

ÆRCHELON TIMELINE

The following is a skeletal timeline of major events that occurred on the continent of Ærchelon. Dates are given in years and conform to the Tárnic Calendar, which uses the following abbreviations:

AC	The Age of Creation	Greater than 10,000 years ago
AD	The Age of Dreams	Ended 4,600 years ago (5,000 years)
AI	The Age of Ignorance	Ended 1,100 years ago (3,500 years)
AH	The Age of History	Current Age
FE	The First Era of AH	Ended 154 years ago (852 years)
SE	The Second Era of AH	Current Era (154 years)

1 - 3500 AD Elder Powers and their mortal servants roam Ærchelon. The two groups enjoy frequent contact, and the Elder Powers bestow upon the various mortal races great knowledge of magic, science, art, and philosophy.

The mortal races consist of the mannish races in both northern and south-western Ærchelon. Each of these races are cut off from one another by natural barriers, but both are said to have been born of the Pancreator himself. The duarves (dwarves) are created by Pyros and Ærchia, while the Ardi (elves) are created by Balidae. The Gnomes (gnomes) are created by Bhalaki.

The duarves settle in portions of the Shadow Peaks and the High Range (now known as the Vapour Peaks and Agamemnor's Fingers). The ardi choose to settle in temperate woodlands across the continent. Gnomes populate hill-lands across the continent.

These races create stable kingdoms and develop in civilised directions, aided by the knowledge granted by their Elder Patrons. Huge cities are erected to house members of these kingdoms, and the trade of food, magic, and knowledge is trafficked between them. Wondrous artefacts of magical power are created, easing the hardship of survival and raising the quality of life.

3000 AD The Orsch (orc) and OGREK (ogre) races are created by Coskk to represent his own interests in mortal form. Brutish and warlike, both orsch and ogrek vent their hostile tendencies on each other instead of men, duarves, or ardi. The humanoid races of Coskk dwell in wilderness areas cut off from contact with other, more civilised races.

Around this time, the Elder Powers Urtul and Delgorion begin to populate the subterranean depths of Ærchus with their own creations. Jealous of the duarves created by Pyros and Ærchia, Urtul creates his own race of deep earth-dwellers, the malduarves. Delgorion, borrowing from the creations of Balidae, creates the subardi, a race of subterranean ardi. Mephestus, harbouring some enmity toward Delgorion, subverts the subardi into a malicious and xenophobic race.

3600 AD Contact between orsch and humans occurs when a group of men, intent on settling the slopes of the High Range are attacked by humanoids. The men manage to split up and erect settlements in the areas of present-day Frisia and Jutea. For some years, the humans manage to eke out a sparse living, but they are eventually eradicated through humanoid attacks before a full generation passes.

Sometime about this period, various portions of the vast mannish kingdoms engage in petty wars and power struggles--mostly over land acquisition or the possession of particularly powerful artefacts. The Elder Powers are believed to have been intrigued by these conflicts, but intervened only to prevent the annihilation of any one race.

3800 AD Mannish kingdoms continue to war among themselves, though they now extend their hostility to humanoid races as well as the duarves and the ardi. The Elder Powers Balidae, Bhalaki, Pyros, and Archia, outraged that their peaceful, industrious mortal servants are the objects of war, appeal to the Pancreator for aid, or, at least, the ability to intervene on behalf of their creations. Permission is granted, and the

struggles endured by the mortals becomes encouraged by the Elder Powers as they choose sides and support their servants.

3900 - 4950 AD The mortal wars escalate as the Elder Powers actively participate to ensure the victory of their chosen peoples. All of Ærchel on is thrown into open conflict, and hatred and mistrust among the mortal races is high. The Elder Powers entrust their servants with great arcane secrets, which are formed into powerful weapons of war and mass destruction.

The carnage of this time is without precedent, and the Elder Powers themselves become dangerously fractionalised. Many of these divine beings disassociate themselves from the Pancreator's Council, blaming that power for the chaos and deprecation among the mortal races. Other Elder Powers increase their efforts to carry their chosen people to complete domination.

4960 AD The Gnomes of Bhalaki are completely eradicated from the world, destroyed by arcane weapons developed by the mannish peoples. This event, unguessed at by any Elder Power, jolts the Pancreator's Council into realisation and proves to be a catalyst of terrible consequences.

It is decreed by the Pancreator that the Elder Powers may no longer engage in direct contact with their mortal followers, since, it is stated, no mortal race is capable of using divine knowledge for any purpose outside of war.

The Elder Powers still associated with the Council agree grudgingly, but feel that the Pancreator's proclamation is an insulting, token admission of his misuse of power. The Pancreator is banished, and rumoured to be imprisoned in some alternate dimension of the multiverse.

In his absence, the remaining Elder Powers adhere to the the Pancreator's final command and remove themselves from the affairs of mortals, plunging the world of Ærchus into the Age of Ignorance.

0 - 3500 AI Left without the support of the divine, the mortal races of Ærchel on are left to their own devices. They continue to wage war against each other, using up whatever scraps of divine knowledge they still possess in the process.

Terrific engines of war are constructed, but the arcane power needed to fuel them cannot be replenished; their power is consumed as they are used and, when exhausted, they are left inert. Mortal races, having lost the support of the Elder Powers, and rapidly depleating their stores of technology, are reduced to barbarism. Cities are destroyed and not rebuilt, great arcane secrets are lost, and fire consumes the land. Chaos and bloodshed dominate life on Ærchel on and, indeed, the entire globe.

Dozens of racial groups galvanise themselves into clans and tribes, and each defends their territories in a simple struggle for survival. Petty warlords rise up to carve out small, nearly feudal kingdoms and city-states, built atop the ruins of the Age of Dreams. Humanoids and other fell creatures rise in population and swell their homelands to descend upon the loosely organised realms of the more "civilised" races.

By the end of the Age, only two mannish races prove strong enough to form stable kingdoms: Through a series of successful conquests and a middling degree of self-sufficiency, a people known as the Tarn develop their city-state of Cynd into a strong and independent seat of rulership over a small but growing domain. At the same time, the Manaðeren of the north-central portion of the continent begin to expand their borders west and north by maintaining a strong and protective presence in the lands they conquer.

125 AI The empire-building race of the Ægyptians disappear

- from their homeland in north-eastern Mueretania, leaving behind a legacy of mysterious artefacts and architecture.
- 3200 AI In an attempt to gather their people for protection, the ardi of Northern Ærchelon migrate to the heavily wooded area surrounding the northern and eastern shores of the Dusk Sea. From their forest kingdom, known as Ru'a'Teledaïn, the ardi defend themselves from the barbaric tribes and unorganised peoples of the region, sequestering themselves deep behind the protection of their forest home. By 3250, there are over 10,000 nolardi in Ru'a'Teledaïn.
- 3450 AI The Halls of Orsaurn are founded by the duarves (mountain dwarf) