he will return to lead his people when they most need him, he leaves his kingdom for the dark places below Dengar, and is never seen again by the eyes of the Rockhome dwarves until the present day. The second dwarf-king, Everast I, is crowned. The dwarfs found their greatest city, Dengar, in the Dengar cavern. The early Everast kings greatly slow the growth rate of the dwarven population - clever and knowledgeable planners, they intuitively understand the hazards of having their population swell unchecked. They continue the tradition of exploration, defence, mining and craftsmanship which Denwarf has promoted for so long. (GAZ6)

A colonizing party of Schattenalfen who are driven out of Aengmor (by the will of their patron, Atzanteotl) retrace the path of that earlier, lost expedition and find the Hollow World. They emerge just north of the great equatorial mountain range, right in the middle of the Kogolor Dwarf territory. They immediately begin a war against the dwarves, whose land they want. The Immortal Kagyar causes Denwarf, the former leader of the outer world's dwarves, to help the Kogolors against the Schattenalfen.

**-395 AY, 1395 BC**

The Schattenalfen are badly beaten by the Kogolor Dwarves and must break off the war. They continue travelling west, to an area not infested with dwarves, and settle there. But due north of their new lands are the Azcans, whose culture and architecture are disturbingly and insultingly like theirs (a result of Atzanteotl's guidance of the Schattenalfen culture, though they don't know this); the Schattenalfen hate these people, whom they see as a mockery of their culture, and begin an ages-long war with the Azcans. Atzanteotl delights in the and encourages the instant, uncompromising enmity among his followers.

Kagyar places Denwarf in a state of suspended animation, transferring him to a cavern deep below the Dengar caverns of Rockhome. There he traps him in an earthquake engineered to keep him out of the way. Denwarf spends more than 2,400 years trapped here, and even for a being such as Denwarf, created to be emotionless, it proves to be too much for the mind to take. Over the centuries he develops the (correct) assumption that he was used and abandoned and the (paranoid and deluded) thought that he is the one true leader of the dwarves and must return to lead them. (GAZ6, ?)

**-310 AY, 1310 BC**

The Quest for Steel; the Wogar Tribe migrates west from Blackmoor to a great lake, called the Cradle.

**-305 AY, 1305 BC**

A prophecy from King Wogar’s Great Shaman causes the Wogar tribe to move south, along a major river, following the Great Shaman’s floating gri-gri.

**-300 AY, 1300 BC**

The halflings from the southern continent, long-abandoned by their friends the elves, and increasingly endangered by the ever-growing human population, make a mass naval migration to the northern continent. They settle in the region west of Traladara, which they name Faerdinel (later called the Five Shires). They become friends with a declining, pacifistic clan of elves called the Gentle Folk.

Both the elves and Oltecs are decimated by hordes of goblinoids from the Yazak Steppes which sweep through the eastern Savage Coast. (Some elves remain in the areas that will later become Robrenn, Eusdria, Bellayne, and the Savage Baronies.) These same goblinoid hordes cause many lupin and rakasta tribes to relocate to the central part of the Savage Coast. (SC)

**-299 AY, 1299 BC**

Vestland trolls miss a turn and pop-up in the Broken Lands; Trollhattan is founded. Bagni Gullymaw eats an elephant. Nithians enslave the Black Moon horde.

**-296 AY, 1296 BC**

Ogres kill King Wogar’s Great Shaman at the Battle of Khuzud, and flee with his treasure. The ogres settle in the Sind Desert and learn the local culture.

**-291 AY, 1291 BC**

Migrating humanoids begin to encroach on the Great Waste. A tribe of ogres are the first to arrive. They settle in the marginal lands on the edge of the Plain of Fire, and begin to learn the local customs of the Urduks and Sindhis. For the next twenty years they live peacefully, only occasionally raiding Urduk herds and Sindhi villages. (CoM)

**-290 AY, 1290 BC**

The outer world Shadow elf city of Aengmor is "destroyed" (actually, merely surrounded with lava and made uninhabitable) during a volcanic eruption; many underground elves are slain. The survivors burrow deeper into the crust of the earth. Actually, this is part of a grand scheme by Atzanteotl.

**-276 AY, 1276 BC**

BC 1276-BC 1272: The Great Drought. Five years of sparse rainfall extend the edges of the Plain of Fire. (CoM, ?)

**-271 AY, 1271 BC**

When their wells dry up, the ogres at the edge of the Plain of Fire move east in search of water and food. Along the way they devastate Sindhi villages and enslave the villagers. (CoM)

**-270 AY, 1270 BC**

The Great Drought dries up the ogres' wells. They migrate eastwards, devastating and enslaving Sind villages. (?)

Concerted efforts by Sindhi and Urduk warriors drives the ogres eastward into the lands that will later become Darokin. (CoM)

**-269 AY, 1269 BC**

Ogres from the Sind Desert settle in the Broken Lands, where they found Ogremoor. (GAZ10?, CoM)

**-265 AY, 1265 BC**

Ahmanni Turtlerider and Atruaghin become lovers. Atruaghin’s ageless nature becomes apparent, making marriage between them impossible.

**-263 AY, 1263 BC**

Wogar becomes an Immortal. His tribe continues along the coast to Atruaghin. They learn the use of feathers, war paints, light cavalry tactics and scalping.

**-262 AY, 1262 BC**

The Karimari are faced with an unexpected problem - visitors from the north. A small band of Urduk explorers from Sindh stumbles upon the ancient city of the Karimari. They come at a critical moment in Karimari history. The old queen has died and the Karimari are faced with choosing a new leader. Over the centuries continued attempts by the elves and Tanagoros to interest the Karimari in external affairs have created a minority of citizens who believe the Karimari should broaden their horizons. This increasingly vocal minority wants a queen who will encourage a flow of goods and knowledge with neighbouring cultures. The arrival of men from a far distant land brings the issue to a head. The Urduk leader, Musafir, is an exceptional diplomat. He seizes control of the situation, playing on events in Karimari history to foster guilt over past, "selfish" Karimari policies, citing the untold hardships and deaths the elves and Tanagoros suffered while the Karimari sat in their magnificent city, deaf to their neighbours' cries. Those who are not inclined to guilt are persuaded by his arguments that some day - perhaps soon, perhaps in the distant future - the Karimari will face an overwhelming enemy, and their neighbours will refuse to assist them as they refused to assist in the past. With smooth talking and the judicious use of a few charm person spells, Musafir engineers Queen Rehima's rise to power. Less than a decade after the Urduks' arrival, the queen sends Musafir back to Sindh at the head of a small army of Karimari warriors and elephants. Queen Rehima's reign creates new opportunities for trade and cultural exchanges. For the next few generations, Karimari leaders send ambassadors and merchants to many distant lands and, in return, welcome many distinguished visitors from far-off lands to their glorious city. (CoM)

c. BC 1262-c. BC 556: Meanwhile the elves and the Tanagoro tribes continue to mingle. The two cultures freely share their art, language and lifestyles. New cities arise from tribal centres where humans and elves pursue the study of magic and other scholarly matters. Old grudges occasionally erupt into duels or feuds. But the two races cooperate with one another, especially in time of disasters - hurricanes, floods, epidemics and the occasional earthquake. As time passes, elven and Tanagoro children begin to exhibit the ability to see the future. Some with minor talents can foresee only catastrophic events, and then only in their dreams. But others can see more clearly and use their foreknowledge to gain power and wealth. Many people become alarmed as they see more and more prognosticators abusing their power to see the future. (CoM)

**-260 AY, 1260 BC**

Atruaghin leaves the Atruaghin Clans to explore the surface world in a search for the nature of his seemingly eternal youth.

**-259 AY, 1259 BC**

Tahkati Stormtamer, now an Immortal, agrees to help Atzanteotl in destroying the work that Atruaghin has done in uniting the Atruaghin Clans.

**-257 AY, 1257 BC**

The Wogar tribe of Red Orcs invade Sindh and the Atruaghin Clans. The Sindhi, strengthened by expert Urduk horsemen, manage to beat back most of the Red Orc attacks. However, the orcs conquer and enslave the people of the Atruaghin Clans, who fall before their overwhelming numbers. Their rule is oppressive and savage. (?, CoM) Tahkati Stormtamer realizes that he has been betrayed by Atzanteotl and breaks all ties with the Immortals of the Sphere of Entropy. He vows vengeance.

**-255 AY, 1255 BC**

The Red Orcs, now firmly in control of the Atruaghin Clans, renew their attacks on Sindh. The first Sindhi settlement to fall is Shajapur (near present-day Sayr Ulan). Others follow. (CoM)

**-254 AY, 1254 BC**

The Wogar Tribe splits into three nations. One settles south of Atruaghin, another in the Five Shires. The last goes north, torches the Darokinian trading post of Akorros, and settles in the central Broken Lands.

**-253 AY, 1253 BC**

By this time the Sindhis and their Urduk allies are hard-pressed by the Red Orc invasions. However, help arrives unexpectedly from the west: an Urduk explorer (Musafir) returning from the Serpent Peninsula brings with him a band of short, dark-skinned warriors - the Karimari - and five trained elephants. The combination of the Karimari's strange battle magic and the horrifyingly devastating elephants turns the tide. (CoM)

**-250 AY, 1250 BC**

By this time, Sindh is free of the Red Orcs. To assure their victory, the Sindhis push their armies eastward into the orc-infested forests and establish fortified settlements along the line now demarcating the Kingdom of Sind's eastern border. They push deep into Red Orc territory just south of the Amsorak Mountains, to the shores of Lake Amsorak itself. Although they can make no inroads into the occupied territories of the Atruaghin Clans, the Sindhis manage to keep the Red Orcs at bay. At least part of their success lies in the use of trained elephants, brought across a thousand miles of grasslands by Karimari traders. The increasingly solid alliance between the Urduk nomads and the Sindhi settlers helps as well. (CoM)

Things remain at a standoff for more than two centuries. To organise defences and ensure good communication and supply lines, the Sindhis develop an aristocratic government ruled by a king drawn from the ranks of noble fighters. Sindhi society begins to organise itself along four social classes: the Himayas, or warriors; the Rishiyas, or clerics; the Prajayas, or commoners (farmers and craftsmen); and the Kuliyas, or servants and unskilled labourers. They also segregate themselves into the sindi-varna (born of Sindhi parents) and the urdu-varna (born of Urduk parentage). (CoM)

**-190 AY, 1190 BC**

Descendants of the Great Horde resurface in the Broken Lands and discover the city of Oenkmar and a knife they mistake for one of their legendary artifacts: the Blue Knife. A truce is proclaimed.

**-104 AY, 1104 BC**

Underground elves discover the Refuge of Stone and take the name of Shadow Elves unto themselves. Building work begins on the City of Stars. Myfallar The Old is chosen as temporary King.

**-100 AY, 1100 BC**

Nithians led by Minroth colonize the islands later to be called the Minrothad islands, and found Harbourtown.

Nithians under Prince Ramenhotep establish the colony of Thothia on the Isle of Dawn. This is the eastern extent of Nithian colonization.

**-90 AY, 1090 BC**

On the Alphatians' world, the followers of Flame begin their serious rivalry with the Followers of Air.

**-50 AY, 1050 BC**

Great wizards of the Nithians, inspired by the Immortal Pflarr's servant-race (the Hutaaka), create the gnoll race by magically blending captured Black Moon trolls and gnomes. But they've been deluded that the result might be an equivalent servant-race for the Nithians; instead, the gnolls turn out to be savage, strong, warlike and prolific. The gnolls rebel; they escape and later invade Karameikos. Nithian priests visit the Shamans of Oenkmar. The Immortal Atzanteotl is increasingly offended.

**-40 AY, 1040 BC**

Tarasfir is enthroned as the first King of the Shadow Elves selected by the shamans of Rafiel.

-27 AY, 1027 BC

On the Alphatians' world, sporadic violence breaks out between the Followers of Flame and the Followers of Air.

**-10 AY, 1010 BC**

A temporary peace results from one academian's proposal of the Flame vs. Air essay debate.

**-9 AY, 1009 BC**

Emperor Alphaks I arbitrarily declares the Flames to have won the debate. Outrage, protest, rebellion and revolt result; the Followers of Flame war with the Followers of Air. (?) Nithian scrolls dating from this period refer to the Nithians aiding the Followers of Air. (HWR2)

### 1000 BC: The Birth of Alphatia

**0 AY, 1000 BC**

Western gnollish tribes cross Darokin and invade Traldar lands. (GAZ1) Most of the Darokin humans flee north, straight into orc territory, where few survive. (?) The Hutaakans retreat to their valley, leaving the Traldar to fight the Gnolls by themselves. The Traldar of this period are a Bronze Age culture with a proud warrior tradition. At the onset of the invasion, various Traladaran cities respond in different ways. Some choose to stand and fight, and are quickly wiped out. The now-legendary King Halav of Luln bands some of the cities together and begins a campaign of guerrilla warfare, which is much more successful. One leader, King Milen, chooses to flee. Milen rules the coastal city of Marilenev. Even before the invasion, he was considering colonizing the Southern Continent. As the gnolls advance, King Milen wrongly concludes that they will totally obliterate the Traldar. Deciding it would be prudent to flee and fight another day, King Milen leads nearly the entire population of Marilenev onto the Sea of Dread in a flotilla of ramshackle boats. For every ten people in the fleet, only seven survive the journey to the Southern Continent. The King is not one of them. They land to the east of what would later be called the Hinterlands. Androsar, a general in the dead king's army, steps forward and leads the immigrants slowly inland, far upriver to the deep forests of the continent, which remind them of their homeland. Here they form a nation called Milenia in honour of their late king. Halav joins forces with Queen Petra and Zirchev to hold the line of the invasion at the Volaga River. Though Halav is slain in the battle, the gnolls are driven back. By the time the gnolls retreat, the Traldar population is 20% of its pre-invasion amount. The Traldar Golden Age has ended and its Dark Age has begun. (Halav is later resurrected and attains Immortality, as do Petra and Zirchev.) (GAZ1, HW?, HWR3)

King Milen left no heirs. Open councils are held and several nobles are elected to represent various factions of the populace. These men devise a democratic system of government consisting of two ruling bodies: the Senate and the Emperor. These same men are elected by popular vote and form the first Senate. They, in turn, elect the first Emperor, Androsar I. Thus, the Milenian Empire is born. (HWR3)

The Broken Lands are overpopulated. Broken Lands orcs, ogres, trolls, gnolls and ogres migrate outward, especially southward, displacing other humanoid tribes before them. (?)

In Rockhome, some 400 years after Denwarf's disappearance, in the reign of the eleventh dwarven king (the tenth after Denwarf), Blystar III, the continent sees one of its periodic movements of nonhuman and demihuman tribes. This is a sort of domino effect: a strong tribe finds its ancestral lands are no longer able to support the tribe. The tribe moves and takes the more fertile lands of another tribe, which itself moves and squeezes out other tribes... In this case, the net effect is that hordes of hungry and desperate orcs and goblins begin to move into the lands around Rockhome, and eventually into the dwarven mountains. It is obvious to these nonhumans, because of the health and wealth which their dwarven opponents possess, that the lands within the mountain ring must be fertile; all they have to do is slay or drive off the dwarves and they will once again have a homeland. Naturally, the dwarves aren't at all amenable to the idea, and so begins a period of several centuries of warfare. Each spring, new tribes and attack parties of orcs and goblins try to force themselves in through the Sardal Pass or over mountains which have no convenient access to the Rockhome interior. The dwarves fight to protect their homeland. Fortifications are overrun, then recaptured and rebuilt; aboveground dwarf villages are burnt; the dwarves send punitive expeditions out into nonhuman territory to return the favour.

During this time, the dwarves and the orcs develop a deep, fierce hatred for one another. Though the goblins and dwarves are enemies, they are merely fighting one another for survival; but the orcs and dwarves discover real hatred for one another in this centuries-long conflict. One dwarven religious fighting brotherhood, the "Order of Golden Battle" - or "Buhrad-hrodar" - conceived around this time, regards the struggle against nonhumans to secure Rockhome's borders as a holy crusade. Over the next 500 years, the Buhrad-hrodar are instrumental in pushing the nonhumans out of Rockhome's borders, but their numbers are whittled down to virtually nothing in the process. (GAZ6)

The war between the Followers of Flame and the Followers of Air reaches its zenith. The Followers of Flame are defeated. Alphaks is banished. Old Alphatia is destroyed (DotE?); the Followers of Air quietly arrive from their world and settle on the great continent they name Alphatia. They proceed to build a mighty empire based on magic. (GAZ1) Some of the earliest Nithian scrolls, dating from this period, hint that the Alphatians are invited to colonize the Known World by the Nithians. (HWR2)

The Nithian Empire is at its peak (GAZ1); it features monumental architecture, large urban complexes in the delta region of the River Nithia, conquest of neighbouring states, establishment of more remote colonies, and the development of more sophisticated arts and culture. (GAZ2, ?) Nithian seafarers discover the Ierendi islands, finding two races scattered about the islands, aboriginal humans and primitive lizardmen. The Nithians easily dominate the coastal tribes of these Makai, but never penetrate into the interior, where the ancestral lizardmen clans dwell. Having effectively conquered the aboriginal natives, they plant colonies in the islands. (GAZ4) The human cultures of the Northern Reaches are conquered and enslaved by the Nithian Empire. The Northlands fall under Nithian domination, though the Nithians themselves show little interest in these lands with their cool, wet climate, and they avoid wildernesses out of fear of the hill gnoll and troll clans. While a few trading posts are established along the fjords and rivers, many Northlanders' only connection with the empire is when they or their kin are taken as slaves and transported to the Nithian Empire. The Nithians do, however, bring the formal spellcasting sciences to the region, their only lasting contribution to the area. The Northman clans living on the Ostland islands are too primitive and disorganised to present a threat to a civilized nation, so the Nithians show little interest in the islands. On the mainland it is a different story: the local cultures are depopulated, demoralised and obliterated by Nithian conquest, disease and slaving. (GAZ7) The Nithians, made curious about the southern continent by the sudden Traldar flight in that direction, transport many Northern Reaches men to Harbourtown and thence to the southern continent, to colonize there. This is the southern limit of Nithian expansion, and isn't very successful: the slaves soon rebel and slay their Nithian overlords. These tribes carve out their own territory in the southern continent, and are the forefathers of the Thyatian, Kerendan and Hattian tribes who later found the Empire of Thyatis. (DotE?)

Black explorers from Tangor find and colonize the Pearl Islands.

In the wake of the humanoid invasions, the Immortals are quite busy selecting endangered cultures for preservation in the Hollow World. The Traldar and many other cultures are preserved in this fashion. The Traldar are placed on the coast of the Aztlan Ocean right where the great equatorial mountains reach the ocean; they call that body of water the Atlass Ocean. They're south of the Schattenalfen and north of virgin territories. They quickly spread out to inhabit all their mountainous seacoast lands. Not cooperative among themselves to form an empire, they occupy themselves with pirate raids into Azcan territories.

Many Makai are transplanted to the Hollow World to preserve their culture in the face of Nithian assimilation.

Placed in an archipelago south of the equator, they resume their carefree, peaceful existence.

Meanwhile, an expedition of Shadow Elves leaves the City of Stars in an effort to find the path to the surface world. Instead, they find their way to the Hollow World, where they are fatally poisoned by the rays of the eternal sun. Some of them make it back to the City of Stars with news of their voyage, but all soon perish.

Orcs, part of the migrations from the Broken Lands, invade and enslave the halflings. The Orc realm of Othrong is founded by Othrong, the leader of the orcs who invaded Faerdinel. The Gentle Folk elves of the Five Shires region disappear or are destroyed by the orcs.

Some of the orc hordes spread throughout most of what will become Darokin. (CoM)

A tribe of gnolls fleeing from their Nithian masters make their way through the Broken Lands and into the Amsorak Mountains. The gnoll migration coincided with the incursion of humanoids from the Broken Lands. (CoM)

Goblins and hobgoblins migrate along the Amsorak Mountains and north around the Plain of Fire to the Black Mountains. (CoM)

Some gnolls try to settle in the fertile lands of Sindh, and the Sindhis welcome them as unskilled labourers. Tired of constant flight, some elect to stay, working for human masters in return for food and shelter. Those who value freedom more than ease move on. These gnolls discover a strange world of caves, labyrinthine tunnels, mutated plants and unusual creatures beneath the Plain of Fire. Having nowhere else to go, they move in. Their unfamiliarity with their new environment exacts heavy tolls in the first few years. Many of the strange plants - and some animals - prove poisonous to gnolls. The caves and tunnels are themselves treacherous, with cave-ins and rockslides common dangers. But there is plenty of water in the form of underground rivers, streams and pools - once the gnolls discover which water sources are contaminated and which are safe to drink - and enough food to provide for the tribe (who call themselves the Gruugrakh). They stay. (CoM)

Through successive generations, the Gruugrakh gnolls explore the realm they name Graakh ("Harsh"). Trial and error - often fatal - teaches them which foods are safe and which areas to avoid. Over the centuries, Gruugrakh shamans and wokani discover magical and alchemical properties inherent in various rare minerals, plants and animals in Graakh. These soon become part of the gnolls' magical techniques and lore. Occasionally, humanoids from the Black Mountains stumble into Graakh while looking for new territory or on their way to raid Sind. They find themselves facing fierce gnollish warriors armed with poisoned weapons and using booby traps, ambushes and their knowledge of the underground terrain to great advantage. The Gruugrakh gnolls try to ensure that no survivors take word of Graakh back to the humanoid tribes in the Black Mountains. (CoM)

All these humanoid migrations pressure the Red Orcs east of Sindh, causing them to renew their attacks. Along with increasingly bloody skirmishes with their old enemies, the Sindhis suffer from attacks from new enemies - dispossessed humanoids of all sorts, including trolls, bugbears and kobolds - passing along Sindh's northern borders. To make matters worse, the Urduk nomads no longer enthusiastically uphold their side of the Sindhi-Urduk alliance. After two centuries of relative safety, buffered from the brunt of the orcish attacks by the well-organised defences of Sindh, the Urduks' passion for orc fighting has dulled. As fewer and fewer Urduk horsemen respond to the Sindhi plea for warriors, the sindi-varnas begin to disdain, then to despise, the urdu-varnas. Marriages between people of Sindhi and Urduk descent are forbidden; those of mixed blood are relegated to urdu-varna status. (CoM)

Border disputes between Sindh and the Red Orcs continue for the next two centuries. (CoM)

35 AY, 965 BC

In Faerdinel, the Halflings overthrow the orc-king at the battles of Hinskulls, Orcfall and in the Spring Slaughter (BC 964).

36 AY, 964 BC

The Rule of the Elders is established; the Kingdom of Hindon is founded.

62 AY, 938 BC

The Fall of Hindon; orcs burn the Elderhall. The Dark Years begin. Dwarves and orcs fight for control of the Halfling land in the Battles of Bloody Sands (936), Fireaxe Field (932) and the Hill of Cold Teeth (930).

71 AY, 929 BC

Dwarven rule begins. Loktal Ironshield is crowned King of the Glittering Land. The hin are enslaved. The new dwarven kingdom grows rich, attracting human and orc invasions that weaken the dwarves.

88 AY, 912 BC

The Second Rising of the Hin. Loktal defeats orcs at Brokenfang Falls and rushes north to repel gnoll invaders, but he is too weak to withstand a hin revolt. The hin found the Kingdom of Shaerdon, ruled by the Council of hin clan Lords.

100 AY, 900 BC

Atruaghin returns to the Hollow World briefly. He visits the ruins of Quauhnahuac and uses his ever-increasing power to create Atruaghin’s Mystic Conveyor, a powerful magical artifact that links the Known and Hollow Worlds.

104 AY, 896 BC

First Shadow Elf exploration to the surface world ends in disaster with few survivors.

189 AY, 811 BC

Corruption and rivalries of hin Lords erupt in the Clanstrife, marked by the Bloodletting (811) and the Battles of Manycoats (809) and Bell Horse Ford (807). Orcs come down from the mountains in force (806), and slowly crush hin resistance.

199 AY, 801 BC

The Time of Torment in what was once Faerdinel; the hin are enslaved under the orc-king Thrail.

200 AY, 800 BC

The ice finally recedes to the far north of Glantri. (GAZ3, ?)

The elven population of the Sylvan Realm finally grows to the extent that they need new lands if they are to maintain their wide-ranging forester lifestyles. To their horror, they find their realms surrounded by the cultivated fields of humans - humans who have grown more civilised in the interim millennia, humans who have mastered magic far beyond what any but the most gifted elves can master. Something has to be done. Mealiden Starwatcher (later called Red Arrow) learns the secret of the Rainbow. A troupe of brave elves can leave the Sylvan Realm via the Rainbow, and travel to lands free of overwhelming human culture. In a great ceremony in which Ilsundal himself intercedes, the followers of Mealiden create nine new Trees of Life from seedlings of the original. Each seedling possesses the potency of the original. Several thousand elves led by Mealiden Starwatcher take the Rainbow Path to a relatively unsettled area in the forested reaches of what would later be called Thyatis. Harassed and deceived by the warlike humans there, they flee northward. Some stop in Traladara lands and become the Calarii elven clan, but most stop in a windy steppes area after chasing out the orcs. The surrounding human tribes let them stay, certain that the elves would starve and wither in that forbidding place. But Mealiden has a vision from Ilsundal of a new forest-home for the elves in the place of those very same steppes. The elven wizards go to work, altering the steppes with their weatherchanging magic ceremonies. Earth which has rarely tasted rain before is suddenly filled to excess and the plants bloom. Elven plant wizards are ready: scrub oak grows and flourishes. Water-starved steppes plants suddenly change and adapt overnight, changing the land into terrain where a mighty forest can flourish. In a few centuries' time, the steppes become a forest... the Canolbarth. At the same time, elven adventurers steal through human lands to bring back forest animals to the Canolbarth. The surrounding humans are immediately covetous of the elves' newly fertile land, but the elves are determined to stay on the land they have created. For centuries they stave off invasions of humans, orcs, dwarves and others. The lands of the Sylvan Realm and Alfheim grow apart, separated by incredible distances. The Rainbow becomes an ever-more-hazardous method of travel as monsters and others discover the route and claim portions of it for their own use. Drainage becomes an important consideration very rapidly with the immense water run-off created by the weatherchange magics. If it were to leave Alfheim through "normal" means, it would pass into the Streel River with catastrophic effect on the lands and cities downriver. The solution is to not have the rivers drain outside the forest at all, but to have it flow underground, away from Alfheim and towards the sea. The elves create a deep chasm near the western end of the forest where drainage water can be directed into underground caverns that connect to the sea. Thus, the Sump is created, a mile-wide depression in the ground, perhaps a thousand feet deep. The water from the Great Flood and Monster Rivers cascades over the sides of the gorge and drains away into the underground caverns, surfacing again somewhere in the Malpheggi Swamp. To separate the rivers from the Sump, the Weir is built, a fence-like dam intended to keep local boats and wandering monsters confined to Alfheim waters and out of the Sump. (GAZ5, HW)

Another consequence of the powerful magic needed to maintain Alfheim's unnatural climate results in the formation of strange places where magical effects occur spontaneously and where spellcasting is made easier. The master wizards who construct the magical weatherchange energies mean for the magic to restrict itself to altering the climate and creating plants to match the new weather. However, the eldritch spells combine with unnoticed enchantments emanating from the Broken Lands, from the courts of the recently arrived Alphatians and, possibly, from areas within Alfheim itself. Together these forces birth aberrations in the magical energy field, resulting in the strange magic points, the best known of which are noted on the map of Alfheim for AC 1000. These major sites are extensively studied and are of a reasonably stable nature. Additionally, short term sites appear and vanish within 10 to 20 year spans. (GAZ5)

The Empire of Nithia sends an expedition to Alfheim to find out what is going on. The leader of the expedition is Prince Hashaburminal, a noted wizard with necromantic leanings, as well as a dissident prince of the Empire. Positive that outside forces are working to destroy the Empire, he leads his expedition westward to prove his theories. Unfortunately for him, he discovers that he is right - they are caught in the backwash of the magic that creates Alfheim and are literally buried. Hashaburminal uses his magic to barely preserve his life, as a lich, but he cannot free himself or his followers from their entrapment. He is forced to remain in his underground prison, brooding over his festering hatred for the elves. (GAZ5)

One of the elf-clans, the Shiye, listens to the guidance of the elf-immortal Eiryndul and makes a dangerous crossing to the continent of Alphatia, where they set up their own kingdom in the deep central forests of that continent.

Deep in the southern continent, the Milenians, descendants of the Traldar, are flourishing, conquering the surrounding tribes, and establishing a strong empire.

After four centuries of border disputes with the Red Orcs, the exacting obedience to authority demanded by the ever-present threat of war has solidified the social classes of Sindhi society into true castes. The urdu-varna are restricted to the Prajaya and Kuliya castes: commoners and servants. Even within their own castes, the copper-skinned sindi-varnas look down upon the descendants of Urduk townsmen. Trade is no longer permitted with the Urduk nomads, who roam farther into the grasslands. (CoM)

Using the artifact he constructed at Quauhnahuac, Atruaghin returns to the surface world where he finds his adopted people firmly in the grip of their orcish oppressors. He leads the Children of Atruaghin in a revolt against the Red Orcs. The conflict is savage, continuing for the next five years. (?, CoM) The Sindhis seize the opportunity to throw themselves in force against the Red Orc western lines. (CoM)

Human clans begin building permanent settlements in Darokin.

205 AY, 795 BC

The Red Orc conquerors of the Atruaghin Clans area are crushed by concerted attacks from two enemies. Survivors flee east and north. At the end of the war, Atruaghin parlays with the ruling Himayas of Sindh. The eastern border of Sindh is set at roughly its current extent, with Sindhis holding most of the green valley south of the Amsorak Mountains to the western shore of Lake Amsorak. Knowing that such treaties tend to be forgotten after a few generations and recalling the memory of the great plateau that once stood in the lands of his people, Atruaghin uses magics and powers that he has acquired from his travels throughout the Known and Hollow Worlds to call it back into existence so that the Children of Atruaghin might never again fear invasion. When the earth-shaking spell is completed, a plateau twice as high and three times the size of the original rises above the surrounding forests and hills. The current Atruaghin Plateau is born, and Atruaghin becomes an Immortal in recognition of his lifelong struggle against entropy. (CoM, GAZ14?)

Atruaghin's magic has unexpected side effects. Coupled with continuing changes in Mystara's climate (the original polar ice sheets are only now retreating from the mountains of Glantri), the new landform interferes with prevailing weather patterns. Once again, winds shift and rainfall changes drastically. Although the coastal lands of the Atruaghin Clans remain well supplied with rain, the plateau blocks the easterly rain clouds from Sindh and the grasslands beyond. Seasonal storm patterns over the Sea of Dread change as well. Over the next century, Sindh's winters become ever drier. The summer storms, called monsoons, bring much-needed rain to the area - but in the form of torrential downpours that can sweep the crops away as easily as drought withers them. (CoM)

208 AY, 792 BC

Second Shadow Elf expedition to the surface lands emerges in the Broken Lands. The failure of this expedition leads to the abandonment of further attempts to reach the surface.

Atzanteotl begins to turn Danel Tigerstripes against Atruaghin and his followers. Atruaghin sends Hattani Stoneclaw, leader of the Bear Clan, to prevent his corruption. The intervention is too late; the Children of the Tiger begin to worship Atzanteotl and Hattani Stoneclaw becomes an Immortal.

216 AY, 784 BC

Upon the death of Thrail, the throne is seized by the new orc-king, Goghkh; the torment of the hin continues.

230 AY, 770 BC

The reign of Furgh Oorr begins in the Five Shires region; slavery continues, but the hin are better treated.

253 AY, 747 BC

The Orcstrife begins with the death of Furgh Oorr. No orc can hold the throne; war between orcs erupts across the Realm of Faerdinel. Pestilence sweeps the land. "Savage madness" governs the orcs, with mass bloodshed the result.

254 AY, 746 BC

The Hin discover Blackflame deep beneath the mountains. Meanwhile all around them the Orcstrife continues.

256 AY, 744 BC

The Third Rising of the hin in the Five Shires region. The halflings defeat the orcs, but humans, gnolls, and dwarves invade the land; the lawless times begin.

257 AY, 743 BC

The Time of the Heroes begins in Faerdinel. Hin warrior-adventurers flourish in the land, eventually reclaiming most of it from the invaders. The rebuilding of a hin kingdom begins.

300 AY, 700 BC

Mealiden becomes the first king of the elves of Alfheim. (GAZ5)

Shortly after the forest of Alfheim has grown and the elves have knocked back the first of hundreds of years of invasions, King Mealiden is contacted by a small group of unicorns. These normally shy and solitary creatures offer their help in guarding the forest in exchange for sanctuary and the elven promise not to hunt them. The elves agree readily. At this time, the elves are using the descendants of the original steppes ponies for their riding animals, along with horses they have acquired in other realms. However, none of these horses are comfortable in the woods. Reproduction rates slow and it begins to look as if the elves will need to constantly import horses. The unicorns contact chevalls within the elven horse herds. Originally from Karameikos, these were-centaurs make sure the demihumans are treating their mounts correctly. Together they devised a breeding programme that will mix horse, chevall and unicorn. Eventually, the elven horse is born, a short-legged, quick pony with uncanny intelligence and the ability to fight on its own if need be. Their intelligence and speed make them the match for any warhorse, as they prove in hundreds of battles in the years to come. (GAZ5)

The use of unearthly powers has created a class separate from the ranks of lesser Nithians by this time. These powerful mages have declared themselves as feudal lords and begun to divide the Nithian Empire into a series of baronies. These baronies run the spectrum from benign dictatorships to the despotic Southern duchies. The resultant discord paves the way for the ascendance of Thanatos and Ranivorus. The flower of civilization begins, slowly but surely, to fade and wither. (HWR2)

c. BC 700-c. BC 500: Thanatos, Immortal of the Sphere of Entropy, helped by the Immortal Ranivorus, corrupts the Pharaoh of Nithian. (HW?) Faced with a disintegrating empire, the Pharaoh is forced to fight fire with fire. Magic gave the priests and mages their present status; magic could take it away. Using the most powerful and destructive disciplines in the combined archives of Nithia and Alphatia, Taphose devises a spell so devastating that it will bring the upstart lords to their knees. There is but one cost: dedication to the Powers of Entropy. (HWR2) The pharaoh turns the Empire of Nithia toward worship of Entropy. (HW?) Unbeknownst to all the combatants, the true objective - the corruption of the Nithian Empire - has been achieved. Thousands die in the ensuing conflicts. Magic spells of horrific power, whose knowledge is mercifully lost today, are cast with wild abandon. Monstrous beasts are unleashed to spew fire and death over miles of countryside. Whole cities burn as the battles to reunite Nithia rage. Horror mounts upon horror, atrocity upon atrocity, spurred on by the powers of Entropy and the now-insane rulers of Nithia. (HWR2)

The Nithian colonists in Thothia turn away from the Entropic faith of their homeland and increasingly turn to a new form of mysticism.

Nithian pharaohs send expeditions to colonize the central and eastern Savage Coast. The Nithians are a dark-haired, dusky-skinned people, with a proud empire. The Nithians come into conflict with the manscorpions, driving them far to the west and causing them to unite their small bands into large tribes. The manscorpions eventually arrive in the nation of Nimmur, the then-thriving kingdom of the enduks, where they are welcomed. (SC)

350 AY, 650 BC

Most of the interior grasslands of the Sindh area have reverted to desert. The Urduk herds dwindle, robbing the nomads of their wealth and bringing hard times to the people. In Sindh itself, the once lush forests fall to the double onslaught of drought and the cities' demands for fuel and building materials. Forest gives way to grasslands, which in turn become desert as increasingly desperate Sindhis overfarm and overgraze the land. (CoM)

391 AY, 609 BC

The Restoration: Elders proclaim Gunzuth the Clanless as first Sheriff of Shaerdon. He rules wisely and well. The land prospers.

400 AY, 600 BC

c. BC 600: Jhyrrad, a mining village in the central northern part of the Denwarf Spur in Rockhome, digs up a lot of gold beginning now and for the next 200 years. At its height it is a community of 2,000, half living above ground, the other half in dwarf-made tunnels going deep into the mountain. (GAZ6)

Three warrior-tribes from the southern continent (the Thyatians, Kerendans and Hattians), hard-pressed by the Milenians to the south, migrate to the northern continent.

428 AY, 572 BC

With the death of Gunzuth the Clanless, Shaerdon is split into five Shires, each ruled by a Sheriff, the whole being ruled by a council of the five Sheriffs. The Golden Years begin.

444 AY, 556 BC

A boy named Yav is born to an elven mother and a Tanagoro father on the Serpent Peninsula. He is the strongest seer yet known, and makes himself a hero with many timely warnings of hurricanes and other disasters. He can also see a person's destiny merely by looking at his aura. (CoM)

470 AY, 530 BC

At about this time Yav comes of age and joins the clergy. He begins to preach that seers should never use their powers for personal gain. Most of his words fall on deaf ears. At the same time, increasing numbers of people begin to regard the ability to see into the future as evil. This belief is strongest among a group of elven purists who also preach against mingling elven and human blood. (CoM)

471 AY, 529 BC

Into the new deserts of the Great Waste come the Sheyallia elves, fleeing the ecological havoc the Tanagoro settlers are causing on the Serpent Peninsula. The Urduks of the remaining grasslands and the Sind Desert make it plain that, while they will allow the elves to pass through their lands, the Sheyallia are not welcome to stay. Their way blocked to the east by Sindh, and to the north and west by the humanoid-held Black Mountains, the Sheyallia wander into the inhospitable Plain of Fire. (CoM)

The Sindhis continue to struggle against the desertification of their lands and against humanoids in the Amsorak Mountains and western Darokin. The ruling families splinter into bickering factions, each trying to get the most land and water resources for themselves and their people. The situation is worsened by the fact that a number of shapeshifters have infiltrated the upper levels of Sindhi society. They include adaptors, doppelgangers, mujinas and bhuts. Unknown to most of the populace, these shapeshifters rule Sindh for centuries, but they cannot cooperate with each other. (CoM)

On the Serpent Peninsula, a series of abuses by the ruling class of seers prompts a revolt by concerned citizens against only those seers who abuse their power, but it rapidly gets out of hand. With a viciousness that surprises their own elven brothers, the purists slaughter every seer they can get their hands on. A few purists take even more extreme measures, killing people of mixed elven and human blood regardless of their precognitive abilities. Old grudges flare up into a new war, pitting humans against elves. Soon Tanagoros are calling for the complete expulsion of elves. More than ten thousand people die in one bloody year. The revolution ends with the power of the seers broken and the Sheyallia elves fleeing from the Serpent Peninsula. Reacting with horror to these events, the Karimari close their borders once more. For more than a millennium and a half (up to the present day, and probably beyond) they keep to themselves, oblivious to the trials, tribulations and migrations of Yav's people. Only the most venturesome Karimari traders leave the ring of Guardian Trees to supply the lucrative elephant trade with Sind. (CoM)

BC 529-c. BC 500: During the civil war Yav disappears. His followers claim he was killed by the elven purists and that he did not resist because he said it was the will of the Immortals. They continue to spread Yav's teaching that the ability to see the future is not evil in itself, but that it should be carefully restrained and controlled. In fact, Yav is still alive and well. His uncanny ability to see a person's soul and destiny merely by looking at them leads him to realize that something, somewhere, is influencing his people and corrupting their thoughts. The proliferation of truth-seeing and precognitive abilities among the Tanagoro people is not natural. Whatever is causing it seems also to turn people's thoughts to greed and selfishness. Even Yav finds himself sorely tempted to abuse his powers. Only his strong convictions that such abuse is evil give him the strength to resist. Yav sets out to discover the source of the mysterious influence. His quest leads him to many different cultures, where he meets with the most famous seers and soothsayers he can find. In almost every case, the seer's ability stemmed from spell-casting or other magical explanations. Only once did he find a seer whose powers seemed inborn, as his own were. Yav also realized that the further from Thanegia Island he travelled, the harder it became for him to see into the future or into people's auras. He was gradually becoming psychically blind. Convinced that the answer to the Tanagoro problems lay closer to home, Yav returns to the Serpent Peninsula. He finds Tanagoro culture greatly changed. A handful of mighty seers hold absolute power over the Tanagoro cities. Nearly everyone uses precognition to gain an edge. Those with no precognitive abilities purchase dreams and foreknowledge from seers who agree to share their abilities - for a price. Even more alarming, Yav discovers that well-meaning friends have greatly distorted his childhood feats to make him seem all-seeing and all-powerful. The stories of Yav's death at the hands of an elf during the civil war had the effect of martyring him. Yav's ideas and remarks concerning the duties and responsibilities of seers have taken on the aura of a philosophy of life. They are gathering a large following, especially among the poor and downtrodden. Not daring to reveal himself as the now legendary prophet, Yav takes on a new identity. His own prophetic powers quickly return, along with thoughts and emotions he finds disturbing. He is no longer in doubt - whatever enhances the prophetic powers of the Tanagoro people also enhances their greed for power. And it has something to do with the Serpent Peninsula itself. In conjunction with two good friends whom he takes into his confidence, Yav sets about saving the Tanagoro people from themselves. He can think of no way to do it but to seize power for himself. Using his phenomenal precognitive and truth-seeing abilities, Yav claws his way to the top of the Tanagoro seers' hierarchy, fighting against temptations for abuse all the while. (CoM)

472 AY, 528 BC

BC 528-c. BC 428: The all-out invasion the Gruugrakh gnolls fear comes at last, but from an unexpected quarter. Three thousand Sheyallia elves fleeing from the Serpent Peninsula stumble into the Plain of Fire and discover the intricate networks of caves and tunnels beneath. They enter Graakh from the southeast, in the Season of the Spores. At first, they think they have found the perfect solution to their troubles: an underground wonderland with plentiful water and abundant plant life. The elves are puzzled by the stone buildings they discover in some of the larger caves, but the area seems abandoned and there are no signs of the mysterious inhabitants. Trusting to their luck and skills, the elves settle in and begin exploring their new home. A few of their seers complain of unsettling dreams, but no one seems able to interpret them. The Sheyallia sages theorize that the strange surroundings somehow affect precognition.

The elves soon learn why there are no animals in the area. In one dreadful afternoon, hundreds of elves succumb as thousands of yellow mould colonies release their annual load of spores. The survivors flee deeper into Graakh's labyrinth. There they encounter the Gruugrakh gnolls, who attempt to repel them in a series of bloody skirmishes. But the elves have three very important advantages: superior weapons, superior magic and some precognitive abilities that have not yet faded. A number of elves decide to settle in and stick it out. They scout out areas the gnolls avoid and temporarily camp there while they explore their environment and familiarize themselves with its dangers. Gruugrakh gnolls continue to attack them, but the elves hold them off. Eventually, gnollish attacks slow to occasional raids.

Meanwhile, many elves leave in search of more hospitable homes elsewhere. They are repelled from the Black Mountains by its numerous humanoids, and the Sindhis have no place for elves in their strictly stratified society. A few Sheyallia elves make their way into Glantri or Darokin (and thence to Alfheim), but most turn back to the caverns.

The returning elves find their brethren well established in their new homes. Conflicts with the gnolls are still a common problem, but both sides can see a need for negotiation. Slowly, with much mutual distrust and a few near disasters, representatives of the Gruugrakh gnolls and the Sheyallia elves try to learn one another's language. (At this time, gnolls are a relatively new race; the Sheyallia elves had not yet had any contact with them and cannot speak their language.) At first, the elves and gnolls settle on a compromise that keeps the two cultures in separate territories. Negotiations get complicated when the elves realize that territorial rights need to take Graakh's seasons into account and provide safe areas each race can migrate to when necessary.

As the years pass, many elves and gnolls realize mutual cooperation can benefit both races. Elven magic is a powerful tool for survival, as is the gnollish knowledge of Graakh in all its moods. But distrust between the elves and gnolls remains a constant problem. Leaders of the two communities finally settle on a drastic solution. They order their followers to cooperate in a number of joint enterprises, with good behaviour ensured by an exchange of hostages. For every gnoll harmed or killed by a violent elf, an elven hostage will suffer, and vice versa. This exchange of hostages proves to be the key to peaceful interaction between the two races. It also serves to expose each race to the customs and ways of the others. Hostages gradually cease being prisoners and become guests instead. Within a century of the elven arrival, some bands of gnolls and elves have taken to camping together. The leaders of both groups encourage an exchange programme in which children of each race spend a year or more living with families of the other race. Hostages as such are no longer needed. (CoM)

### 500 BC: Nithia’s Doom

500 AY, 500 BC

The Traldar are in the midst of their Dark Age. Communication between communities is infrequent. Local dialects start to differ widely. The national epic of King Halav is the only thing which gives the people a sense of unity. Linguistic changes are already advanced enough that the people now call themselves Traladara, descendants of the Traldar, the people of King Halav. (GAZ1)

The Nithian Empire, having incurred Immortal dislike, abruptly ends. (GAZ1) Although the Immortals cannot directly oppose Thanatos and Ranivorus, their evil can be contained. (HWR2) The Immortals, helped by treacherous elemental beings, alter the climate, divert the headwaters of the River Nithia causing its sudden disappearance, promote social unrest (GAZ2), deny magical powers to their clerics, and take other actions which cause the Empire to collapse catastrophically. (?) The shattered land is scoured and renewed by the vengeful Immortals' Spell of Oblivion, which wipes all trace of the Nithian Empire from the face of the Known World. (GAZ1, HWR2) As the Empire withdraws from its far-flung outposts, most of the colonies are systematically destroyed - except for Thothia, which has already turned away from the Entropic faith which led to the destruction of Nithia. (GAZ4, ?) The few traces of Nithian culture in the Northlands fade within a decade. (GAZ7) Ancestors of modern Alasiyan peoples withdraw to desert basins and establish a nomadic culture. (GAZ2)

Nithian domestic animals bring to the Ierendi islands a minor skin parasite that transmits a devastating plague to the Malpheggi lizardmen. Doomed to extinction, the lizardmen priests, spurred on by the vengeful spirits of their Immortal ancestors, and supported by unearthly magics of unimaginable potency, slaughter the Nithians and utterly destroy their settlements in a single night. Having wiped out the Nithians most of them die themselves, leaving only primitive clans in the pestilent swamps of Roister Island, and a sub-species of amphibious lizardmen in submerged tunnel settlements on the floors of the deepest lagoons and on the shallow coastal shelves beneath the seas around the islands. These survivors establish strong prohibitions against contact with humans. This is part of the Immortal plan to destroy the Nithian Empire. The Makai record the events in legends, but these tales relate magics of such incredible power that few modern sages take them seriously. (GAZ4, HW?)

Ilsundal knows of the Immortals' curse on Nithia, and his part of the curse diverts much of what made the Nithians great towards his children, the elves. Indeed the creation of Alfheim 300 years before was perhaps the beginning of the curse, as weather systems which had previously irrigated other parts of the continent, including Nithia, were diverted to Alfheim. By now, the steppes where Mealiden's elves settled have become the mighty Canolbarth forest. (GAZ5)

Since Rockhome's borders have become more or less secure, the Order of Golden Battle is formally disbanded around this time. Certain of its members band together as a family. This group of Buhrad-hrodar become the Buhrodar family. They are deeply involved in the spiritual needs of the Rockhome dwarves, and a disproportionate number of Buhrodars are dwarf-clerics. Gradually, the Buhrodar family grows large and prosperous, coming to dominate other families of similar interests.

By now, the Thyatians, Kerendans and Hattians have conquered and assimilated the human tribes who opposed them; they are now in full control of the region which will one day be called Thyatis.

The Immortals (principally Pflarr and Rathanos) almost completely purge Ranak, the surviving Nithian city, of Thanatos' and Ranivorus' influence, and transport it to the great banks of a river similar to the River Nithia in the Hollow World. Guided by Rathanos and Pflarr, they swiftly rebuild their civilisation. They are near only the Tanagoro warriors and Jennite riders to the west; they begin on-again, off-again wars with the Tanagoro and Jennites to seize their fertile plains and acquire slaves.

With the destruction of the Nithians, the Immortal Pflarr, insulted by the Nithians' betrayal, turns his back on the outer world. He turns his attention to the Hollow World Nithians, and sets up a colony of Hutaaka in a sheltered valley of the Hollow World - west of the Brute-Men, north of the Nithians.

The Immortals also cure and transport remnants of the Malpheggi lizard man race to the Hollow World, placing them in the great swamp between the Azcans and the Oltecs. Both the Azcans and the Schattenalfen find mercenary allies among the Malpheggi.

The collapse of the Nithian Empire causes the weak human tribal cultures on the mainland of the Northern Reaches to be at the mercy of giantish clans. With the disappearance of the Nithians, spellcasting in the Northlands stagnates, a primitive and obscure art for the next ten centuries. Unlike much of the mainland, the Ostland islands offer decent soil for farming, so Northland culture remains stable and healthy only on the offshore islands for the next thousand years. During that time, the Northmen are an undistinguished assortment of barbarian clans. Each clan fights with every other clan, generally for sport and loot, and occasionally in minor wars of conquest. No clan leader holds sway over more than a fraction of the Northern tribes at any one time. (GAZ7\*)

Oenkmar Rock sinks into the earth.

At last, Yav is ready to act. Known as Mulogo, he proclaims himself the herald of the Immortal Yav. He preaches that the Immortal is angry because the Tanagoro people have not taken his message to heart. To appease his wrath, the Tanagoros must abandon their native lands and flee from the peninsula. A devastating earthquake that no other seer has foreseen helps back Mulogo's claims. Led by Mulogo, the Tanagoro people build an enormous fleet of ships and sail across the Western Sea to the Immortals' Arm. Yav spends two decades helping the Tanagoro people settle in their new home as the seers gradually lose their powers. (CoM)

A series of wars and disasters sweeps the Savage Coast region. For reasons unknown, the mages of Herath lash out at the wallaras, resulting in the fall of wallaran civilization. Today, the wallaras remain peaceful, but primitive. At the end of the war, the people of Herath also release their lizard men servants and slaves into the Bayou, where they eventually become known as the shazaks. At about the same time, the manscorpions betray the enduks and conquer Nimmur, causing the noble, winged minotaurs to relocate to a peninsula across the sea to the west. Also at this time, the Nithians disappear from their colonies, leaving behind a strong artistic and philosophical endowment, as well as various artifacts and structures. Dwarves first arrive on the Savage Coast not long after this, settling in some of the areas previously held by the Nithians. (SC)

Few major events transpire during the next 600 years, yet several changes occur. The mages of Herath establish a central government; the Nimmur of the manscorpions continues to grow in power; the tortles have a brief flirtation with civilization; and lupins and rakastas begin to build permanent settlements. The phanatons and shazaks begin to rise from complete savagery, forming tribal groups and a few semi-permanent settlements. Meanwhile, the goblins, orcs, gnolls, and related creatures grow in power. (SC)

507 AY, 493 BC

Queen Udbala of the Broken Lands raises a new Great Horde to march on Rockhome.

508 AY, 492 BC

The Rockhome borders are finally secured against the nonhumans at the famous Battle of Sardal Pass. The greatest orc army, the new Great Horde, is broken and scattered to the winds, the orcs wiped out. Queen Udbala dies. From now on, orc attacks are weak and ineffective; the dwarven frontiers are more or less safe. After that time, years are measured as so-and-so many Years Since Sardal, and so the Battle of Sardal Pass becomes "Year 0" in the dwarven calendar. (GAZ6, GAZ10?)

The Immortal Karaash takes pity on a band of particularly valiant orc-warriors led by their chieftain, Krugel. Trapped by the dwarves during their assault on Rockhome, surrounded in the Sardal Pass, and in imminent danger of being wiped out, they demonstrate ferocity and gallantry unusual in orc warriors. Karaash transports them to the Hollow World, to the arid plains north of the Kogolor Dwarves.

510 AY, 490 BC

Several waves of kobold clans are driven into the uplands of the Northern Reaches from the west, fugitives from the armies of Rockhome. Never a numerous race, the gnomes are greatly outnumbered by the more prolific kobolds. Moreover, the gnomes lack a substantial military tradition. Within just a few decades, the aggressive and warlike kobold clans overrun and exterminate all but a few fleeing refugees. Their subterranean farms, mines and tunnel cities are occupied by the kobold conquerors. (GAZ7)

520 AY, 480 BC

Yav, now in his late seventies, leaves the Tanagoros in the hands of his eldest son and sails back to Thanegia to search for the cause of the trouble. He finally finds a crack in the floor of the shallow sea separating the Serpent Peninsula from Thanegia Island. It is an artifact of the Sphere of Time, buried long ago to keep it from causing mischief. The earthquake of 1750 BC had disturbed its resting place, and successive earthquakes in intervening centuries had carried it closer to Mystara's surface. Originally a time machine made by an Immortal, the artifact had two noticeable side effects. It enhanced precognitive abilities, allowing those born with a mixture of elven and human blood to see into the future; it also twisted thoughts and deeds to greed, selfishness and an overwhelming desire for power. At first Yav does not realise the nature of the artifact. He knows only that the intricately carved stone monolith he finds in an undersea cavern is both the cause of the Tanagoro people's precognitive abilities and the bane of their society. Yav accidentally triggers the mechanism while examining the artifact, transporting himself seventy-five years into the future. (CoM)

525 AY, 474 BC

In the time of comparative peace following the Battle of Sardal Pass, the Rockhome dwarves begin a program of exploration in the lands outside of Rockhome. They discover that they are not the only "civilized" race in existence, encountering the higher forms of life known to the world - higher, in their eyes, because they have crafts and make things of beauty. The comparatively advanced Nithian civilization perished before the dwarves could encounter it, but exploring parties from Rockhome now encounter Alasiyan nomads and begin to trade with them. Encountering humans and elves, the dwarves are introduced to the idea of writing. They reject the human and elven writing systems, and derive their own, uniquely dwarven, runic writing system and begin to commit their fourteen hundred years of oral traditions to writing. The humans elicit both their admiration and their scorn: admiration, because they are capable of leaps of fancy and imagination beyond even those of the dwarves, and can craft many wonderful things, especially from materials (such as glass and cloth and leather and wood) which the dwarves have never truly mastered; scorn because so few of them really are creators, or heroes, or visionaries, most being like the orcs and goblins, content with a stretch of wood to hunt or a plot of ground to farm. So relations between dwarves and humans vary greatly from clan to clan and dwarf to human. The elves mainly elicit scorn - and a grudging envy. These tall and light-hearted folk can craft gold and silver and jewels as well as dwarves, and in fashions and designs far different from those of dwarves. But they are such a shallow race, imagining that they see as much beauty in a song as in a crown, or in an abstractly-carved piece of wood as an inlaid axe-head. They are impossible people: too friendly too fast, no sense of restraint, no idea of the slow and comfortable pace which the dwarves need to learn the character of another before showing him inner faces and inner thoughts. The elves are too free, too embarrassing, too flighty - a pity all that craftsman brilliance has to be locked up in a silly and vapid mind. In the gnomes, the dwarves find kinship - if the gnomes do not bear the mark of Kagyar's creation, they at least have similar drives and characteristics. Dwarves and gnomes find friendship, mutual interests, and similar habits. The halflings, too, are comfortably similar - but sadly, like the humans, not all have the craftsman's drive and the explorer's itch. So Rockhome - regarded from outside and from within now as a nation, a dwarven nation - gradually begins trading out its surplus craft goods and even raw ores for the goods created by neighbouring tribes and states. For its exports, Rockhome receives foods, drinks, leather and wooden goods, work animals and more. Information, too, flows from all directions. The dwarves have become quite expert in the techniques of mining and engineering; as this expertise is sought by the human lands, so they learn from the humans more sophisticated ways of growing food, recording facts, waging war and many other things. In the ensuing centuries, the dwarves gradually increase the amount of trade they conduct with other races. Dwarven goods and dwarven knowledge come into more and more demand in the human realms; conversely, human ideas, foodstuffs and products become indispensable to the dwarves. Slowly, cautiously, in the dwarven manner, Rockhome begins to send colonists out into the surrounding lands, generally with the permission or approval of friendly lands, to settle in mountainous areas elsewhere in the continent, sometimes to settle among humans as fighting families or engineering clans. In general, they are welcomed; polite (though usually distant), hard-working and neat, the dwarves are exemplary members of the communities they enter. (GAZ6)

548 AY, 452

Mahmatti Running Elk becomes an Immortal after becoming one of the most powerful Shamani ever to exist atop the Atruaghin Plateau.

550 AY, 450 BC

Krugel, leader of the Hollow World orcs, dies. In his lifetime, he has transformed a couple of hundred followers into a well-trained, well-motivated, well-supplied horde of conquest-minded plains riders, who now take his name to honour him: They will be called the Krugel Horde. They continue to attack and sack communities of the Neathar to the west and the Kogolor dwarves to the south. They do not want to conquer lands; they want loot.

572 AY, 428 BC

c. BC 428-AC 610: Life in Graakhallia, as the Sheyallia elves call their new home, settles into an ever more steady routine. Elves and gnolls gradually merge into a united Graakhallian society based on mutual cooperation and peace. Members of the two races live and hunt side by side, their daily life interrupted only occasionally by encroaching humanoids or the ever-present dangers of Graakhallia itself. (CoM)

600 AY, 400 BC

The veins of gold in Jhyrrad are played out and the population begins to drop. Then, abruptly, the 1,000 or so remaining villagers just disappear one day. There are signs of a vigorous fight - a good deal of blood spilled, no bodies remaining - but the village exterior walls are not breached, the gates undamaged. From now on the village is avoided by the dwarves, who consider it unlucky. The cause of the disappearance is the dry bed of a once-mighty underground river. This powerful waterway once flowed from the mountains under Rockhome to as far west as the Broken Lands, where it finally descended to unfathomable depths. The river ultimately dried up, and what remains is an unprotected pathway some hundreds of miles long from Rockhome to the heart of orc territory. Unfortunately, earthquakes in the Broken Lands occasionally open access to that end of the river, and the orcs find it. Sometimes they are brave and prepared enough to explore it. The gold mines of Jhyrrad penetrate the river, leading to an orcish slaughter of the village residents. The orcs responsible for the slaughter remove the bodies to the deep river caverns for looting, and most return to the Broken Lands to rouse all the orc tribes... only to be killed when another earthquake seals the pathway up again. The remainder die at dwarvish hands, but the dwarves believe them to be solitary intruders, since there are not enough orcs left to have destroyed Jhyrrad. So, the river pathway still exists, to be opened by any of the numerous earthquakes which afflict the Broken Lands. (GAZ6)

Having accidentally triggered the artifact's mechanism, Yav finds the coastline and islets changed when he returns to the surface. The boat he had sailed from the Immortals' Arm is a rotting hulk. He begins the long overland trek back to the Immortals' Arm. He finds his great-grandson ruling over a federation of five allied city-states, all populated by descendants of the Tanagoro people. The great seers of the past - including the "Immortal" Yav - are but memories, the topics of legends and stories. The cities are plagued with constant threat of attack by raiding humanoids, mostly orcs and goblins. Neither their farmlands nor their trade routes are safe. With pressure from the humanoids mounting, Yav decides to move his people back to the Serpent Peninsula. Once again he takes the identity of Mulogo, herald to the Immortal Yav, and convinces his great-grandson to order a mass migration back to Thanegia and the Serpent Peninsula. Yav knows that, once there, his people will regain their prophetic abilities. He hopes that strict regulation of those gifted with supernatural sight will defeat the curse - at least long enough for him to discover the artifact's secrets and render it harmless. At first, it works. Yav, in the guise of Mulogo, issues the Precepts of Yav - a guide to correct behaviour and thinking among seers. Newly emerging ramlas, or predictors, agree to abide by the rules and police one another's use of their precognitive powers. Satisfied that the People of Yav are happily resettled, Yav leaves the government of the new Yavdlom nation in the hands of his great-grandson and disappears below the Dhiki Namazzi sea to study the artifact. His investigations reveal the artifact's innermost workings, including its time-travelling mechanisms. To test his new knowledge and to see what the distant future holds for his people, Yav sets the artifact's chronometer to four hundred years in the future (roughly AC 1). (CoM)

650 AY, 350 BC

Through Ilsundal's gifts and Mealiden's own efforts, the king of the elves becomes a Paragon and abdicates the throne to follow Ilsundal's path to Immortality. Alevar of the Grunalf clan becomes King of Alfheim. (GAZ5)

678 AY, 322 BC

A Schattenalfen attack annihilates the southern Azcan city of Axateotl for the seventh, and last, time.

749 AY, 251 BC

The traits of gnomes (quirky sense of humour and impractical curiosity) come to a zenith, of sorts, in the legendary gnomish artisan Glimreen Gemeye. Glimreen stumbles upon a relic of Blackmoor technology, scattered by the cataclysm of 3000 BC. His clan soon begins meddling and experimenting with it. The relic is a technological-magical device which Glimreen comes to understand as a jet-drive unit. It combines a thrust-driving principle with artificially reversed gravity (these are not Glimreen's terms, though). Glimreen and his people at once have a vision of what they might achieve. With the dwarves claiming Rockhome as their own, the elves having Alfheim and the mighty Canolbarth Forest, and the beginnings of conflict brewing between the Hutaakans and the Traldar to the south, the gnomes see a wonderful chance for escape. Craftsmen begin planning, designing, and building tiny models. (PC2)

750 AY, 250 BC

Mealiden becomes an Immortal of the Sphere of Energy. It is said that he sits at Ilsundal's back and guards his predecessor while Ilsundal guards his people. (GAZ5)

The Immortal Korotiku, charmed by the cleverness and ruthlessness of the pirates of Thyatis, transports several communities of them to the Hollow World, establishing them in equatorial islands not far from the territories settled by the Traldar. He has conceived an interesting experiment for the Hollow World. He's decided that it would be interesting to populate one area of the Hollow World seas with pirates, creating a new culture which is exclusively piratical.

800 AY, 200 BC

During the 2nd Century BC there is a catastrophic eruption on the present day site of Honour Island. An active volcanic cone forms after the eruption, now known as Mount Kala, the later cause of the Honour Island mages' interest. (GAZ4)

Tritons fleeing from their devilfish enemies enter the Sunlit Sea and establish the Kingdom of Undersea in the waters between the islands of Ierendi and Minrothad.

808 AY, 192 BC

The Alphatians, annoyed by the piratical activities of the Thyatian tribes, launch a campaign to conquer Thyatis.

810 AY, 190 BC

The Alphatians complete their conquest of Thyatis; Thyatis is now part of the Alphatian Empire.

849 AY, 151,At around this time, about a century after Glimreen's clan of gnomes discover their Blackmoor relic, the immense scaffolds and instruments needed to begin work on a flying city have been assembled in a valley well-hidden by illusions and traps. Not too long after, the gnomes are found and approached by a human sage. The sage offers information about Blackmoor, magical skills which could aid the gnomes, and a source of dextrous and intelligent help. The gnomes react favourably, so Retchfoot the Nagpa drops his polymorphed disguise (Retchfoot wanted to be judged by what he had to offer, not his appearance). Though uncertain, the gnomes allow the nagpa a trial period. His help proves most useful and soon a small group of refugee nagpa and tabi arrive to help out. (PC2)

850 AY, 150 BC

The outer world Shadow Elves contact the humanoid tribes of the Broken Lands, spreading their hatred of the above-ground elves and persuading the humanoids to attack Alfheim.

900 AY, 100 BC

In the Lost Valley of the Hutaaka, the descendants of the Traldar finally free themselves from Hutaakan rulership and begin warring on their former masters. This racial war is destined to go on for another 1100 years (see module B10). (GAZ1)

The Milenian civilisation has grown soft and decadent. It enslaves surrounding tribes and nations; most soldiers in the Milenian army are conscripts from conquered tribes. The Immortals decide to preserve the Empire in its earlier, more heroic form; they transplant to the Hollow World all those who adhere to the earlier Milenian goals and desires. Depriving the Milenians of their few remaining true warriors and uncorrupted government leaders sends the Empire to its doom even more swiftly.

The newly-transplanted Milenians begin to reforge their civilisation along its original lines. Placed on the virgin seacoasts far south of the Traldar lands, they have the warlike Tanagoro and Jennite races to their east. They build their empire on the coast and in land seized from the Tanagoro and Jennites, who become their recurring enemies.

902 AY, 98 BC

In the Year 394 Since Sardal, Bollo I, the most infamous despot ever to sit on the Dwarf-King's throne (a Torkrest king... but the Torkrests say he gets his evil nature from his Everast mother) drives the dwarves of Rockhome to rebellion after decades of excess taxation and abuse of his people. His successor, Everast VII, is largely a puppet for the newly-formed Senate, a body made up of representatives from all the major families. Gradually, the throne regains most of its previous power, but the Senate still exists as a body to monitor and limit the powers of the throne. From this point on, Rockhome history is a smooth and steady chronicle of mining, exploration, colonization, occasional wars with orcs and other nonhumans, frequent spats and clashes with the elven clans with whom they have so little in common, and gradual strengthening of the dwarves' economic and military power. (GAZ6)

909 AY, 91 BC

A pair of sphinxes from the lands around Tel Al Kebir, as collectors of Blackmoorabilia, trace the Flying City gnomes' relics by magical scrying. The nagpa, with their scholarly outlook and resources, are able to intrigue and befriend the sphinxes. The sphinxes offer magical skills as assistance, and from their own knowledge of Blackmoor assist the gnomes in the proper use of the relics. This reduces the crash rate for prototype flying cities by 72% inside a decade. (PC2)

950 AY, 50 BC

The decadent (outer world) Milenian civilisation collapses utterly under the attacks of surrounding tribes.

986 AY, 14 BC

The shell of the flying city, around half its size in AC 1000, is completed. The jets are installed, but delicate levitation tests show serious gaps between theory and application. A series of twiddles and tweaks does nothing to solve the difficulties. (PC2)

998 AY, 2 BC

Governor Lucinius Trenzantenbium of Kerendas, a Thyatian-born, Alphatian-trained wizard, assassinates the Alphatian wizards in Thyatis and declares himself King of Thyatis; war breaks out between Thyatis and Alphatia.

### 0 AC: Dawn of the Modern Era

1000 AY, 0 AC

Dawn of the Modern Era.

Crowning of the first Emperor of Thyatis. (GAZ1)

The Traladara begin a period of regrowth as trade is slowly established with southern peoples. Coastal settlements are visited regularly by traders from the Minrothad and Thyatis regions. Peaceable demihumans continue to settle in Traladara territories, notably the hardworking Highforge clan of gnomes and the Callarii elves, pioneers from Alfheim; warlike humanoids (goblins, hobgoblins, orcs) also arrive, in lesser numbers. While the demihumans conduct valuable trade with the humans, the humanoids are typically hostile. (GAZ1, K; KoA)

Early Alasiyan agricultural settlements along coastal plains and interior desert oases. (GAZ2)

Sometime soon after AC 0, the Good Magic Point of Dreamland is discovered in western Alfheim by chance. From now on it is recognised as a unique elven treasure and is well appreciated for its marvellous qualities of spiritual healing. Elves who visit Dreamland shed the cares and stresses of their hundreds of years of living, enabling them to return to their normal lives free of stress. (GAZ5)

The economies of both Thyatis and Alphatia have been wrecked by the war; the two powers conduct a peace treaty in the neutral city of Edairo, the capital of Thothia. Later, in Thyatis, General Zendrolion Tatriokanitas assassinates King Lucinius and the kings of Ochalea and the Pearl Islands and crowns himself Emperor of Thyatis, Ochalea, and the Pearl Islands. This is Year 0 in the Thyatian calendar, the most commonly used calendar in the Known World. (GAZ1)

By the time the first emperor of Thyatis is crowned, the king of Rockhome, too, is widely known in surrounding lands. Rockhome is known as a small but strong and well-defended land; fine profits can be had from working with the dwarves there. The great city of Dengar, built in the caverns found by Denwarf, thrives, and a new city - called Upper Dengar - is built in the lands above the caverns, as the trade city from and to which all these goods move. Dwarves and their abilities are so well-known in the human realms that Emperor Zendrolion commissions Rockhome dwarves to oversee the construction of his new palace. Indeed, the architect of the palace is a Rockhome dwarf. In the centuries that follow, the kings of Rockhome begin a determined and aggressive programme of sending dwarves out into the surrounding lands: to learn and send their learnings back, to colonize, to establish relations with human lands, even to establish communities within human communities. This is successful in some areas, unsuccessful - even disastrously so - in others. (GAZ6)

Halfling shipmasters establish naval trade with most coastal nations.

1001 AY, 1 AC

Sindh has disintegrated into a number of mumlykets, little kingdoms whose rulers squabble over an increasingly poorly productive land. The Rishiya caste grows in power and popularity as they preach perseverance and the promise of a better life in the future - if only the Sindhis honour the Immortals correctly and discharge their duties well in this life. (CoM)

Yav, having used the artifact beneath the Dhiki Namazzi sea to travel forward four centuries in time, makes his way back to the surface and discovers two things: that the artifact remains in time, continuing to broadcast its influences to enhance precognition and strengthen people's greed for power; and that even the Precepts of Yav are not enough to keep the People of Yav from corruption and decadence. Once again, nearly all-powerful seers rule over the non-seeing populace, thinking only of wealth and power. Discouraged, Yav returns to the artifact to go back in time and save his people before they slide down the path to tyranny. But the earthquakes which brought the artifact closer to Mystara's surface also damaged its ability to move backward in time. The damage is beyond the ability of a mere mortal to repair. In desperation, Yav searches for a way to rid the artifact of its evil influence. While maintaining physical contact with the artifact, Yav opens his mind to the future. He struggles to see his way through a myriad of decision points to a future in which he fixes the artifact. The flood of possibilities threatens to overwhelm his sanity. But at last he sees the answer - in the past. A piece of the artifact was lost in a long-ago earthquake. If he can recover the piece and restore it to its proper place, the artifact will work as it is meant to. Using the magic he learned during his long wanderings, Yav journeys deep into Mystara's crust to retrieve the lost piece. After some close brushes with dangerous creatures in those strange dimensions, Yav returns to the cavern beneath the Dire Straits and triumphantly replaces the missing piece. But when he returns to the surface, it is to find his plan has backfired with disastrous results. All ambition and desire for power has drained from his people. He watches, helplessly, as the once-unified nation crumbles into a number of tribal territories. Even Yav is affected, and nearly gives up his hopes for shaping his people into a strong, precognitive race free from corruption. Running out of time - Yav is by now a very old man - the seer again descends in a last-ditch effort to fix the artifact once and for all. For centuries, the artifact's ambition-dampening effects on the People of Yav keep them a tribal society. They have no desire to retain their previous level of civilization, or even to fight for territory or resources with other Yavdlom tribes. They defend themselves from slavers and other exploitative visitors as best they can, but never take the fight beyond their own boundaries. Meanwhile, Yav is trying to fix the artifact again. Once more calling upon his ability to see into the future, Yav searches the paths of the future for one in which he repairs the artifact for good. Following the images he sees in his mind, he repairs the piece he found and sets it in position again. The repair does indeed remove the curse's effects from Yav's people, but does not fix the problem entirely. The ambition-dampening effects remain, now concentrated around the artifact. Anyone touching it would feel all cares, desires and ambitions draining away until they desired nothing more than to lie down and sleep. Satisfied that the artifact will now enhance his people's precognitive abilities with no ill effects, Yav causes the collapse of the cavern roof above the monolith, burying the artifact. When he returns to the surface, he has once again been hurled forward in time, this time to the year 750 AC. (CoM)

1009 AY, 9 AC

A formal approach is made to a clan of refugee Faenare who seek sanctuary from a powerful enemy by the gnomes of the flying city. Protection is offered in return for the help of a windsinger who uses his skills to summon air elementals, which had previously been too unpredictable and dangerous to use. The faenare take years to decide, but finally agree. Soon, a smooth passage of air into and through the air ducts is achieved. The superstructure quickly develops as levitation tests are carried out successfully. (PC2)

1012 AY, 12 AC

The Thyatians build a trading station called Cape Alpha in the neutral territory on the Great Bay; this violates the treaty of Edairo. (?)

1015 AY, 15 AC

Reavers from the Northern Reaches, paid by Alphatia, destroy the trading station at Cape Alpha; it is not rebuilt. (?)

1016 AY, 16 AC

The Great Library is started in the Flying City of Serraine (which is still undergoing levitation tests). The building takes over 75 years to complete. The defence of the city now becomes an urgent matter. The gnomes and their co-workers realise that many creatures might desire their city, and a stern defence is necessary. First, pegataur mercenaries are hired, the ancestors of the pegataurs who now dwell in the city. An ingenious Arch-mage is hired to build special weapon batteries on the leading edge of the city. His genius is stilled forever by a secretive group of nagpa who fear that he will speak of what he has seen. Even today, the guns bear the mage's name - Ack-Ack. Since gnomes deem flying mounts unreliable, work is begun on flying machines to drive enemies away at a distance, giving birth to the Top Ballista Flying Academy. An interrupted chase brings a pair of astronomer mages and a scream of harpies to bolster the city's defences. The mages become aerial spellcasters and the harpies use their charm touch to keep monsters away at a distance. Protected by gnome-wicca invisibility and such spells as bless, haste and the like, they become a formidable defence unit. (PC2)

1020 AY, 20 AC

Emperor Zendrolion of Thyatis dies; his wife, Valentia the Justiciar, makes her Citizens' Proclamation. (?)

1021 AY, 21 AC

Ansel Darokin declares himself King of Darokin, beginning the reign of the Eastwind Kings. (?)

1039 AY, 39 AC

At last, a small step for a gnome but a massive leap for gnomekind... the Flying City rises from the ground on 1 Ambyrmont, AC 39, on a test levitation lasting 10 minutes and a short flight of a few hundred yards. The following day, Serraine rises majestically into the heavens, a bearing of south-south-east is determined in the Air Control Tower, and some 1100 highly excited, semi-delirious gnomes take off with their motley collection of fellow travellers. (PC2)

AC 39-AC 1000: The Flying City travels all over the Known World. At first, it is necessary to land at fairly frequent intervals to take on food and water, but after a time the cloud clippers are built to deal with such problems and the city remains permanently airborne. Extensions are built in flight and the population grows slightly. Somewhere along the way gremlins and other pests sneak on board, including the occasional stowaway in a cloud clipper. (PC2)

1050 AY, 50 AC

An Alphatian wizard, by magical experimentation with wood-imps and pixies, creates a small humanoid race he calls the Kubitts. They average a foot and a half tall; he gives them their name for the old Milenian word for the measurement a foot and a half. He makes them independent and strong, but when he tries to force them to perform deeds against their wishes, they rise up against him and kill him. The Immortal Vanya, smitten by these diminutive warriors, transplants the entire race to a hidden jungle valley in the Hollow World. (HW?)

1067 AY, 67 AC

Orcs living near Lake Amsorak wrest most of Darokin from its human inhabitants in this bloody summer. The humans and elves of Darokin join forces to drive the orcs out; they're successful. Thousands of orcs flee into Nagpuri, slaying and pillaging as they overrun the lands. Nagpuri's warriors must contend with orc troubles for the next decade. (CoM)

1087 AY, 87 AC

Aden I, the current King of Darokin, is killed by orcs, ending the Eastwind reign.

1088 AY, 88 AC

Orcs make major gains against the leaderless Darokin humans, forcing the Elves of Alfheim to support Corwyn Attleson as a compromise choice to lead Darokin. The reign of Darokin Kings begins.

1100 AY, 100 AC

The Makistan Clan is driven from the steppes by Muhuli Khan. (GAZ12?) They settle the Ust-Urt Valley in Ylaruam. (GAZ2, GAZ12)

Celedryl of the Erendyl clan is crowned King of Alfheim, succeeding Alevar of the Grunalf clan, who reigned for 450 years. (GAZ5)

AC 100-AC 150: Three prominent families rise to power in the Asanda Plain - the Pratikutas of Putnabad (which includes present-day Jaibul and Jalawar); the Rastrapalas of Shajarkand; and the Mahavarmans of Nagpuri and Gunjab. Throughout the century, successive generations gain and lose power and ground in almost constant struggles for control. (CoM)

Another horde of goblinoids moves through the Savage Coast region, wiping out the few small cities the tortles have built, as well as driving lupins and rakastas west, where they come into conflict with the mages of Herath. In response, those mages create the gurrash to serve as warriors. When the gurrash also prove unsuitable, they are dumped into the Bayou, where they displace the shazaks. The shazaks are motivated to band more closely together and begin building permanent villages. Some lupins and rakastas become mages in Herath, and Herath helps bring the ideas of law and government to those races. (SC)

1122 AY, 122 AC

Corwyn I, King of Darokin, dies after a long and successful reign. His son, Corwyn II, assumes power.

1130 AY, 130 AC

Humanoids contact the Shadow Elves for the first time. The Shadow Elves` claims to Alfheim are rejected by King Celedryl. The Shadow Elves begin their lengthy campaign of incitement of humanoids against surface elves.

1150 AY, 150 AC

Thyatians begin colonizing Ylaruam's southeastern coastal plain and foothills of the Altan Tepe range. Alasiyan populations driven into desert, enslaved or assimilated. (GAZ2)

1179 AY, 179 AC

The Pratikutas seize control of the entire length of the Asanda River and most of the Salt Swamp - despite internal problems with revolts and rebellions. (CoM)

1186 AY, 186 AC

Rajah Vijay Pratikuta dies, leaving Putnabad to Sarad, his only son. Rajah Sarad's weak rule loses all but a fraction of Putnabad's territory. Newly powerful families rule in Jalawar and Jhengal. Other rajahs suspect these new rulers are shape shifters. (CoM)

1200 AY, 200 AC

The dwarven policy of colonization outside Rockhome is well underway. Human communities and nations generally welcome their dwarven additions. Dwarven clans make inroads and establish good, strong colonies in the mountains of Darokin, with whom they have good trade relations; Vestland and the Jarldoms, who admire the sturdy fighting dwarves; Traladara, whose gnomish community welcomes them as allies; and Ylaruam, whose humans like dwarvish craftsmen and the dwarves' lack of affinity for things magical. They find less of a welcome in Thyatis, with its labyrinthine politics and procedures for colonization and trade. (GAZ6)

c. AC 200: Barimoor, an expatriate Alphatian wizard tired of being "just one" of the hundreds of 36th level magicians in the Alphatian Empire, secretly travels to the lands of Nithia to the north of the Great Alasiyan Basin (present day Ylaruam) with an entourage of sorcerers, alchemists, sages, monstrosities, horrors and otherworldly creatures. From Surra-Man-Raa, Barimoor and his minions make their way south into the desert, where they summon magical beings from the elemental planes to build them a great underground complex beneath the desolate salt flats of the Alasiyan Basin. This underground complex is concealed by powerful magical artifacts supplied through wormholes into obscure planes, and inaccessible from the prime plane without magical spells and resources scarcely imaginable outside the Alphatian Empire. Barimoor is questing on the Path of the Paragon, seeking to become an Immortal of the Sphere of Energy. (GAZ2)

During this century the Thyatian mage Macrodorus gives to each of his six most trusted retainers an enchanted gem, called an Ionian Gem. Among other powers, the gems allow telepathic communication with other gem-bearers. Macrodorus owns the master gem with similar powers, and the further ability to charm the bearers of the other gems at will, thereby ensuring their loyalty. Three of Macrodorus' retainers perish in the defence of the Thyatian colonies in Ylaruam, and their gems are lost. (GAZ2)

1250 AY, 250 AC

Alasiyan nomad and hazar occupy the great desert basins and cultivated regions around oases, as well as the coastal plain, of Ylaruam. They are increasingly threatened by Thyatian and Alphatian colonization of the region. (GAZ2)

The Thyatian colonies in Ylaruam are thriving. The Alphatians begin colonizing into the northern and central coastal parts of Ylaruam, enslaving and scattering the indigenous population. Surviving degenerate elements of the Nithian culture in those areas are conquered and obliterated. (GAZ2)

Some of the Ylari driven out by the Alphatian and Thyatian aggression migrate to Darokin and then into Sind. They bring with them single-humped dromedaries, fine horses and techniques for making flying carpets. Some settle in Sindhi towns. Many more find kindred spirits in the Urduk nomads west of Sind and add their herds and desert traditions to those of their new-found brethren. Rajahs seeking to strengthen their armies with Ylari warriors try to attract Ylaruam settlers to their lands. (CoM, ?)

Alphatians found the colony of New Alphatia in the Minrothad Isles; Alphatian magic is adapted to seafaring needs.

1276 AY, 276 AC

Human and elf cultures in the Minrothad Isles meet and establish trade.

1284 AY, 284 AC

Minrothian and Alphatian cultures clash on Trader’s Isle over slave trading issues; elves force the humans to make peace.

1293 AY, 293 AC

The last of the orc tribes is driven from Darokin.

1300 AY, 300 AC

The Water elf trading port of Seahome is established. (?)

The Thyatian wizard Macrodorus is executed for treason during this century. His effects, including his master gem, are confiscated by the Emperor for the national treasury. The three surviving retainers disappear to avoid being connected with Macrodorus' treason. (GAZ2)

1313 AY, 313 AC

The Hattians rebel and declare themselves an independent kingdom. Emperor Alexian II defeats them and re-establishes Thyatian pre-eminence over the Northern part of the country.

1360 AY, 360 AC

Minroth traders carry slaves for the Thyatian Empire; Halfling slaves are introduced to the Minrothad Isles.

1390 AY, 390 AC

A disastrous raid on Alfheim results on some orcs being captured.

1395 AY, 395 AC

A new race occupies the valleys of Glantri. They are men of copper complexion and red hair, alien to Mystara. They call themselves the Flaems, literally Followers of the Fire in their dialect. Originally a faction from Old Alphatia, opposed to the Followers of the Air, they are highly civilized and very talented in magic-use related to fire. They discover the Radiance, a strange magical force radiating from the intersection of the Vesubia and Isoile rivers. (GAZ3, ?)

1400 AY, 400 AC

The village of Marilenev begins doing more trade business than fishing and begins slow, gradual growth from the increasing trade. Thyatian clerics learn the "Song of King Halav" and commit it to writing for the first time. Traders bearing the curses of vampirism and lycanthropy settle in Traladara's deep woods and flourish there. (GAZ1)

The Flaems discover that other, enemy Alphatians are in possession of the mighty Alphatian Empire to the east. (GAZ3, ?)

Ostland is at the peak of aggressive raiding into Thyatian and Alphatian waters: Ostland raiders range south to Thyatis and north to Norwold. The mainland Northern Reaches tribes are victimized by sea-raiders and giantish clans. (GAZ7)

Early in the 5th Century AC, a handful of war leaders rises to prominence along the coasts of Noslo and Kalslo Islands in Ostland. Uniting small communities into larger war clans by conquest, marriage and diplomacy, these barbarian chieftains battle each other constantly, each seeking to extend his control over the region. These warrior chiefs develop the art of mobile seabourne warfare, and extend the practice of raiding to include more distant targets along the coasts of modern Ylaruam and Norwold. These leaders gradually become more powerful, more militarily organised, and more wealthy. (GAZ7)

Rogue Alphatian wizards attempting to develop a hardier, more powerful Alphatian race create fast-spreading strains of the curses of vampirism and lycanthropy.

1410 AY, 410 AC

Minroth traders unwittingly help spread the new vampirism and lycanthropy throughout the seafaring world, including the Kingdom of Undersea.

1425 AY, 425 AC

Minrothad traders unwittingly introduce lycanthropy to Sind. The disease threatens to overrun every level of Sindhi society. Weretigers are especially prevalent. Other shape shifters already in Sind see this as an opportunity to unite their kind - doppelgangers and mujinas allying with lycanthropes - and seize complete control of the area. Ka the Preserver fears this would irrevocably alter Sindian culture and transplants nearly half of the Sindhi population to the Hollow World before the shape shifters can effect their takeover. Ka gives false memories to those he transplants - memories of an outer world Sind once ruled by shape shifters called chambahara, or "deformed animals." Those left behind also receive false memories of a devastating plague that killed half the Sindhi population. They are left with many shape shifters to contend with, as Ka transported only a fraction of the shape shifting population to the Hollow World. For a while, a Sind ruled by shape shifters becomes a reality. (CoM)

1443 AY, 443 AC

From now until AC 445, expeditions of elves and humans purge Trader’s Isle of all lycanthropes; the human population is decimated; this time is called the Silver Purge.

Similar events occur in Undersea, with many of the lycanthropes fleeing to deeper waters. In Undersea, this time is known as the Night of the Long Knives.

1450 AY, 450 AC

The city of Braejr is built in Glantri. (GAZ3)

In the Minrothad Isles, Malf Quickhand leads a halfling slave revolt; newly freed halflings migrate to the island they name Open Isle. (?)

An influx of Traldar arrives on the Savage Coast, possibly fleeing religious persecution in their homeland. They set up colonies along the coast, founding Slagovich and other city-states. The Traldar have lighter skin than the other humans in the area, being descended in part from Nithians and in part from the light-skinned Neathar. Primarily fishers and traders, the Traldar spread west slowly from Slagovich along the rivers. For the most part, except for the City-States, the Traldar are quickly assimilated by pre-existing cultures in the area. One exception is the group of humans who, with the elves and a few dwarves, found the nation of Bellayne. (SC)

1451 AY, 451 AC

Sindhi mages led by Maga Aditi, a name-level female magic-user, unite and overthrow the shape shifters. A brutal purge follows. Elaborate tests and carefully plotted traps expose a great many shape shifters - doppelgangers and lycanthropes alike - who are promptly executed. When the dust settles, the magic-users of Sind establish their own caste, the Jadugeryas, and claim themselves high-born, like the Himayas (warriors) and Rishiyas (clerics). (CoM)

1475 AY, 475 AC

The forest elf trading port of Verdun is founded.

1478 AY, 478 AC

Finally, one king rises above the others. A powerful Zealand clan, which has been consolidating power through a combination of strength in war and shrewdness in diplomacy, establishes the first widely acknowledged king of Ostland. After a series of decisive battles, Cnute Bearchest of Zealand is declared King of Ostland; Ostland is united under King Cnute the Bold. His ascent is assisted by the shrewd diplomatic skills of his wife, Gudrid, and by the foreign sorcerers enlisted by Gudrid and her advisors. Cnute and Gudrid are ruthless but effective monarchs, welding the quarrelsome Northern clans into a single nation of sea-roving warriors. Cnute is a powerful warrior and a competent general, with a sure grasp of both land and sea tactics that exploit his people's skill with the longboat. Gudrid is every bit as shrewd a diplomat and counsellor as her husband is a warrior. They establish the pattern that is to sustain their dynasty and nation: the descendants of their dynasty still hold the thrones of modern Ostland and Vestland in the present day. Cnute's power proves strong enough that the royal house eventually establishes itself as a clan within a clan - the royal Cnute clan, within the noble and honoured Zeaburg clan. (GAZ7)

1488 AY, 488 AC

Hadric Corser, The Great Uniter, brings the remaining humans together; founds the city of Minrothad and lays foundations for an organized trading federation.

1500 AY, 500 AC

AC 500-AC 800: First Colonial Disputes between Thyatis and Alphatia. (GAZ1) Thyatian and Alphatian colonies in Ylaruam start what will become three centuries of warfare. Constant feuding between Alasiyan tribes, intensified by the tribes' siding with different colonial powers against each other. The tribes bear the brunt of the war. The colonies are in decline. (GAZ2) Minroth traders remain neutral and dominate merchant shipping for both sides. (GAZ9?)

In the early 6th Century, the three youngest sons of King Cnute of Ostland, Eirik, Sven and Hrafn, lead a series of expeditions to colonize the region of the nearby mainland later known as Vestland. At this point the area is essentially unsettled, except for a few barbarian clans who survived the Nithian occupation. The sons of Cnute and their followers find a harsh country with scarce agricultural land, threatened by troll tribes in the north and giants raiding in the west, and establish settlements along the coast and as far inland as Rhoona on the Vestfjord River. They also found towns well into the hill country near Landersfjord. With these communities as their bases, the sons of Cnute solidify their father's rule over the lowland regions. They also lead punitive expeditions into the hill country against the troll and giant populations, discouraging raids by those races. For this alone the sons of Cnute are welcomed, more often greeted by the local clans as protectors than as conquerors. For decades these Ostlanders join with the local tribes to secure their frontiers from monstrous attacks. (GAZ7)

Traders bearing the curses of vampirism and lycanthropy settle in Traladara's deep woods and flourish there. (?)

Korotiku now transfers whole pirate villages of Ostlanders to the Hollow World, placing them among the other pirates. Within a few generations, the Ostlanders merge with the other pirates. (HW?)

Big Chief Sitting Drool unites the Broken Lands and begins the siege of Corunglain. (GAZ10?)

1501 AY, 501 AC

AC 501-AC 504: The Elfwar between Alfheim and Darokin.

1502 AY, 502 AC

Corunglain is freed from its long siege. The Darokin First Punitive expedition is massacred and devoured in Trollhattan. This causes scandal in Darokin.

1510 AY, 510 AC

Light-skinned human barbarians from the north are driven to the Savage Coast by Hule. They found settlements that eventually join to become the states of Robrenn and Eusdria. Some elves and dwarves already live in these areas. The elves ally with both Robrenn and Eusdria, while most dwarves ally with Eusdria. At roughly this same time, most of the people of Bellayne are wiped out by a mysterious plague. Many modern historians believe this to be the first recorded mention of the Red Curse. Also concurrent is the creation of the caymas, again by the mages of Herath. Most legends of dragons on the Savage Coast are from this time as well. The rakastas move into the ruins of Bellayne, allying with the remaining elves and humans. The lupins also establish a homeland between Bellayne and Eusdria. Bellayne, Renardie, Eusdria, and Robrenn begin evolving to varying degrees of feudalism, aided later by another influx of colonists. (SC)

1520 AY, 520 AC

The halfling trading port and capital city of Open Isle, Malfton, is established.

The Second Punitive expedition from Darokin is massacred in Kol. The first trade caravans attempt to cross the tribelands.

1522 AY, 522 AC

The second siege of Corunglain begins. Nearby villages are torched.

1523 AY, 523 AC

Big Chief Sitting Drool ransacks Corunglain. He enslaves the population and takes them back to the Broken Lands.

1525 AY, 525 AC

Darokin and Glantri make their Third Punitive Expedition into the Broken Lands; Sitting Drool is brought back in chains.

1526 AY, 526 AC

King Cnute the Bold of Ostland dies. Rule of Ostland passes to his eldest son, Brand, who remains a puppet of Queen Gudrid, his mother, for the next 26 years. Nevertheless, Brand and his descendants continue to grow in power through raids and piracy, while the younger sons of Cnute remain on the mainland, earning a reputation for heroism and leadership against the multitudes of hostile humanoid raiders. They encourage craftsmanship and trade in the growing mainland towns, and protect landowners from trolls and giants, and from the raids of the Ostlanders. (GAZ7)

Sitting Drool is traded for Darokinian slaves and gold taken from Corunglain. This causes great political uproar in Darokin. Darokin and Glantri make peace.

1527 AY, 527 AC

Adventurers in the Broken Lands assassinate Sitting Drool. The tribes break up again. Various humanoid hordes invade Red Orcland.

1550 AY, 550 AC

Seeking to conquer the magical Canolbarth forest in his quest for Immortality, the wizard Illodius opens portals into another plane and brings through his army of monstrous beast men. His goal is to take control of several of the forest's renowned magic pockets and use them to aid his spell research, part of his path to becoming a Paragon. Tens of thousands of the beast people come through to be challenged by the elven army. To the elves' dismay, their traditional tactics of harassment, confusion and assault on the rear echelons fail, for the beast men are firmly placed from their own plane through the portal, and their numbers allow a sturdy front through which the elves cannot penetrate. The greedy rulers of Darokin see the impotency of the elves against these foes and decide to pounce on Alfheim. The Army of the Republic crosses the treeline for what it believes will be its last and finally triumphant march against the elves. In the face of disaster the magic-users of Alfheim have what has been called their finest hour. Operating from a point far to the rear of the elven lines, they open yet another portal into the beast man world. Heroically conjuring while fighting off beast man guards, they cast magics that close Illodius' gate spell and recall his army from Alfheim. Falling back to Alfheim, the elven wizards then close their own gate. With the beast men dispatched, the elves turn on the Darokinians and drive them from the forest with great human losses. One lasting result of Illodius's magic is to strip the forest for a large stretch of ground. Although this makes it suitable for normal cultivation, the magic of the forest would have to be renewed here to allow regrowth of the Sentinel and Home trees. For some time, elven leaders have been considering the construction of a trading post. Although trade with human countries is lucrative for all concerned, it has the undesirable side effect of human merchant parties scouring the forest looking for bargains and rich goods. Each year this has become increasingly disruptive to the elven peace. The solution is to use the blighted lands scarred by Illodius as a market place. Thus is born Alfheim Town - within Alfheim, but isolated from elven society. (GAZ5)

1552 AY, 552 AC

Queen Gudrid of Ostland, mother of the current king, Brand, dies. Brand is freed from the influence of his mother and after 26 years of rulership finally is allowed to make his own decisions rather than being a puppet of his mother. (GAZ7)

1560 AY, 560 AC

Alfheim / Darokin Alliance crushes the Shadow Elf invasion. (GAZ5)

1570 AY, 570 AC

First settlement on the islands south of the Five Shires is started on the island of Ierendi by cast-offs from the Five Shires. The island is already inhabited by small tribes of native aboriginal peoples. When the islands are discovered by the Thyatians and Alphatians at around this time, there is no sign of the Nithian settlements or people which existed prior to 500 BC. Few evidences of the lizardmen culture remain, other than in the legends of the Makai, in strange artifacts and cave paintings discovered in sea caverns along the rocky western coast of the main island, and in the enigmatic ruins on the highest peaks of Ierendi Island's rugged northwestern coast. (GAZ4)

1571 AY, 571 AC

The Imperial Court of Thyatis establishes prisons and detention camps for criminals and political undesirables on five Ierendi islands currently inhabited by shipbuilding halfling cast-offs from the Five Shires. The Five Shires (at this time under the political influence of Thyatis) also experiments with a less formal programme of exiling political dissidents to the island colonies. In succeeding decades, Thyatian military authority over the islands is extended to include the Five Shires exile colonies. Army garrisons maintain harsh discipline over prisoners and exiles, and the natives suffer under the callous brutality of the military administrations. (GAZ4, ?)

1575 AY, 575 AC

Ierendi islands are used by the hin as naval bases all-year round for the first time. The hin build large numbers of small, stout, rounded ships (nicknamed "wallowing turtles" by human sailors for their comical appearance in heavy seas) which prove astonishingly sturdy. Halfling seabourne trade flourishes.

1582 AY, 582 AC

Telemon is crowned King of the Shadow Elves at the Temple of Rafiel.

1585 AY, 585 AC

Ethengar raiders oppose the Flaemish in numerous skirmishes; the Khan's horsemen are driven out. (GAZ3)

1586 AY, 586 AC

The Thyatians, at war with Alphatia and in need of funds and resources, conquer the Ierendi islands and seize the shipbuilding facilities there, as well as all the ships in the harbours at the time. The halflings retaliate with piratical raids on Thyatian shipping; this continues to the present.

1600 AY, 600 AC

On Ierendi, Mad Creeg, an ambitious and brutal pirate with a charismatic personality and a clever tactical mind, inspires a rebellion among all the halflings and Thyatian prisoners. Exploiting the corrupt colonial bureaucracy and enlisting natives made desperate by Thyatian cruelty, the pirate leader also effectively bribes many guards to leave the islands. The native faction is also convinced to help overthrow the Thyatians because of poor treatment by the foreigners. The main island is the first to fall. Mad Creeg claims the island and then sets out to make sure the others will soon be under his control. Within a year, his forces control the islands. (GAZ4)

Around about this time Honour Island is settled by a group of refugee mages from an Alphatian subject nation on an island southeast of the Isle of Dawn. They bring with them their goblin slaves. Quickly gaining a reputation for remarkable skill with magical devices and spells, these mages are commonly known to the Ierendi as the "Honour Island mages." They also immediately earn a reputation for belligerence toward outsiders and ruthlessness towards enemies. (GAZ4)

The Sylvan Realm is conquered by the wizard Moorkroft, the elven culture there destroyed (see CM7). A pitiful few survivors of the Feadiel clan flee to Alfheim on the Rainbow path with a branch of the original Tree of Life - incidentally letting more monsters into the passage. The refugees' former brothers welcome the newcomers and mourn the Sylvan Realm with them. (GAZ5)

c. AC 600-AC 1000: The migration of Rockhome dwarves to the Northlands becomes far more common now and for the next four centuries. By AC 1000 the Rockhome émigrés account for approximately two percent of the total population in the Northern Reaches. Most of these dwarven immigrants arrive during this period. Rockhome emigrants are generally accepted as native Northlanders, though there still remains a considerable prejudice against dwarves in many rural and conservative communities. (GAZ7)

1601 AY, 601 AC

Gregus Verdier, the "Second Uniter", is born on Alfeisle; forges forest elves into unified political and economic faction by AC 646; establishes Council of Dread and the Minrothad Guilds in 691; assassinated in AC 700.

1602 AY, 602 AC

Having driven the Thyatians from the islands with his improvised army, and with the enthusiastic support of his ragged soldiers and sailors and the island natives, Mad Creeg establishes himself as the first monarch of the Kingdom of Ierendi. He claims all ten islands south of the Five Shires. Thyatis soon thereafter signs a treaty with Mad Creeg, abandoning its claims to the islands. Although militarily greatly superior to the islanders' rag-tag army of natives and former prisoners, Thyatis is faced with more urgent threats from the Alphatian Empire. (GAZ4)

1604 AY, 604 AC

The royal house of Cnute, while technically the protector of the Vestland region, treats the mainland as a rich treasure house to be pillaged for the gain of the rulers alone. The monarchs take the wealth, giving little in return, and ignoring requests for aid against the trolls and giants. Ottar the Just, a descendant of Eirik Cnute, leads the Vestlanders in rebellion when he refuses to pay the increasingly burdensome tribute demanded by his cousin, King Finnbogi of Ostland. Ottar speaks for all the jarls of Vestland, and every jarl on the mainland stands by him, also refusing to deliver their tribute. The outraged king of Ostland sends his jarls against the rebellious Vestlanders, and the young nation endures a decade of punitive raids wreaking great havoc up and down the coast of Vestland. Ottar's forces, a motley group of jarls and frontier freemen - are no match for the Ostland armies in a straight fight, but in defence of their homes and steads, the Vestlanders are formidable indeed. Frustrated by the staunch resistance of the rebels, King Finnbogi launches an ill-conceived invasion. Denied supplies by Vestland raiders, Finnbogi's campaign stalls. (GAZ7)

1609 AY, 609 AC

Decades of feuding between the Jadugeryas and Rishiyas of Putnabad end as the Jadugeryas flee to the southern portion of Putnabad and carve their own mumlyket out of the badlands. They call their small kingdom Jaibul. (CoM)

1610 AY, 610 AC

A band of a hundred elves fleeing their recently conquered Sylvan Lands far to the northwest encounter a group of Graakhallians on the Plain of Fire. They decide to stay with their elven cousins and settle into Graakhalia. Their arrival is not without incident, as some of the recent arrivals find it difficult to accept Gruugrakh gnolls as their brothers. But eventually they, too, adapt to Graakhalian society. The few who seem unable to fit in are asked to leave at sword point. (CoM)

1614 AY, 614 AC

Direct opposition from the Vestlanders eventually leads to the Ostlanders’ siege of Norrvik. The siege ultimately fails when the ships of Ottar the Just and his allied jarls trap the besieging forces and defeat them in the Battle of Bridenfjord, where a bold raid captures King Finnbogi and many of his allied jarls. He is forced to sign a treaty acknowledging the sovereignty of the new Kingdom of Vestland. Ottar is promptly crowned the first King of Vestland. Vestland pursues trade with Thyatis and Alphatia and their colonies throughout the Known World, while Ostlanders continue to raid southern mainland coasts. (GAZ7\*, HW?)

1637 AY, 637 AC

Black Toes, bastard son of Mad Creeg by a native woman, assumes rulership of Ierendi upon the death of his father. He marries a foreigner, Kerhy Matrongle from Glantri, and assumes her surname. Thus begins a long line of Matrongle rulers. (GAZ4)

1642 AY, 642 AC

In Ierendi Black Toes establishes the Council of Lords, a deceptively formal designation for a rough inner council of henchmen and captains chosen to "advise" the king. Many important laws are established by the council, although few are actually followed. Black Toes, an improbably able and visionary statesman, realises it could take years and years to rein in the wild ways of these cast-offs and hopes these laws will serve as rough guidelines for later generations. The laws are by no means as comprehensive as are laws set by more civilized lands, but they suit the people and uncivilized lands. (GAZ4)

1644 AY, 644 AC

The islands of Ierendi are gradually becoming more civilized, and as they become so, they more frequently become the unwilling hosts for warships sent by various countries, most notably Thyatis and the Five Shires. Successive Thyatian reprisal invasions of Ierendi are defeated and driven off by islanders with the aid of the Honour Island war fleets. In these early days of Black Toes' reign, the Honour Island magic-users' defence or the islands is crucial in keeping the Kingdom independent. The magic-users simply want to be left alone to study their magics, but if the rest of the islands were in an uproar it would become impossible for them to study. The navy of Ierendi is in its initial stages of development and thus unable to dispatch enough ships by themselves to thwart attacks. (GAZ4)

1645 AY, 645 AC

Ethengar attempts a massive invasion of Glantri but is defeated at Skullhorn Pass. (GAZ3)

1650 AY, 650 AC

First naval school is established on Ierendi Island to train sailors for battle. (GAZ4)

1662 AY, 662 AC

The Flaemish attempt to invade Ethengar, but the expeditionary force is utterly massacred in the steppes. (GAZ3)

1675 AY, 675 AC

King Celedryl purges Shadow Elf infiltrators from Alfheim, but is only partly successful. (GAZ5)

1681 AY, 681 AC

The Ierendi navy is up to full strength and can fully defend the Islands. The magical war fleets of the Honour Islanders continue to lend their support whenever Ierendi is threatened by foreign invasion. (GAZ4)

1687 AY, 687 AC

Ierendi merchants discover the rich trade opportunities Sindhi ports offer. Jaibul and Putnabad compete fiercely for foreign trade. (CoM)

1691 AY, 691 AC

The rise of the Royal Navy of Ierendi; Honour Island magicians enter into secret negotiations with the Supreme Symposium of Gnomish Syndicates to develop magical-technological engines of war to enhance the power of the Royal Ierendi Navy. (GAZ4)

Yuvraj Narenda ul Nervi, the Crown Prince of Sindrastan, nearly dies when his favourite elephant goes mad and gores him. A holy man saves his life, calming the elephant and healing the prince. While he lies unconscious, Narenda experiences a terrible vision of danger Sind will face in the future - a danger Sindhi people will be powerless against unless Sind's independent mumlykets are united. When Narenda awakens, the holy man is gone; no one can say who he was or where he went. Narenda's father, Sanjiva ul Nervi, dies later in the year, leaving the rulership of Sindrastan to his son. (CoM)

1695 AY, 695 AC

Rajah Narenda ul Nervi's army initiates the slow and bloody process of the unification of Sind by conquering Gom, Karganj and Naral. (CoM)

1696 AY, 696 AC

Sandapur falls to Narenda's onslaught. Backed by the allied forces of Jalawar and Putnabad, the village of Pramayana stands against Sindrastan's armies for more than a year. (CoM)

1698 AY, 698 AC

Pramayana falls at last, but Rajah Narenda realizes he cannot hope to conquer all of Jalawar. He strikes westward instead of south, taking Sindri and Khamrati and the rest of Jhengal. (CoM)

1700 AY, 700 AC

Warfare intensifies between Alphatian and Thyatian colonies in Ylaruam; raiding and skirmish warfare become common. (GAZ3, ?)

Doriath assumes the throne of Alfheim when the previous king, Celedryl, dies. He is not of "royal" blood, but happens to be the most qualified former adventurer at the time. During Celedryl's 600 year reign, the elves made peace with Darokin, Alfheim Town was founded, the Feadiel clan arrived from the Sylvan Realm, and the Shadow Elves first appeared. The Erendyl clan splits as the Erewan faction of the clan leaves Alfheim for Glantri. (GAZ5)

Sometime shortly after AC 700, a great host of nearly 10,000 goblins (actually creatures from another world with a family resemblance to goblins) suddenly appears at the area now called Goblin Park in Alfheim. Elven sages suspect that the creatures are fleeing an overwhelming enemy in an alternate universe. Through the expenditure of great power they had blindly opened a magical gate into Alfheim and poured through. The goblins simply mill around, lacking leaders, supplies and adequate survival knowledge. They attack any elves they find, trying to survive on captured supplies. Eventually the goblins are wiped out, but the spot where they appeared remains a benign magic point, enhancing teleportation and creation magic. Even so, there is a dark side to Goblin Park. The foe that drove the goblins to Alfheim soon learns of their destination and now constantly seeks to break through. The magic of the forest works to keep it out, but if it should change or weaken... (GAZ5)

Feadiel elves create a small stronghold called Shadowtree in their new home in eastern Alfheim. It gets its name from the aura that seems to hang about the place, as if some unquiet spirit is haunting the area. However, no Treekeeper or even visiting human clerics can find any sign of such a thing, and no one reports any hauntings. In fact, unbeknownst to the elves, this is a side effect of the magic keeping the Nithian Prince Hashaburminal in his lich state and his followers in some state of preservation below the ground close to the stronghold, where they were buried in 800 BC. (GAZ5)

At approximately this time, dwarves of Rockhome settle the southwestern slopes of the Rockhome Mountains (i.e. the Altan Tepes). They find it is easier to trade their metalwork to the nearby Darokin humans than to risk the dangerous and costly journey back to Rockhome's main tunnels. It doesn't take them long to realise that the humans are turning around and reselling their wares to the Feadiel elves in Alfheim, at a considerable profit. Rather than support these middlemen, the dwarves found their own trading company, the Longstriders Trading Company (named for their propensity for hiking long distances, not the length of their individual paces), and the Longstriders begin trading in Alfheim. Although initially suspicious of these short, gnarly interlopers, the quality of their wares and the honesty of their dealings soon set aside interracial fears. Although the dwarven group known as the Thorns raid in Alfheim, strangely enough no Longstrider trading group ever runs afoul of a Thorn raiding party. Eventually the Longstriders settle into a routine of riding rafts laden with their metal ingots down the Greenflood river to Desnae, then poling back upriver to Rockhome with exotic foods and imported goodies from Darokin, Glantri and the Five Shires - a much lighter load all around. (GAZ5)

Highpoint Cavern, a small cave in Lower Dengar accessible through a treacherous and winding tunnel, is claimed by the Buhrodar Clan, who currently live in the present-day Human Quarter. For the next 200 years it is reshaped, enlarged and built upon by Buhrodar engineers. The original access is blocked up, replaced by an access tunnel consisting of a narrow ramp which rises 200 feet across its 400 foot length. (GAZ6)

During this century clan warfare decimates the population of the north coast of Vestfjord Bay around Sudorn in the Northern Reaches. (GAZ7)

For the next three centuries, the Soderfjord region is divided into a number of minor nations, each ruled by a powerful clan. From time to time, one jarl overruns several neighbouring lands and proclaims himself king, whereupon the other jarls get together and thump the living daylights out of the self-proclaimed king. Then the jarls fight among themselves a bit until everybody is very tired. In the end, things are pretty much the same way they began, only lots of people are dead, and plenty of villages and farms are burned to the ground.

For variety, a few Ostland jarls sail over occasionally, kill a lot of people, burn villages and farms, and proclaim themselves kings. Then they steal everything they can load into their boats and sail back to Ostland while the Soderfjord jarls are arguing about who is entitled to lead their noble kin in defence of their homeland. (GAZ7)

The Immortal Korotiku adds hin and human pirates from the Ierendi islands to the area he now calls the Merry Pirate Seas.

A huge orc horde invades the northern Shires. The orcs are drawn skilfully into a trap and destroyed in the Battle of Blackflame.

Rajah Narenda establishes Gola Keep to encourage desert trading caravans to enter the Asanda Plain via Jhengal. His generous trade agreements with Slagovich bring fabulous trade and wealth to Jhengal. The Rajah also marries his first wife, Drisana. (CoM)

1701 AY, 701 AC

Drisana, first wife of Rajah Narenda ul Nervi, gives birth to the Rajah's first son. (CoM)

1703 AY, 703 AC

Rajah Narenda's forces conquer Baratpur, bringing Baratkand under Sindrastani control. The Rajah assumes the title of Rajadhiraja, allows the former rajah of Baratkand to retain his title and some governmental privileges, and places Rajah Javis Nandin on the throne of Jhengal. (CoM)

1704 AY, 704 AC

Still resistant to being conquered by force, both Putnabad and Jalawar agree to unite with Sindrastan (and pay annual taxes and tribute to Rajadhiraja Narenda ul Nervi) in return for sharing the benefits of trade with Slagovich. The ruling Jadugeryas of Jaibul reach an agreement with the rajadhiraja, allowing them independence in return for promises not to interfere with Sindhi affairs, and to allow caravans travelling through the Barren Plain to pass through Jaibul to Putnabad. (CoM)

1705 AY, 705 AC

The Rajadhiraja turns his attention northward, his eyes on the fertile lands of Nagpuri. Within six months, the rajah of Nagpuri swears fealty to Rajadhiraja Narenda ul Nervi. The deal is sealed with the marriage between the Rajadhiraja and Kumuda, the rajah's daughter. (CoM)

1706 AY, 706 AC

AC 706-AC 713: Bloody wars to control Kadesh and Gunjab nearly exhaust the Rajadhiraja's resources. (CoM)

1712 AY, 712 AC

Raneshwar falls to Narenda's troops. The Rajah of Gunjab retains his rulership under the new title of Maharajah (Great King). (CoM)

1713 AY, 713 AC

The first advanced warships and galleys of the Ierendi navy are engaged by a Thyatian privateer probing into Ierendi waters. The Thyatian patrol is utterly destroyed. Thyatian interest in Ierendi as a colony wanes. The Royal Navy of Ierendi achieves instant pre-eminence among the Known World's naval powers. (GAZ4)

Kadesh agrees to unite with lower Sind, provided the Rajah of Kadesh retains his rulership under the new title of Maharaja, just as the Rajah of Gunjab was allowed the year before. The Maharaja of Kadesh betrothes his infant daughter to the Rajadhiraja's twelve-year-old son. (CoM)

1714 AY, 714 AC

Rajahiraja Narenda ul Nervi announces the total unification of the Kingdom of Sind with the treaty reached between Sindrastan and Peshmir. Rajah Ravi Prabhapravitha of Peshmir assumes the title of Maharaja. Mandara, the maharaja's eldest daughter, becomes the Rajadhiraja's third wife. (CoM)

1717 AY, 717 AC

The Rajadhiraja charges Jahore and its ruling families with the task of building a Sindhi Navy. The first problem is to find suitable timber; most must be imported from eastern lands. (CoM)

1722 AY, 722 AC

The delicate fabric of Graakhalian society faces a grave danger. Jennial, an elven leader from the Sylvan Lands, leads an uprising of dissatisfied elves against the elf/gnoll alliance. Jennial believes the Sheyallian elves are conspiring to evict the newcomers from Graakhalia. He cites incidents of discrimination against natives of the Sylvan Lands in recent council decisions. In heated attempts to draw other elves to his cause, Jennial preaches that the Gruugrakh gnolls are simply biding their time, waiting for the elves to become too trusting before they turn on their "brothers" and kill them all. Most of the rebels who join his cause are also originally from the Sylvan Lands. A very few Sheyallia elves jump into the fray - mostly corrupt elves who see a chance to increase elven power in Graakhalia, or an excuse to plunder a few gnollish treasure hoards.

The rebellion is quickly put down. The Graakhalian Council tries and executes the rebel leaders - including Jennial - and exiles many of the participants. During the following decade, tension between elves and gnolls remains high. (CoM)

1723 AY, 723 AC

Santhral II dies, ending the reign of the Darokin Kings.

1726 AY, 726 AC

The newly-completed Sindhi navy of four merchant vessels and a war galley mysteriously sinks in Jaibul's outer harbour shortly after returning from their maiden voyage to Tanakumba. The Rajah of Putnabad suspects sabotage on the part of foreign merchants jealous of their own lucrative positions as middlemen in the trade between the eastern and western lands. (CoM)

1728 AY, 728 AC

Alphatian colonies in Ylaruam destroy Thyatian colonies there; Thyatian colonists flee, many to Glantri.

1730 AY, 730 AC

Settlers come to Glantri. Braving the dangers of the Broken Lands, southern elves find a trail back to Glantri. These are descendants of the elves who fled the area in BC 1700, returning to reclaim their lost realm. News spreads fast, and soon clans of fair elves and humans from Traladara, Thyatis and the Thyatian colonies in Ylaruam arrive, attracted by rumours of the strange magical force. Frictions quickly develop with the Flaemish, who are disgusted by the fair elves' and humans' lack of skin colour. They nickname the settlers the Pale Ones. (GAZ3)

In Alphatia, the philosophies of the wizardess Mylertendal begin catching the popular imagination.

1735 AY, 735 AC

The elderly Narenda ul Nervi dies in his sleep. His son, Kistna, proves a just and capable Rajadhiraja. (CoM)

1748 AY, 748 AC

The merrow of the Sunlit Sea agree to help the Ierendi Navy in return for Ierendi agreeing to protect sacred merrow shrines from pirate plunder.

1750 AY, 750 AC

On returning to the surface from the now collapsed monolith chamber beneath the Dhiki Namazzi, Yav discovers that his tampering with the artifact has hurled it - and himself - into the future, to the year 750 AC. The various Tribes of Yav now speak vastly different dialects and follow different customs from one another. They are a far cry from the serene, unified vision Yav envisioned. With a bit of determined searching, Yav finds a great-grandson (many times removed) to lead the People of Yav into a new life as a civilized, evolving society. (CoM)

1758 AY, 758 AC

Yav is startled by a visit from a wise old seer he met centuries before - and even more startled to learn the old man is an Immortal who secretly sponsored Yav on his unknowing pursuit of the Path of the Dynast. Accepting the offer of Immortality, Yav leaves his mortal body behind and joins the ranks of Mystara's Immortals. (CoM)

1775 AY, 775 AC

After a major uprising of merchants in Ierendi, the Council of Lords agrees to limitations on its power, and to the popular democratic election of the king and queen. (GAZ4)

1776 AY, 776 AC

Rajadhiraja Kistna ul Nervi dies of a fever after reigning for four decades. His strong rulership cemented Sind's unification. A grandson, Hansh ul Nervi, succeeds Kistna as Rajadhiraja. (CoM)

1784 AY, 784 AC

After decades of friction between Flaems and settlers, the Flaems turn openly hostile. When a Thyatian settler kills a Flaemish lord, war is declared. (GAZ3)

1785 AY, 785 AC

The Battle of Braejr, between the Flaems and a coalition of elven and human settlers. The disorganised coalition is broken and most of its army is driven south of Braejr and the Vesubia river. (GAZ3)

1786 AY, 786 AC

An obscure warlord named Halzunthram arrives in Flaemish lands. He is the leader of a colonizing force from Alphatia. He sides with the coalition and prevents it from being destroyed. Soon, the Flaems are driven back north of the Vesubia. (GAZ3)

On Ierendi Island, the entire population of Port Siers - over 1,000 people - is killed in less than an hour by a cloud of burning ash that descends Mount Haumea and washes over the sleeping town. (GAZ4)

1788 AY, 788 AC

The Flaems are defeated at the disastrous Battle of Braastar, where the Alphatians shatter the Flaemish defence. The Treaty of 788 gives the south to the elves, the north to the Flaems and the west to the human settlers. A council is founded to rule over Braejr and unite the three provinces. Later in the year, Halzunthram executes a coup and takes over the council. He declares the land a protectorate of Alphatia - which was the true reason for his presence there - and war breaks out again. Infuriated, the elves proclaim their independence and the Flaems and Thyatians unite against Halzunthram. This rebellion goes on to become the Forty Years War. (GAZ3)

1790 AY, 790 AC

In Ierendi the Council of Citizens is formed, primarily made up of merchants and influential islanders of foreign heritage. The annual election ceremony becomes an established tradition for revelry and popular celebration. (GAZ4)

1793 AY, 793 AC

Rajadhiraja Hansh ul Nervi is found dead after eating a poisoned fig. His son Ramanan takes the throne. (CoM)

1800 AY, 800 AC

Birth of Suleiman Al-Kalim, a great philosopher, warlord, and the religious and political leader of the desert nomads of Ylaruam. Al-Kalim is born into one of the tribes which withdrew from contact with the strife-torn eastern colonies into the isolation and peace of the interior deserts. (GAZ2)

Al-Kalim, AC 800-AC 825: Al-Kalim is born with superior abilities in strength, intelligence, wisdom, dexterity, constitution and charisma. Fearless and wise before his years, he is the embodiment of the ideals of the desert nomad. Tales are told of his courtesy and justice with his playmates and his obedience as a child. As an adolescent he becomes an excellent fighter and horseman with a fierce nature. In his solitary years in the desert he is trained by a hermit mystic in the ways of clerical ritual and magic, receiving the sort of spells appropriate to a desert druid. During these years he begins receiving prophetic visions, which he conceals until later life when he makes reference to them in his orations and in the Nahmeh. He goes on lonely and miraculous solitary journeys through desert wilderness and sandstorms as a young man. He is renowned for his authority, justice and wit as a young chief. Throughout his young life he is spoken of as a teacher, always quick with a tale, a verse or a saying appropriate to the occasion. By the time he returns to his tribe and inherits its leadership after the death of his father, Al-Kalim has been visited by an Immortal and has adopted a more standard clerical path, worshipping privately in the manner introduced by Thyatian travellers. (GAZ2)

Pre-AC 800 Ylaruam: Before the birth and subsequent rise of Suleiman Al-Kalim, much of Ylaruam is sparsely populated by constantly feuding tribal nomads. Monsters and sorcerers inhabit the wilderness. Only in the Alphatian and Thyatian colonies are there any significant settlements. There is no central government, and caravan trade is an extremely perilous venture. There is no Eternal Truth or Eternal Dream to bind the Ylari together. The Ylari warrior is fierce, but not yet organised into a cohesive fighting force. (GAZ2)

In the Broken Lands, the orcs begin a new series of wars against the surrounding nations. Desperate hordes ravage neighbouring nations for food, treasure and shelter. Caravans are systematically plundered, Cities torched. All this causes agitation in Darokin.

Devilfish appear in the Sunlit Sea. War breaks out between them and Undersea, characterized by localized skirmishes and terrorist attacks by the devilfish.

1802 AY, 802 AC

Word spreads that gold is to be found in the mountains of Glantri. A gold rush brings many Rockhome dwarves into that nation, having gotten word that there were rich deposits of gold to be found. The dwarf-king of the time, Styrklint II of the Syrklists, permits bands of overeager miners to depart Rockhome for Glantri without so much as a letter of intent to the Glantrians - hardly surprising, as the Glantrians are in the throes of civil war and there is no central government. Many of the dwarven miners form lawless armed bands. Unfortunately for the dwarves, they arrive in Glantri at about the same time that a devastating plague sent by the orcish Immortal Yagrai spreads into Glantri, afflicting more than half the population. The dwarves, who resist the disease better, are suspected of bringing the disease. The Glantrians are convinced that the dwarves are responsible, accusing them of bringing the pestilence with them and resulting in a vicious war on the dwarves by the people of Glantri; the angry population relentlessly hunts down the dwarves to capture or kill them until most flee the land. These violent times are known as the "Years of Infamy". This is a bizarre low point in Rockhome's history of diplomacy with the human nations. Just as unfortunately for the dwarves, these Glantrian mages discover that some of the dwarves are strongly resistant to magic. This intrigues the mages, and long after the plague and the hatred resulting from it are gone, the mages capture dwarves to subject them to study, including torture, murder and autopsy. Among the dwarves who goes to Glantri is Thruic of the Shieldkrotens. He is lucky and escapes. He later marries Fara and they become the heads of their clan (the Syrklists). (GAZ3, GAZ6)

1803 AY, 803 AC

At the same time the Glantrians are annihilating the dwarven colonists in their nation, the Wyrwarf Clan is coming into being. During a meeting of the dwarven Grand Council in Rockhome, a dwarven senator laughingly refers to the nation's farmers and other unfortunates as the "Wyrwarf Clan" (Wyrwarf roughly translates as "Born to Hunger"), a cruel and joking comparison of the most despised segment of the nation's population to a powerful clan. It is a prophetic jest, though. Not long after, several farming families of the Stahl Lowlands band together to protest the abuse that the Stahl garrison tends to heap upon them. They do so by withholding crops due to the taxtakers and then ambushing and savagely beating a company of soldiers that arrives to seize the taxes by force. Brought before the King of Rockhome, the protestors are exonerated and freed, the Stahl garrison punished, and the "Wyrwarf Clan" has its first success. Over the next several decades, the farmers of Rockhome band together and begin to exert more and more pressure on the nobles of Rockhome, based on a simple and unspoken threat: "Leave us be or go hungry." For this reason, the Torkrests doubly consider this era the "Years of Infamy." (GAZ6?)

1805 AY, 805 AC

Dwarves fleeing the anti-dwarf policies of Glantri establish small communities in the mountains of Nagpuri, Gunjab and Peshmir. (CoM)

1812 AY, 812 AC

Rajadhiraja Ramanan ul Nervi dies after eating a bowl of figs. His eldest son, Kulpakh, assumes the throne, claiming his father's death is the result of Immortal Justice. Within a week, Kulpakh begins issuing bizarre proclamations - exhorting the Jadugeryas to find a way to make it snow in the Great Waste, proclaiming all Rishiyas to be vampires feeding on the people of Sind, and insisting all animals be set free of their bondage and not asked to do man's work. Kulpakh dies when a ceremonial elephant freed to wander the streets runs amok and tramples him. Kulpakh's brother Balin, barely in his twenties, assumes the throne. (CoM)

1814 AY, 814 AC

A massive Schattenalfen invasion is turned back at the battle of Huixtla. (?)

1815 AY, 815 AC

The attempt to carry the war into Schattenalfen lands ends in ambush and disaster at the Battle of Wondyviel. (?)

1818 AY, 818 AC

As a reward for a favour, a Makistani sorcerer casts a special spell permanently on Al-Kalim, providing him with a magical intuition of the presence of water. Fanciful legends and exaggerated anecdotes of childhood friends later blur the true story so that it is believed he had this power since his infancy. (GAZ2)

1825 AY, 825 AC

Al-Kalim's early military successes come through the force of his personality; he welds a group of previously-feuding tribes into a warband of unprecedented size and discipline, and other tribes are simply overwhelmed by force of numbers. The first period of Suleiman Al-Kalim's momentous life starts with his tribe's capture of the insignificant village of Ylaruam. He establishes it as his tribal seat. At this point, his warband of 10,000 desert warriors is the largest army ever seen in the Alasiyan desert. (GAZ2)

AC 825-AC 831: In the years of campaigning and warfare leading up to the establishment of the Emirates, Al-Kalim's charisma gives him natural ability as a diplomat, but the restrained and infrequent use of a ring of human control obtained on an adventure accounts for his uncanny ability to obtain cooperation from his most bitter enemies at critical moments. (GAZ2)

1826 AY, 826 AC

Al-Kalim learns a great lesson from his near-disastrous blunder in attacking Parsa. An unusual out-of-season storm turns the battleground into a quagmire and makes the Makistanis' bowstrings useless; the stroke of luck eliminates the Makistanis' edge with mounted bowmen and turns the battle into a chaotic free-for-all. The desert warriors prevail, but losses are heavy, and Al-Kalim realises that he has a lot to learn about generalship. Fortunately, his charm and skill enable him to obtain the Makistani as allies, giving him the mounted bowmen that play an important part in his campaigns against the colonial powers in the next four years. He unites the Alasiyan and Makistani peoples under the banner of the Eternal Truth. The enthusiastic response of the Makistani to his personality encourages Al-Kalim to add a mystical, spiritual element to his campaigns. Thus, he reveals his visions of the Dream of Justice and Honour, a belief in a world where a man can count on his fellow man and on the Immortal powers for justice and honour, so long as he lives his public and private life in accordance with these principles. This dream appeals to the chiefs, sheiks and clan leaders, and gives them an excuse to give over their private feuds in the name of a romantic ideal. This year Al-Kalim also captures Cinsa-Men-Noo and Ctesiphon. (GAZ2)

1827 AY, 827 AC

Al-Kalim's campaign against the colonial overlords is decisive and anticlimactic. The colonial overlords rely on native auxiliaries for their cavalry, of which they are quickly deprived by Al-Kalim's diplomacy and idealistic charisma. The Alphatian colonial forces are of extremely poor quality, depending on the fearsome firepower of their magical support units. Al-Kalim's mounted archers and warriors make short work of the magical brigades, shattering their morale with showers of arrows, then manoeuvring around the disorganised infantry and charging through the magic-users' ranks with devastating effect. The demoralised Alphatians flee immediately, and the towns open their gates in welcome to Al-Kalim and his liberating army. The campaign against the Alphatian overlords ends with the successful siege of Jaboor, removing Alphatian presence in the region. The forces of Al-Kalim drive the Alphatians out of Ylaruam. (GAZ2)

1828 AY, 828 AC

Al-Kalim continues fighting the colonial powers in his homeland. With the Alphatians gone, he now concentrates on the remaining Thyatians. The Thyatians are a more difficult matter. Their colonial forces are second-rate, but disciplined, and after several decisive battlefield defeats, the Thyatians withdraw in good order to the fortified towns, where Al-Kalim's fierce cavalry and archers are of no use. Fortunately he had anticipated this, and had engaged dwarven advisors to school him in the art of siege. (GAZ2)

During one of the all-too-common dwarf hunts of the time, Lord Alexander Glantri, a war hero of Thyatian descent, ambushes and captures Halzunthram. Their leader captured, the Alphatian faction surrenders the council and their army is disbanded. Lord Glantri confirms the land's independence from Alphatia and imposes a period of peace. (GAZ3)

After a quarter-century of dwarf-hunting, all the dwarves who entered Glantri have been run off or captured. Some of these dwarves migrate to Fortress Island and become part of the Minrothad Guilds, others settle in Darokin. The bitterness and hatred the dwarves feel for the Glantrians never diminishes even to the present day. From now on, the dwarves speak only in terms of contempt or hatred for the magocracy of Glantri; they bide their time and wait for a chance to achieve revenge against the Glantrians. The Years of Infamy in Glantri, though not technically a war with that country, is the last significant clash that Rockhome has with a civilized nation until the present. (GAZ3, GAZ6, ?)

1829 AY, 829 AC

Lord Alexander Glantri successfully founds a government recognizing the rights of all communities, creating the Republic of Glantri and reforming the council. The population names the land Glantri and Braejr is renamed Glantri City in his honour. During the years of peace that follow, the council reforms the nations laws. (GAZ3, ?)

1830 AY, 830 AC

Through siege, well-poisoning and treasonous intrigue, Al-Kalim forces the surrender of the few remaining Thyatian-occupied towns in less than six months each. The principle towns are Cubis and Tameronikas; Tameronikas is the last Thyatian colony of Alasiya to be conquered by the forces of Suleiman Al-Kalim. The Thyatians, as a power, are driven out of Ylaruam. (GAZ2)

1831 AY, 831 AC

With all the territory of the modern Emirates under the control of his troops and allies, Al-Kalim convenes the first Convocation of Tribes in Ylaruam. He realised some years before that his coalition of tribes was bound to dissolve into traditional inter-tribal conflicts once the external enemy was removed. In his famous opening address to the convocation he introduces his Dream of the Garden in the Desert - a new principle to inspire the cooperation and fraternity of the region's peoples. This dream is not to replace the Dream of Honour and Justice, but to supplement it - a dream to enrich the land and increase the prosperity of succeeding generations. Despite resistance from more conservative elements in the convocation, Al-Kalim's proposal that all magical, scholarly and technological resources be focused on the problem of bringing water to the desert carries the day. Al-Kalim diplomatically manoeuvres the convocation into asking him to become their sultan, their chief of chiefs. He accepts under protest, and sets about engineering the structure of the current Emirates. By the end of the convocation he has, with the help of many chiefs, wise men and scholars, produced the document establishing the Confederated Tribes of the Emirates of Ylaruam, and has obtained the signatures and vows of the majority of the chiefs and sheiks present. This act brings to a close the public part of Al-Kalim's life. Hereafter the Preceptors, the council of wise men established by Al-Kalim to advise the sultan, handle the affairs of the young nation. Ylaruam prospers as the Emirates' capital, becoming a cosmopolitan city and renowned centre of learning, and the focus of the Emirates' cultural identity. (GAZ2)

1832 AY, 832 AC

Rajadhiraja Balin ul Nervi drowns in the Asanda's flood waters while trying to rescue a child caught in the churning river. His eighteen-year-old daughter (and only heir) Nitara ul Nervi claims the throne of Sind and the title of Ranidhiraja. After a rocky start - plagued with attempted assassinations and failed coups - her rule stabilizes into fifty years of peace and prosperity. (CoM)

1835 AY, 835 AC

c. AC 835: Al-Kalim, accompanied by his faithful companion Farid, sets out on a pilgrimage to the Undersea Kingdom to seek out an Immortal of the Sphere of Time, the Old Man of the Sea (Protius). After many fabulous adventures Al-Kalim reaches the peak of a seamount, and there confers with the Old Man of the Sea, who undertakes the sponsorship of Al-Kalim's quest for Immortality along the Path of the Dynast. (Al-Kalim is already on the way to success on this path.) Upon his return to Ylaruam (after many more adventures on the return from the Undersea Kingdom), Al-Kalim enters a period of contemplation and study, researching the legends of artifacts that enable time travel. It is during this period that the Nahmeh is composed (see AC 855). (GAZ2)

1841 AY, 841 AC

The Dwarven port of Stronghold is established.

1842 AY, 842 AC

c. AC 842: Seven years after returning from the Undersea Kingdom, Al-Kalim slips out of Ylaruam, accompanied only by his faithful companion Farid, on a search for an artifact which controls the flow of time. The artifact is eventually located and won by Al-Kalim. (GAZ2)

1845 AY, 845 AC

Construction is begun on the Great School of Magic in Glantri City. It becomes the receptacle of Glantrian science as well as a source of knowledge known throughout the world. By now, wizards represent a large majority of the influential people of Glantri. (GAZ3)

1846 AY, 846 AC

An orc horde from the Broken Lands loots Ardelphia, utterly destroying the city.

1850 AY, 850 AC

The Council of Minrothad refines government structure and establishes office of ruling guild master; first ruling guild master, Missan Meditor, is appointed; severe laws restricting immigration are passed.

Sometime just before AC 850, Korin, Son of Orin, future Head of the Torkrest Clan, is born. He joins the military early in his life. (GAZ6)

1855 AY, 855 AC

c. AC 855: Suleiman Al-Kalim composes the Nahmeh, an important work of Ylari religious thought. An allegorical account of Al-Kalim's pilgrimage to the Old Man of the Sea and his other adventures, the book is the cornerstone of the way of the Eternal Truth, the path of spiritual enlightenment, and one of the most cogent commentaries on politics and ethics in modern history. Also in the Nahmeh is Al-Kalim's gift to his people, the Dream of the Desert Garden. This aspiration, to turn the Alasiyan desert into a fertile land as a legacy to future generations, is the foundation of the Emirates of Ylaruam, the inspiration that makes tribal leaders and peoples set aside their traditional enmities and work together to a common goal. How much of the book is written by Al-Kalim and how much by his companion Farid is a matter of endless and inconclusive conjecture for the next two centuries of scholars. Regardless of the issue of authorship, it is clearly the most influential book in Emirates history, and arguably among the most important books ever written. (GAZ2)

1858 AY, 858 AC

The Eternal University and the Council of the Preceptors are established in Ylaruam. (GAZ2)

In Glantri, during the parliamentary session called The Light of Rad, the council approves two major laws that affect the future of the nation. The first limits the rights of nobility to wizards, and the other allows council representatives to bear the hereditary title of Prince. (GAZ3)

1859 AY, 859 AC

The new laws in Glantri cause a minor revolt among the population as "illegal" nobles are expelled from their lands, but the wizards quickly crush the dissidents. Order is restored and the nation finally enters an era of prosperity. (GAZ3, ?)

1860 AY, 860 AC

Al-Kalim retires from public life. The official legend is that Al-Kalim spends the rest of his life in solitude and contemplation. (GAZ2)

1867 AY, 867 AC

In Ierendi, The Council of Lords proposes that the selection of king and queen be decided in an annual series of contests called the Royal Tournament of Adventurers. The Honour Island magic-users offer aid in sponsoring and designing the contests. (GAZ4)

1875 AY, 875 AC

The School of Magic is completed in Glantri City. (GAZ3)

1880 AY, 880 AC

Fire Island atoll is declared off-limits to all shipping; thieves guild secretly establishes Cove Haven as a pirate base on this island

1882 AY, 882 AC

Ranidhiraja Nitara ul Nervi abdicates the throne of Sind in favour of her grandson, Anandarun ul Nervi. Nitara then embarks on a ship bound for Alphatia, ostensibly to tour Floating Ar and other wonders of the world. She doesn't return. (CoM)

1889 AY, 889 AC

Rajadhiraja Anandarun ul Nervi is assassinated, leaving no heirs. Those close to him suspect the rajah of Nagpuri, but can present no proof. Vadin, Kulpakh ul Nervi's great-grandson, seizes the throne. (CoM)

1890 AY, 890 AC

Ruling guild master Kitrina Meditor passes the Isolation Act prohibiting immigration and most visitors to Minrothad.

1897 AY, 897 AC

The Srinivasans of Sandapur petition Rajadhiraja Vadin ul Nervi to allow them to secede from Nandin-ruled Jhengal, claiming incompetence on the part of the rajah of Jhengal. Amid rumours of graft, bribery and corruption, the Rajadhiraja orders Jhengal divided into East Jhengal (named Azadgal by its new rajah) and West Jhengal (stubbornly called "Jhengal" by its inhabitants). (CoM)

1898 AY, 898 AC

A new immigration wave hits Glantri, but this time the population mixes freely. Frictions decrease. (GAZ3)

### 900 AC: Recent History

1900 AY, 900 AC

The Emperor of Thyatis, Gabrionus IV, begins a new expansionist policy and conquers Traladara's chief village, Marilenev (now a flourishing trade village of 500), renaming the village Specularum and claiming all Traladara as a Thyatian protectorate. However there is little real change to Traladara; trade continues, natives retained their properties, etc.. (GAZ1, ?) Refugees fleeing Traldar lands settle in Darokin. (GAZ11?) The Thyatians also conquer and settle several areas of the Isle of Dawn, put pressure on the Northern Reaches, and build and settle the city of Oceansend in Norwold. (?)

The death of Suleiman Al-Kalim is falsely reported to conceal his disappearance. The official line is that he dies quietly in the company of family and friends. In reality he continues his quest for Immortality, embarking on a series of voyages into the future to aid his descendants in maintaining the dynasty uniting the Emirates of Ylaruam. (GAZ2) The Preceptors believe that Al-Kalim spends months fasting with the Sphinx of Kaziri-al-Wadi, spinning fables and riddles and exchanging knowledge with that ancient creature, after he retires from the world. (PC2)

c. 900 AC: The Council of the Clans in Alfheim comes up with the notion that Alfheim Town lacks any peculiarly elven architecture. They cause the fabulous Sky Palace to be constructed, an aerial building extending over much of the elven quarter. However, since the forest magic in Wizard's Glen was destroyed in the beast man invasion 350 years ago, no Home Trees have grown to maturity here. The Sky Palace is an attempt to create something similar to the lordly Home Trees using conventional construction techniques. It is a lattice construction of bridges connecting a number of buildings that are elevated high above the ground and buildings below on posts and trestles. The tallest possible trees are started alongside the construction, and heavy vines are interweaved with the lattices. Unfortunately, after investing thousands of gold pieces in the project, the first elven families to move into the Sky Palace find what most elves to enter the project later confirm - the wooden supports in no way compare to the living, dynamic support of the natural Home Trees. Living in the palace is not worth the trouble to climb up and down the dead wood structure. (GAZ5)

c. AC 900: With the permission of the king of Rockhome, the farming community of Greenston is settled on the southwestern shore of Lake Stahl. The original settlers are humans from Darokin, and their community produces much grain needed by Rockhome - dwarves, in general, do not think much of the farming profession, and are quite willing for humans to help provide the agricultural bounty necessary to supply Rockhome. After the town's founding, humans from other realms settle here alongside the men of Darokin. (GAZ6)

Sometime during this century the Cnute dynasty builds the fortified town of Zeafort on Noslo Island, Ostland. Also in the course of this century, the Ostman clans twice rise in rebellion against the Cnute dynasty, and twice the rebellions are brutally and efficiently suppressed by the Cnute kings. (GAZ7)

North Island is annexed; the refuge colony of Gapton is established.

Thanatos begins influencing certain random citizens of Shajapur around this time, resulting in the creation of such sects as the Kirtanta, a society of assassins. (HWA3, PWA2)

The most recent wave of Savage Coast colonization begins about around this time, bringing many humans to the area. These settlers bring with them ideas of true feudalism, including a social order consisting of nobles, knights, and peasants. The lupins of Renardie emulate these cultures to the greatest extent, even adopting a derivation of their languages. Halflings also come to the Savage Coast, most settling in Eusdria, with a few in Robrenn, Bellayne, the Savage Baronies, and even Herath. With this rash of colonization in the East and the growth of settlements in the centre of the coast, the mages of Herath begin expanding to the south. There, they come into conflict with the phanatons, who band together even more firmly, having recently developed primitive government and law. The people of the Savage Baronies also discover the Red Curse. However, unlike earlier peoples, they do not succumb; they fight back and find ways to control it. Luckily, the Red Curse seems to be limited to only certain areas of the Savage Coast. (SC)

1901 AY, 901 AC

Kers Zeberdesti, a Jadugerya claiming to be Anandarun ul Nervi's illegitimate son, heads a successful coup against Rajadhiraja Vadin ul Nervi. Kers takes the throne, as well as the ul Nervi name. (CoM)

1910 AY, 910 AC

Belfin, Son of Dorfin, is born to the heads of the Wyrwarf clan and Kurutar family. (GAZ6)

1911 AY, 911 AC

On the 9th of Fyrmont Serraine is attacked by a flight of red dragons. The Ack-Ack guns prove to be crucial in the ensuing great battle, leading to this date becoming known as Ack-Ack Day. The celebration is marked by the wearing of a small red square on a pin. (PC2)

1913 AY, 913 AC

Rajadhiraja Kers ul Nervi dies in a blazing fire - apparently the result of a magical experiment gone awry - that destroys the royal palace and much of Sayr Ulan. His son Darshan becomes Rajadhiraja, and orders the palace rebuilt. The architectural plans call for a splendid new palace built on an island in its centre. (CoM)

1915 AY, 915 AC

A Himaya named Sarad Ylayci seizes the throne in a bloody coup. He claims to be yet another illegitimate son of Anandarun ul Nervi. Once his power is secure, he orders construction on the palace continued. Like Kers Zeberdesti, Sarad takes the ul Nervi name as well as the throne. (CoM)

1919 AY, 919 AC

A n Ethengar Horde under Toktai Khan attacks Hayavik in the Heldann Freeholds. The attack is repulsed and the Horde returns to the steppes.

1920 AY, 920 AC

Economic agreement signed between Glantri and Darokin, allowing free passage for all merchant caravans. Business is booming in Glantri City. (GAZ3)

The whole Sky Palace project in Alfheim Town is disgustedly turned over to the human Customs Office to deal with as they find appropriate. For the next 80 years the Customs Office attempts to find a financially rewarding scheme to dismantle it. Meanwhile, the palace stands as a fourth elven district, populated by eccentrics, thieves and adventurer elves who can no longer live comfortably in the constantly swaying Home Trees.

The underwater war between the devilfish and the Kingdom of Undersea ends indecisively.

1925 AY, 925 AC

In Lower Dengar the Buhrodar Stronghold is moved from what will soon become the Human Quarter to the recently completed Highpoint Cavern. (GAZ6)

1926 AY, 926 AC

Toktai Khan besieges Hayavik and is killed in the final battle. Hayavik is destroyed. The Horde withdraws to select a new leader. Another War of Succession begins.

1927 AY, 927 AC

The Great Merger. Darokin’s largest and richest merchant families agree on a central government for the entire country. Charles Mauntea is picked to lead Darokin, beginning the reign of the Merchant Kings.

1930 AY, 930 AC

Belfin, Son of Dorfin, leaves home for the adventurer's life. He becomes widely known as an adventurer in the western human realms, and - offensive to Rockhome dwarves - makes many friends among the elves of Alfheim, for which he earns the epithet "Elf-Friend". In his travels he meets Gilia, a dwarf from the Karameikos community of Highforge. (GAZ6)

1934 AY, 934 AC

Chancellor Mauntea calls the Second Great Merchants` Council. Many of the reforms started in AC 927 are finalized, including the election of a new president upon the death of the current leader by a standing council of 15 major merchants.

1935 AY, 935 AC

In Ierendi, the Royal Tournament of Adventurers annual contest is opened to any adventurers willing to swear allegiance to the Council of Lords, the Council of Citizens, and Ierendi. (GAZ4)

Lydia Mauntea takes over after the death of her husband, Charles. She assumes the title "Chancellor".

1938 AY, 938 AC

A peasant boy, Thrainkell Torson, is born to a Thyatian mother and a Vestland father in Oceansend.

1939 AY, 939 AC

Rulership of Sind passes to Timin ul Nervi when his father, Rajadhiraja Sarad ul Nervi, dies in bed. (CoM)

1940 AY, 940 AC

A boatload of refugees from the Stonecarver culture, driven ashore by a titanic hurricane, found the town of Colima.

All Minrothad trading vessels are now captained by merchant-princes and carry marines.

1942 AY, 942 AC

The Azcans defeat the Schattenalfen at the Battle of Ploiec, and are consequently able to maintain the Tepetitlan gold mines.

1944 AY, 944 AC

A halfling army surprises a gathering orc horde north of Wereskalot, routing them in the Battle of Fire Rock.

1948 AY, 948 AC

Stefan Karameikos III born. (GAZ1)

1949 AY, 949 AC

Birth of Moctitlapac, the current Tlatoani of the Azcan Empire.

Vardon Kalimi is named Chancellor after the death of Lydia Mauntea.

1950 AY, 950 AC

c. AC 950: The entirely above-ground town of Ferryway is founded on a rocky outcropping which juts a couple of miles into the northern end of Lake Stahl, Rockhome. It is founded by humans from Greenston; a family decides it can make a profitable business of ferrying travellers from this point straight across to Stahl, reasoning that weary travellers, on the last leg of their trip from Dengar to Stahl, would pay for the opportunity to rest for a three- or four-hour ferry trip instead of having to walk or ride the 25 or so miles the road takes to reach Stahl. The gambit is a success, and soon there are several ferry businesses here, making regular runs to and from Stahl. Other families settling in the area engage in fishing, farming and prospecting in the nearby Denwarf Spur. (GAZ6)

Duris, Daughter of Nais, grand-daughter of King Everast XIV, is born. (GAZ6)

The venerable Fara of the Shieldkroten family, Head of the Syrklist Clan, dies. Various factions in the family want different heirs to take the vacant leadership. Some want one or the other of Fara's daughters, Dia and Bali, to take the leadership; others want their cousin, Dwalur, son of the master trader Belfur. Though all these dwarves are still theoretically youths, just approaching adulthood, they have all been well trained in their duties and are ready for them. Dwalur and Dia settle the matter - in secret negotiations they decide to wed and combine their support. They do and are accepted as leaders by a majority of family leaders among the Syrklists. Bali, injured, marries into another family and clan. For the next 50 years Dwalur and Dia lead their clan in a slow, cautious programme of trade, mining and craftsmanship which profits the clan. (GAZ6\*)

Korin, Son of Orin, leaves the military late in his life (he is just entering his Seniority), upon the death of his father Orin, and takes up the reins of the Torkrest family and clan. Bali, Daughter of Fara, hurt by the collusion of her sister Dia and cousin Dwalur, courts him (a practice which scandalises some human cultures, but which is commonplace among the dwarves) and he accepts her. They marry, and Bali thus leaves the Syrklist clan altogether, becoming joint head of the Torkrest clan. Shortly after the marriage Korin and Bali have their first child, Balin, Son of Korin, who quickly becomes a typical Torkrest overachiever. Due to Korin marrying late-on in his life, his children are a century younger than him, which is unusual for a dwarf. (GAZ6)

A party of dwarven colonists returning from a failed colony in western Thyatis is set upon and massacred by orcs. Thyatian traders find the caravan remnants and its sole survivor, a ten-year-old dwarf lad. They send the child on to Rockhome, where he is taken in by the Dulgar family of the Syrklist clan. He knows his name is Morur, but refuses to name his parents or talk about the massacre. Though the Dulgars treat him as one of their own, he grows up distant from them, always absorbed in engineering clever little gadgets (often painful traps for treasure chests and treasure rooms). (GAZ6)

After several centuries of war and devastation caused by in-fighting among the jarls and raids from Ostland, the nobles of Soderfjord realise that their only hope lies in some more effective form of cooperation. (GAZ7\*)

The jarls of Soderfjord meet at the Council of Soderfjord where, after much bickering and scheming, representatives of the most powerful clans of the region sign the Treaty of Allied Dominions, forming the Nordhartar Defence League, and thus creating the Soderfjord Jarldoms. Those who signed, and their descendants, are sworn to answer the summons of the "war leader" (chosen by a Council of the Great Jarls) in the defence of the lands of the treaty-signers.

The war leader has broad powers to compel cooperation in matters concerning the defence of Soderfjord against external aggressors (like Ostland pirates) and internal threats (like unruly clans, raiding monsters, and bandits threatening the Overland Trade Route). He has no other official powers.

The Council, comprised of the ruling jarls of all the dominions in Soderfjord, meets every six months to select or confirm the war leader and to discuss other matters of national defence and affairs of state. The Council also has the power to discuss and ordain laws concerning Soderfjord and its people, but it has no authority to enforce those laws. The jarls and the clanheads remain the only recognised authorities in Soderfjord's various dominions. Law and justice depend on the power, character and will of the local jarl.

The League signs mutual defence treaties with Ylaruam and Vestland, hoping to discourage Ostland's policy of ignoring its clans' raids on Soderfjord. However, neither Ylaruam nor Vestland wishes to risk a war with Ostland, so the raids continue while Ostland's official policy is to politely disavow knowledge of such raids. Ostland, faced with a united front of belligerent Northern Reaches nations, makes a formal alliance with Thyatis.

Ylaruam and Vestland also agree to aid Soderfjord in securing the Overland Trade Route through Castellan, to make it safe for caravan traffic. Vestland and Ylaruam contribute to mercenary expeditions organised by the Defence League - expeditions to patrol the trade route, to pursue raiders into the hills and mountains, and to locate and destroy gnoll and kobold strongholds. (GAZ7, HW?)

Minrothad signs neutrality pacts with most mainland countries. (GAZ9?)

1951 AY, 951 AC

A pet tiger seriously mauls Rajadhiraja Timin ul Nervi. Although he survives, Timin is crippled and abdicates the throne in favour of his son Kapil. The new Rajadhiraja is only sixteen years old, but quickly proves himself a capable leader in repelling the worst humanoid raids known this century. (CoM)

1952 AY, 952 AC

Balis, Daughter of Bali, is born to the Torkrest clan heads, Korin and Bali. (GAZ6)

1956 AY, 956 AC

Peasant warrior Thrainkell Torson becomes a gladiator in Thyatis City; he is called Thincol Torion (the best Thyatian-language equivalent of his name) and later Thincol the Brave.

1957 AY, 957 AC

Stefan Karameikos III’s mother dies. He is 9 years old at the time. (GAZ1)

Haradith of the Tall Cedars is the first non-Ierendian to win a regency. Her repeated successes in 12 of the next 14 years make her a national heroine, a symbol of Ierendi's open-door policy toward immigration. (GAZ4)

1959 AY, 959 AC

Alphatia begins another direct war upon Thyatis.

Olivia Prothemian born. (GAZ1)

1960 AY, 960 AC

The venerable King Everast XIV of Rockhome dies. His son Bifin becomes King Everast XV, having spent his youth in the Rockhome military and his early adulthood learning the proper ways to manage family, clan and country. He is well trained and the best choice for kingship. (GAZ6)

Belfin Elf-Friend, Son of Dorfin, returns to Rockhome with Gilia Songsmith, Daughter of Toris, as his wife. (GAZ6)

Morur apprentices himself to a Syrklist engineer from another family as soon as he is of age, and leaves his adoptive parents and the rest of the Dulgar family behind. When he has learned what he wanted from his master, he leaves him, too, and begins accepting work creating vicious traps for any sort of container, work of art, or other situation. While he is doing so, he is also discovering another hobby he takes a delight in: hiding in shadowy nooks in the Upper and Lower cities of Dengar, and banging unsuspecting passers-by on the head. Sometimes he takes their goods. Sometimes he leaves them. Just hitting is enough... usually. Sometimes he has to kill them to have fun. In short, Morur is the dwarven equivalent to a psychopath. Over the years he discovers a few other dwarves who like causing pain and consternation for their own sakes. They, and some humans with similar proclivities, form the Underside, Dengar's equivalent of a chaotic criminal underground. His home in Upper Dengar, workshop for himself, becomes the unofficial headquarters of the Underside. (GAZ6)

The Alphatian spike assault forces reach Thyatis City and kill Emperor Gabrionus V, but are repelled by a famous counterattack led by Thincol the Brave. Thincol marries Gabrionus' daughter, Gabriela, after driving the Alphatians out with gladiatorial and military forces. He then assassinates generals until the military is of his mind, and has himself crowned Emperor Thincol I Torion. Oceansend, in Norwold, takes this opportunity to throw off Thyatian control and declare itself independent. It takes Thyatis two full years to reclaim lost territories on the Isle of Dawn. All known Knights of the Order of the White Drake are captured and executed. Later, survivors are taken into the Retebius Air Fleet and the Knights of the Air, and are fervently anti-Thyatian.

1962 AY, 962 AC

Princess Eriadna of Alphatia politely suggests that her father, Emperor Tylion IV, retire from the crown. He does so, and she is crowned Empress Eriadna the Wise of Alphatia.

1963 AY, 963 AC

The Azcans discover the Stonecarvers at Colima, and send a small troop to wipe them out. The Colimans prevail, however, and maintain their way of life.

1965 AY, 965 AC

Constans Hyraksos is born, son of Lucien Hyraksos, in Thyatis. He is raised there until he reaches the age of 15. (GAZ6)

Kitrina Meditor is assassinated; council of guild leaders acts as regent until Oran Meditor comes of age.

1968 AY, 968 AC

Stefan Karameikos III becomes ruler of his ancestral lands, the Duchy of Machetos in western Thyatis, upon the death of his father. (GAZ1)

1970 AY, 970 AC

Lady Olivia Prothemian, aged 11, is betrothed to Duke Stefan Karameikos III, now 22 years old. However immediately afterward he trades his ancestral lands (Duchy Machetos) to Emperor Thincol of Thyatis for independent rulership of Traladara, which is renamed the Grand Duchy of Karameikos. Duke Stefan sails to and takes possession of his duchy, then starts parcelling out land and titles to his Thyatian followers. He begins building roads across the Duchy and a strong military to protect it. (GAZ1)

c. AC 700: Magian Fire Worshippers steal the Sparkling Spear, a treasure crafted for Farid, companion of Al-Kalim, from the Archives of the University of Ylaruam. They remove it to a hidden sanctuary in the Nithian highlands, whence they intend to use it in quests on the Plane of Fire. (GAZ2)

Duris, Daughter of Nais, Princess of Rockhome, leaves home to enter the Rockhome military now that she is of age to do so. She spends the next 30 years in a rapid rise through the ranks. With wit, common sense and a love of battle, she discharges her officers' duties for the army, personally leading charges in some engagements with invading humanoids even after she becomes a General. At the same time, Balin, Son of Korin of the Torkrests, also enters the military. The two are to become rivals in their achievements. (GAZ6)

Within a decade of Belfin Elf-Friend's return to Rockhome, his long-suffering mother, leader of the Wyrwarf clan, dies. He and Gilia assume the mantle of leadership. For the next 30 years, with the perseverance necessary for their task, they lead the ill-regarded farming clan, teaching (horrors!) pride in their craft and pride in the face of the mockery of some other clans. (GAZ6)

The high granite moors and rugged wooded valleys of Trollheim have been occupied by trolls for centuries. However, for the next three decades King Harald and the Royal Council of Vestland encourage settlement in the area of Trollheim between Dovefell in the north and Namsen in the south., under the Trollheim Homesteading Acts.

The Homesteading Acts At first seem to be a simple standard procedure one might follow to develop the wild lands. The king and Council begin by conferring a land grant to an eager entrepreneur, who gets the title of "duke" and owes loyalty directly to the king. The new duke sends in an armed expedition to drive away the resident trolls and, as soon as possible, build a fort that doubled as the ducal residence.

Unfortunately, the dukes generally fail to occupy or garrison the forts, and few are persistent or effective in keeping the trolls out of their new dominions. Settlers who move into these regions, clearing land for their sheep farms and building fortified steads, often find themselves unprotected from troll raids. (GAZ7)

1971 AY, 971 AC

The Marilenev rebellion is crushed by Duke Stefan Karameikos. (K: KoA)

Corwyn Hoff is named Chancellor after the resignation of Kalimi.

1972 AY, 972 AC

Balis, Daughter of Bali of the Torkrests, enters the military, keeping up the pace with her brother who is two years older than her. (GAZ6)

Moctitlapac is installed as Tlatoani - Emperor of the Azcans.

1973 AY, 973 AC

The Prothemian family, disapproving of Duke Stefan Karameikos' move to his new lands of Traladara, offer Olivia Prothemian the option to break the engagement. She chooses to let it stand and wait to see if the Duke succeeds in forging his nation before deciding whether or not to abandon him. (GAZ1)

1974 AY, 974 AC

On Safari Island, Ierendi, a wealthy high level fighter, Gastenoo Longblade, and a retired wizard, Simon Saint-Pierre pool their skills and resources and open the first adventure park, Gastenoo's world of adventure. It is an immediate success. Within five years there are dozens of imitators. (GAZ4)

1975 AY, 975 AC

The Academy of Naval Science is founded on the site of the original school to be used as the official training institute for the Navy of Ierendi. (GAZ4)

Balin, Son of Korin, is now a non-commissioned officer in the Rockhome military, continuing his rapid rise through the ranks. (GAZ6)

King Thar unites the Broken Lands, threatening Darokin commerce. He enforces the Tharian Code of Conduct; Thar’s Legion is created. Thyatis frowns at the military threat.

Rypien Hallonica is named Chancellor after the death of Hoff.

1977 AY, 977 AC

Work is begun on a breakwater around Ierendi City. Construction continues for the next seven years. (GAZ4)

Balis, Daughter of Bali, still keeping pace with her brother Balin's military career, is now a non-commissioned officer. (GAZ6)

1979 AY, 979 AC

Duke Stefan Karameikos marries Lady Olivia Prothemian, who is by now satisfied with Stefan's achievements with Karameikos. (GAZ1)

Devilfish resume their attacks on Undersea.

1980 AY, 980 AC

Lady Adriana Karameikos born. (GAZ1)

The Ierendi Tribunal (formerly the Council of Lords) is formed as the official advisory council to all palace matters. The council consists of both elected individuals and those chosen by the king and queen. (GAZ4)

Everast XV's wife (and cousin), Nais, perishes when a Skarrad experimental engine explodes during her official inspection. By this time she and the king have had three children: Bofin, Son of Bifin, Noris, Daughter of Nais and Duris, Daughter of Nais. (GAZ6)

Kori Fire-Eye, Daughter of Filia is born, cousin of Duro the Head of the Skarrad Clan. (GAZ6)

Constans Hyraksos is sent by his father to live with his uncle, Admiral Lucius Hyraksos, at the court of Karameikos, hoping that sending him to his boisterous uncle will cure his obsession with scholastic studies, which he considers strange. However, Constans quickly develops quite a feel for diplomacy, making his strange behaviour patterns even worse. (GAZ6)

Lycanthropes are again discovered in Minrothad and Undersea; fear spreads that more may have escaped the Silver Purge, and that the devilfish might be responsible.

For the next several decades, civilization spreads over the Savage Coast. Many sages say it spreads too fast. (SC)

1982 AY, 982 AC

Lord Justin Karameikos born. (GAZ1)

1984 AY, 984 AC

Construction of the breakwater around the city of Ierendi is completed. (GAZ4)

Moglai unites the clans of the Murkit tribe.

1985 AY, 985 AC

Balin, Son of Korin, is a captain now at the age of 35. (GAZ6)

Constans Hyraksos becomes a ministerial aide in the court of Karameikos, at the age of 20. (GAZ6)

Empress Eriadna decides to colonize in the west, and has a new fortress city built atop the ruins of the Thyatian trading station at Cape Alpha destroyed nine and a half centuries before.

The united Murkits defeat the warring clans of the Maghurs. All Maghur males are put to the sword.

1986 AY, 986 AC

Lord Valen Karameikos born. (GAZ1)

Moglai Khan turns his attention to the Hajiks. He defeats them and wipes them from the face of the earth.

1987 AY, 987 AC

Balis, Daughter of Bali, is by now a captain. (GAZ6)

From now until AC 990, Clans of the Ethengar Steppes unite into tribes for protection. The tribes turn to fighting each other.

1988 AY, 988 AC

Thrais, Daughter of Thori, daughter of a poor Wyrwarf family in the city of Smaggeft, marries Duro, the youthful head of the Nordenshield family and the Skarrad Clan, having previously been noticed by him thanks to the brilliantly-designed farm tools and implements she makes. She leaves her family to come to the Nordenshields. (GAZ6)

After Hallonica’s death, the Darokin Merchant’s Council names Corwyn Mauntea, great-grandson of Charles and Lydia, president.

1989 AY, 989 AC

Large numbers of Traladarans fleeing the Black Eagle Barony prompt Baron von Hendriks to invade the Five Shires. Three successive expeditions from Fort Doom are annihilated by hin ere Hendriks turns his attention elsewhere. (?)

Oran Meditor takes office; institutes reforms.

1990 AY, 990 AC

As part of her training, King Everast XV steps down as Senator for his family and gives that position to his daughter Noris. From now on, she ably represents her family in Grand Council. (GAZ6)

Duro, Head of the Family of Nordenshield and the Skarrad Clan, is trapped in a mine collapse in the mountains south of Smaggeft with his brother Bolto. Duro perishes; Bolto loses his left arm and his will to stay among dwarves who pity him, and so begs and receives a foreign posting from King Everast, becoming the Ambassador to Karameikos. Abandoned by her husband and brother-in-law, Duro’s wife Thrais faces older leaders of the clan families, dwarves who try to wrest control from her on the assurance that they could do better with their experience. Choosing to maintain her position and continue with the dreams she and Duro had, she sends the usurpers from her presence, physically when necessary, and holds on to the leadership of the family and clan. She soon becomes the most important dwarf in Smaggeft, including the city's governor, though she has many enemies within her own clan, dwarves who covet the clan-leader's position. (GAZ6)

Now 25, Constans Hyraksos is appointed to be the palace contact for Bolto Nordenshield, the Rockhome Ambassador to Karameikos. Fascinated by the dwarf and his stories of home, Hyraksos petitions to become ambassador to Rockhome when the post becomes available. (GAZ6)

The rulers of Ostland, King Hord Dark-Eye and Queen Rhora Anlafsdottir, are typical Cnute Clan monarchs. Hord is in his prime, a fearsome fighter, a veteran of many adventures and pirate raids, and an experienced general. He leads several of his warbands as allied troops ("mercenaries" would be more accurate) for Thyatis in Norwold campaigns. But Hord hopes to raise his own child to the throne - an acceptable route when a child proves worthy, but not something a Cnute monarch can plan for. However, Rhora dies in childbirth, with the child lost as well, and Hord's interest in rule wanes. In his depression, King Hord's political power begins to slip into the hands of the powerful priests of Odin. (GAZ7)

The Trollheim Homesteading Acts begun two decades ago have not gone very well. During the next decade many settlers leave their steads or are driven out by troll raids. (GAZ7)

1991 AY, 991 AC

Oran Meditor rescinds the isolation act and opens Minrothad to outside contact.

Moglai Khan aids the Bortaks against the Kiyats. In return, the Bortaks accept Moglai Khan as their rightful ruler. Surviving Kiyats also swear allegiance to Moglai Khan.

1992 AY, 992 AC

Empress Eriadna of Alphatia accedes to her son Ericall's demands for a kingdom of his own. She gives him the city of Alpha in Norwold, the empty title of king of that nation, and a great degree of autonomy.

Rajadhiraja Kapil ul Nervi dies of injuries sustained while battling a blue dragon that had plagued Baratkand. A grandson, Chandra ul Nervi, becomes Rajadhiraja. (CoM)

1993 AY, 993 AC

Through treaties with various tribal chiefs, sheiks and lords, the coastal ports of Jaboor and Fabia and the associated coastal plain are added to the Abbashan Emirate. (GAZ2)

Throic, Son of Oic, leaves home. For the next seven years he apparently lives off adventuring gains and does nothing much constructive. However, he is actually the chief of the Thorns, the lunatic group of young dwarves that frequently slips through the western mountains to bedevil the elves of Alfheim. (GAZ6)

1994 AY, 994 AC

Uighurs seek Moglai Khan’s aid against settlers from the Heldann Freeholds. The settlers are slaughtered.

1995 AY, 995 AC

Duris, Daughter of Nais, is appointed to the generalship of the Stahl Garrison. She vows to keep things safe and tidy there, and secretly sets her eyes on eventually taking command of the Karrak Castle Garrison - when her brother, now in charge there, leaves the military, or when she can show him up. At the same time Balin, Son of Korin, becomes general of the prestigious Dengar Garrison at the age of 45. He and Duris have an ongoing love/hate competition. Part of her drive to take command of the Karrak Castle Garrison is to get one up on Balin. It is said that she and Balin will eventually either be bitter enemies, or wed; no one can now tell which it will be. (GAZ6)

Lord Constans Hyraksos is granted the post of Karameikan Ambassador to Rockhome. For the next five years he keeps lines of communication open and accurate between Everast XV and Duke Stefan, and throws himself into a comprehensive study of dwarven language, history and culture. (GAZ6)

King Ericall of Norwold grants governorship of Landfall to his half-brother, Lernal the Swill.

First assassination attempt on Oran Meditor; Clan Kasan is behind the attempt and is removed from control of the Water elf Guild; Clan Elsan is promoted to replace Clan Kasan.

1996 AY, 996 AC

The Taijits attack the Yakkas but are defeated. Moglai agrees to aid the Taijits in return for them becoming vassals. Fearing defeat, the Yakkas also join Moglai. The other tribes rapidly follow and Moglai is declared Khan of Khans. The Keshak is formed.

1997 AY, 997 AC

Balis, Daughter of Bali, is awarded the generalship of the Fort Denwarf Garrison, two years after her brother Balin was awarded his generalship. Two years younger than he, Balis has been keeping pace with Balin since she joined the military two years after he did. (GAZ6)

The giants are becoming more numerous in the central Makkres Mountains and decide to build themselves a new giantish capital. Numerous frost giants leading stone and hill giants, not to mention lesser servitors, start work on building a large giantish city in these mountains, unknown to the nearby dwarves. They call their city Jotunheim. (GAZ6\*)

1998 AY, 998 AC

Second assassination attempt on Oran Meditor; the assassin is believed to be a hired wizard from Glantri.

Undead are reported in the waters to the south of Undersea.

1999 AY, 999 AC

Irena Piotrev, daughter of an impoverished wheelwright's family from the village of Marilenev in Karameikos, goes to Rockhome on advice from Teldon, head of the Magicians' Guild of Specularum. She is in her late teens, having run away from home to escape her gloomy existence and begged Teldon to teach her magic-use. She finds in Dengar both steady employ from the dwarves and an ally in fellow countryman Ambassador Hyraksos. (GAZ6)

In Serraine's Crafts & Guilds day, the coveted Gemeye Medal is controversially awarded to a brass kitchen machine that grates cheese, slices zucchini, nips the top off boiled eggs in egg cups while simultaneously preparing and serving omelettes and forecasting the day's weather. (PC2)

### 1000 AC: The Modern Era

2000 AY, 1000 AC

The Modern Era: all D&D Gazetteers and Hollow World accessories are set at this time. (GAZ series, HW series)

The Empire of Thyatis celebrates its first Millennium. (GAZ1)

Ylari culture and economy flourishes under the governance of sultans from the Preceptors faction of Al-Kalim's descendants. Since Al-Kalim's death, the Kin faction has politely acknowledged the political authority of the Preceptors, but they have strongly contested the issue of religious authority. In the two centuries following Al-Kalim's birth, the Emirates of Ylaruam has grown to be a respected mercantile nation and a military force to be reckoned with. Its people enjoy an ever-improving economy, a rapidly expanding population and a remarkable degree of political stability and security. Though the peoples of Ylaruam are somewhat isolated from the rest of the world, and perhaps often ignorant of its ways, the typical peasant farmer or nomadic herder of Ylaruam enjoys a higher standard of living than the peasants of neighbouring nations, and the scholars and wizards of Ylaruam 's urban universities can honourably claim peerage with the pundits and sorcerers of far-older and well-established empires like Alphatia and Thyatis. (GAZ2)

Polybius, a Thyatian Minister of Sorcery, recently traced Macrodorus' master gem and stole it from the Imperial Treasury. He is now experimenting with it, hoping to reassert the gem's power over the bearers of the other Ionian Gems (three Ylari: an adventurer; a sorcerer, lecturer at the University of Ylaruam and member of the Council of Preceptors; and the son of an emir). (GAZ2)

Contemporary period of Glantri. (GAZ3)

Those who have recently used the enhanced teleportation abilities of Goblin Park, one of the Good Magic Points in Alfheim, formed nearly 300 years ago, have sensed something dark, cold and evil in the instant of "betweenness" before arriving at their destination. Unknown to the elves, the goblins' foe draws closer and becomes stronger each time a transportation spell is used here. (GAZ5)

After 1,500 years of elven hunting and a slowly-growing elven population, Alfheim has more game animals now than when it began as a forest thanks to the elves' policy of forest conservation. (GAZ5)

In the centuries since the establishment of Alfheim Town, trade has opened up with most surrounding lands. Any nation with any possible interest in Alfheim products is represented in Alfheim Town, although trading anywhere else in Alfheim is still as strictly controlled as elves can control such things. (GAZ5)

In the dwarven calendar, it is the Year 1508 Since Sardal. Everast XV is on the throne of Rockhome. Rockhome is as solid as ever, the centre of dwarven civilization and trade. Dwarf colonies and communities in other parts of the continent keep in communication with their motherland. In the face of harsh winters, trade wars and occasional invasions by orc and goblins tribes, Rockhome stands powerful and indomitable in its own corner of the world. Certain old dwarves who participated in the Glantrian "Days of Infamy" between AC 802 and 828 are still alive and keeping the old hatreds alive. Over the last two centuries, the political leverage lent by control of the nation's food has given the Wyrwarfs official recognition as a clan and places on the Senate. Most of the other clans of Rockhome ignore the Wyrwarfs, now regarding them as just another clan with a working specialty, albeit a sorry and somewhat despised one. The exception is the Torkrest Clan, which still considers the Wyrwarfs to be contemptible upstarts who need to be broken up and put back in their place.

The Ylari are allies of the dwarves, as are the Darokin humans, who also try to mediate in disputes between Rockhome and the elven nation of Alfheim, which is near enough for eager dwarven adventurers to make occasional raids into. Rockhome mercenaries sometimes help in Ethengar border actions against Glantri, but there still have been no major wars involving the dwarves in the last few centuries. (GAZ6)

Kori Fire-Eye, Daughter of Filia, leaves home for the adventuring career. She is a favourite of Thrais, her late-cousin's wife and her family leader, and is anxious to help her in these difficult times. (GAZ6)

Vestland is a modern nation and a strong independent trading partner with the nations of the Known World, maintaining cordial political and trade relations with Soderfjord, Ylaruam, Ethengar and Rockhome. Some factions favour an alliance with Soderfjord against Ostland to discourage Ostland raiding, but currently the king is avoiding open conflict with Ostland. Ostland is a powerful independent ally of Thyatis, aggressive and belligerent, barbaric in culture and religious practices. Soderfjord is a weak alliance of feuding minor jarls, victimized by giantish clans and Ostland pirates. (GAZ7)

Recently a new player has entered the Ostland political arena: King Hord's new young wife, Queen Yrsa, whose vision promises unprecedented change to Ostland as she consolidates her power. (GAZ7)

For decades, the kobold clans of the Northlands have kept to themselves in their underground fastnesses, apart from occasional warrior raids. The human nations of the Known World take little note of their affairs. However, the recent increase in kobold raiding in southern Soderfjord may be a sign that this situation is changing. (GAZ7)

Encouraged by Thyatian Imperial representatives, and in spite of threats by the Council of Alphatia, King Hord has authorised the settlement of seven colonies on the north-western coast of the Isle of Dawn. Three colonies are already established; the other four are in the planning and outfitting stages. With reports of gold and silver discovered in this region, the House of Cnute is ever more eager to move ahead with the programme.

Life in the colonies is expected to be dangerous but profitable. Apart from the considerable challenge of the Isle of Dawn's bizarre wildlife, peculiar climate and hostile humanoid races, the powerful sorcerous agents of the Alphatian Empire and their loyal servants are expected to oppose the establishment of these colonies. Fortunately, most of Alphatia's energies are directed elsewhere at the moment, though that condition might change at any time. (GAZ7)

Almost every nation in the North is interested in the fortunes of the small Ostman clan. Ostland's enemies wish to heighten the friction between the Cnute dynasty and the Ostmans, weakening the nation overall. Those supportive of national unity would see them reconciled with the ruling monarchs or eliminated.

Asgrim the Bowed advises the king to abolish the Frey/Freya monasteries on Kalslo and confiscate their lands and properties. With the monasteries out of the way, Hord could establish himself as protector of the tombs of the ancestral Ostland kings - and clandestinely plunder those tombs for the treasures they conceal.

Yrsa's spies inform her of this plan, which she opposes. She may not work directly against the scheme, but she counsels Hord against overt actions that would divide the nation.

The monasteries are informed of their peril, and petition the cult's patriarchs for aid. The monasteries also seek the assistance of the Ostman nobility, who are loyal Frey/Freya followers and the traditional defenders of the monasteries. (GAZ7) ...

Some of Hord's jarls offer to remove the annoying Ostman clans permanently, in return for Kalslo Island as clan domain. Yrsa works to avert a civil war that will endanger more promising programmes like Hord's alliance with Thyatis, and the colonization programme. She also makes it clear, through her agents, that the Ostman jarls are better advised to make common ground with her growing power base than to start an internal war the royal house is quite capable of finishing.

So far, Hord has not answered the jarls who propose this scheme, but certain of his older counsellors secretly encourage these aggressive jarls to take matters into their own hands. A younger Hord would have acknowledged the exterminators of the Ostman clans as their rightful successors, once the deed was done. The older Hord now on the throne is more capricious, and Yrsa's growing power leaves some counsellors unsure of which way to jump.

Finally, several times in the past decade the Ostmans have sent agents to the King of Vestland and to the war leader of the Jarldoms, offering to rebel against the Cnute king if Vestland and the Jarldoms would offer military and diplomatic support. Vestland has consistently rejected these entreaties. The Jarldoms' war leader, Ragnar, has recently agreed to such an offer, subject to his approval of a workable plan and a timetable. (GAZ7)

The descendants of king Ottar continue to rely on a strong yeomanry defending Vestland's security. Vestland is accurately regarded as weak in offensive capability, but its Home Guard is exceptionally effective patrolling its frontier borders and discouraging Ostland pirates and raiders.

Further, the Vestland kings of the House of Ottar have pursued government and social policies which have made Vestland a growing economic power in the North. Support of craft guilds and foreign commerce have made Vestland wealthy. Its townsfolk are as happy and prosperous as may be found in the Known World, and many craftsmen, farmers and fishermen benefit from the high prices their goods earn in local and foreign marketplaces. Vestland's open society has also encouraged an influx of foreign settlers (most notably, Rockhome dwarves), enriching Vestland's culture and technology.

The House of Ottar has also supported the study of classical spellcasting.

The kings in Norrvik have long encouraged settlement of the Trollheim hills, but only recently has King Gudmundson been able to support expeditions and border garrisons in the area. However, the disastrous failure of the Trollheim Homesteading Acts is a scandal and embarrassment to the king and the Council. The ducal titles and land grants are rescinded, and charges of treason are brought against the most negligent entrepreneurs. The royal treasury is opened to fund expeditions to pursue troll raiders all the way to their hideouts. Units for the protection of the region are formed in Sudorn and Tromso, while units of the Home Guard are dispatched to occupy, rebuild and garrison the former ducal estates.

After three decades of ruthless extermination by the humans brought in by the Trollheim Homesteading Acts, a small but dangerous minority of the trolls of that region is now beginning to catch on to the art of modern warfare against human foes and organise themselves in response, putting Vestland on the defensive. Isolated steads are assaulted by well-led troll raiders. Before neighbours or Home Guard garrisons can rally in defence, the raiders have destroyed the stead and slaughtered its inhabitants, then withdrawn into the back country where they can easily elude trackers. (GAZ7)

Feelings still run hot in the area of Sudorn on the north coast of Vestfjord Bay after the clan warfare of the 8th Century. Blood feuds are common, even drawing in casual travellers who unwittingly slight a touchy clansman. Trolls, mostly absent from this region for the last four centuries, are sighted more frequently, scouting near remote lowland steads. As yet, no raids have occurred, but the farmers in the area are nervous and request a detachment of the Home Guard be brought in as a precaution. (GAZ7)

In Haverfjord on the Overland Trade Route, the political climate is touchy. Recent decisions by Leif the Lean, clanhead of Haverhold, are alienating Bifurr Mim (the dwarven mayor) and the town Council, and unsettling the wealthy merchants of the town.

Leif admires the conservative values of the Ostlanders, and seeks close ties with the Ostman clan of Noslo Island. He has offered his daughter in marriage to a young scion of that clan.

Now Haverfjord is experiencing a crime wave, brought on by a well-organised crime-network that has sprung up in this previously sleepy town. The local folk blame it on the closer relations growing between the Haverhold clan and the Ostman clan and the populace is pressuring the mayor and Council to protect them, since the clanhead will not. Merchants know the shady reputation of the Ostman clans, and see pirate raids increasing on local shipping. They are becoming reluctant to move their goods through the area, to the detriment of all. (GAZ7)

The sovereignty of the Vanger region has been disputed by Vestland and the north border clans of the Jarldoms.

Ragnar the Stout, war leader of the Jarldoms, desires no conflict with Vestland at this time, but the clanheads of Haltford, Boddergard and Hillgard covet the neighbouring domains of Hrutmark and Bornbank, and they wilfully disregard Ragnar's authority.

These clanheads stir up trouble with the Bornbank clan, hoping to spark a border war. Then the clans will call on Ragnar for troops, confident that the war leader will help them rather than risk losing the support of the other jarls of Soderfjord.

Rotolf Kalfson of Bornbank clan warns Guthorm Brittle-Bone of Soderfjord's Boddergard clan that any further raids by men of Boddergard will be regarded as an act of war. Rotolf swears in a message he has delivered to Guthorm, "If provoked again, I will pursue your cowardly dogs to the door of your hall."

Rotolf is hiring mercenaries, and accepting freemen into his service as clan warriors. Men accepted as clan warriors are officially adopted into the Bornbank clan, and entitled to the obligations and hospitality of its hearths. Rumour indicates that Rotolf is not being fussy about accepting outlaws, clanless men or foreigners into his service and clan. (GAZ7)

Arnulf Burison, head of the Landersfjord clan, offers a reward for the recovery of two enchanted headposts, carved with runes and decorated in gold and silver, taken from the death ship of an ancient royal tomb. The headposts disappeared from Oland's Rest, an Odin monastery in the hills west of Landersfjord, where they had been taken for study. The posts are reportedly sacred to Odin, and bear rune variants previously unknown. (GAZ7)

In the past half century since the forming of the Nordhartar Defence League, the successors of the signers of the Treaty of Allied Dominions have on the whole remained loyal to the League. The motivations of Ragnar the Stout, the current war leader, are both ambitious and patriotic. He enjoys the wealth and power of his position, but he also believes that the Jarldoms must become a modern, unified nation in order to avoid being swallowed up by Ostland and Thyatis. He is willing to employ means - persuasion, diplomacy, or despotic ruthlessness - to achieve his aims. (GAZ7)

Troubles have begun to stir again in the Shires; it is a time for adventurers.

Minrothad celebrates 150 years of nationhood; Oran Meditor makes public appearances to stop rumours of his continued ill health.

Moglai Khan begins to modernize the Ethengars. Foreign travellers are welcome at the Court of the Golden Khan. Moglai turns Ethengarian aggression outwards by probing the defences of neighbouring states.

Shark-kin tribes take up arms against the land dwellers; devilfish increase their attacks on Undersea; the numbers of undead and werecreatures in the southern waters grows at an alarming rate.

Ixion, Ruling Hierarch of the Sphere of Energy, quarrels with Rad over Rad’s right to research the Radiance; a council of Hierarchs votes on the matter, but the results are tied; Ixion swears to wipe out Rad’s followers if Rad does not stop draining magic from the World of Mystara. Between now and AC 1004, three groups of Immortals form around Ixion and Rad’s disagreement - The Fellowship of the Star (Rad, Rafiel, Rathanos, Ka, Korotiku, Asterius, Eiryndul, Vanya), The Ring of Fire (Ixion, Valerias, Ilsundal, Alphatia) and The Brotherhood of the Shadow (Atzanteotl, Hel, Alphaks).

Prince Haldemar of Haaken foils a plot by the Rajah of Jaibul to add Putnabad to the Rajahstan of Jaibul. (CoM)

In Graakhalia the last few centuries have mellowed many Graakhalians’ memories of the AC 722 uprising. However, some of the elven rebels are still alive and are still quick to see dangerous insult in gnollish behaviour. And some gnollish parents tell their children of the awful time when, two and a half centuries ago, the elves still living in Graakhalia killed their many-times-removed great-grandfather. (CoM)

The Most Serene Divinarchy of Yavdlom is a large realm governed by prophets, soothsayers and seers. With close to a million citizens, Yavdlom has built a thriving civilization in the swamps and jungle-cloaked hills of Thanegia Island. (CoM)

The Council of Serraine is presided over by Mayor Santarian Keltander, a pegataur. Other members are divided between the races of the Flying City as follows: seven gnomes, one faenare, two nagpa and one human mage. (PC2)

Beginning about now, another series of devastating wars sweeps the Savage Coast. Hule attacks the City-States and the Savage Baronies. Tortles - for the first time in their history - revolt against their oppressors. Peasants in other places also revolt, as do colonies against their parent states. The gnolls, orcs, and goblins who live along the coast rise against the humans and demihumans. The orcs of the Dark Jungle attack the manscorpions of Nimmur, and the enduks and ee'aar take advantage of the distraction to attack as well. Border conflicts flare between Bellayne and Shazak; Bellayne and Renardie; Renardie and Eusdria; Eusdria and Robrenn; and among the Savage Baronies. The gurrash attack the shazaks and the caymas. The goblins of the steppes form another horde, sweeping into Herath. Natural and unnatural disasters occur, and plagues move through the land, accompanied by the expansion of the Red Curse. (SC)

### 1004 AC: Wrath of the Immortals

2004 AY, 1004 AC

The Immortals Vanya and Valerias, on opposing sides and unaware of each other, have taken on mortal forms in the Empire of Thyatis. Vanya becomes Emperor Thincol’s lover and advisor. Valerias turns her identity’s estate into the social centre of the Empire and seduces the empire’s leading families, setting them at each other’s throats.

The Thyatian and Alphatian Empires both start to show signs of patriotism of the highest degree, especially the military, who exhibit a "my Empire is best" opinion, and show off about it.

2005 AY, 1005 AC

The Known World is at war. The Alphatian wizards declare war on the Glantrian wizards, and Thyatis allies with Glantri against Alphatia. The Desert Nomads invade Darokin. (K:KoA)

2006 AY, 1006 AC

Karameikos declares independence from Thyatis. Alfheim is corrupted and conquered by the Shadow Elves. A meteorite strikes the Glantri/Darokin border. Lady Adriana Karameikos marries Lord Devon Hyraksos. (K:KoA)

2007 AY, 1007 AC

Refugees from Alfheim (now called Aengmor) settle in Karameikos. Lucien Hyraksos, Adriana's first child, is born. (K:KoA)

2008 AY, 1008 AC

Plague year in the lands north of Karameikos. Karameikos remains relatively unharmed. (K:KoA)

2009 AY, 1009 AC

The war between Thyatis and Alphatia concludes with the invasion and near-destruction of Thyatis and the sinking of Alphatia's main island. (This sinking is a mere displacement of the huge island to the Hollow World, where it is an airborne continent.) Argent Hyraksos born. (K:KoA)

2010 AY, 1010 AC

The Karameikan School of Magecraft is founded in Krakatos. Terari, a wandering Alphatian mage, is made headmaster and Minister of Magic. (K:KoA)

The effects of the recent wars are still felt throughout the Savage Coast. Nations tend to be distrustful of one another, though individuals from differing states can still get along (people of conflicting nations often fight together against greater threats). When Herath was invaded about a year ago, the mages fought back but could not prevent the goblin hordes from destroying certain magical wards which had been holding back the Red Curse, causing it to sweep over most of the Savage Coast. Now, thousands of years of ruins, from ancient Nithian pyramids to recently destroyed castles and villages, dot the coast. Paranoid states vie for power; hostile natives strive for survival. People twisted by the Red Curse roam the land and hide in secluded villages. People seek to control the magical metal cinnabryl for its ability to alleviate the curse; others seek the roots of the curse in an effort to eliminate it. (SC)

2011 AY, 1011 AC

Halflings invade the Black Eagle Barony. They capture Ludwig von Hendriks with King Stefan's approval. However he later escapes. (K:KoA)

2012 AY, 1012 AC

The present day for the Karameikos: Kingdom of Adventure campaign setting. (K:KoA)

This is the present day of the AD&D Mystara campaign setting, including the Glantri, Red Steel and Savage Coast settings. (G:KoM, RS, SC)

At the start of this year, King Stefan changes the name of Specularum to Mirros, a Traladaran word for hope. (K:KoA)

### Future History

2020 AY, 1020 AC

Joint Darokinian and Thyatian operations against the Broken Lands to protect their interests. All-out war pits humans vs. orcs.

2050 AY, 1050 AC

Ylaruam falls under the rule of the Kin faction Sultans. Culture and economy flourishes, but values are in decline, and there is a resurgence of traditional tribal enmities. (GAZ2)

2150 AY, 1150 AC

Vestland has become progressively more modern and feudal. The worship of the Northman pantheon has waned among the noble and middle classes, and been supplanted by the growing influence of the Ruthinian faith, a lawful and civilised religion. The Trollheim hills have been pacified and colonised. With the removal of the troll nations as a buffer state, relations between Ethengar and Vestland have become strained, and border raids by both nations have become commonplace. The deaths of High King Maramet of Vestland and his sole heir throw the nation into political turmoil. The Sorona, the enchanted crown of Vestland, is sought by various factions hoping to claim the throne. (See module X13, Crown of Ancient Glory.) (GAZ7)

2200 AY, 1200 AC

The Great War: setting of modules X4, , X5 and X10 - the invasion of the Master of the Desert Nomads. The rise of the Master of the Desert Nomads in distant Sayr Ulan prompts embassies from the Republic of Darokin and the Master to court Ylaruam's alliance, as well as an alliance with the nations of the Northern Reaches. (GAZ1, GAZ2, GAZ7)

Some time within the next hundred years, the wizard Barimoor attempts to acquire the Bead of Oblivion from deep beneath Surra-Man-Raa, having researched its defences thoroughly. Thereafter, Barimoor's preparations for achieving Immortality are likely to be complete, not long after the Master's invasion. He waits until that conflict has sapped the strength and resources of nearby nations before making his challenge. (GAZ2)

Ylaruam is divided into two factions: the Kin faction, which has come to power and rules in Ylaruam; and the Preceptor faction, which survives as outlaws among faithful nomad tribesmen. The Kin faction is inclined to ally with the Master in the Great War. The Preceptor faction favours remaining neutral until convinced of the Master's evil, but they are unlikely to have a say unless they are restored to power. (GAZ2)

## Appendix

## Bibliography

GAZ1 The Grand Duchy of Karameikos

GAZ2 The Emirates of Ylaruam

GAZ3 The Principalities of Glantri

GAZ4 The Kingdom of Ierendi

GAZ5 The Elves of Alfheim

GAZ6 The Dwarves of Rockhome

GAZ7 The Northern Reaches

GAZ8 The Five Shires

GAZ9 The Minrothad Guilds

GAZ10 The Orcs of Thar

GAZ11 The Republic of Darokin

GAZ12 The Golden Khan of Ethengar

GAZ13 The Shadow Elves

GAZ14 The Atruaghin Clans

Dawn of the Emperors

The Hollow World

HWR1 The Sons of Azca

HWR2 The Kingom of Nithia

HWR3 The Milenian Empire

Wrath of the Immortals



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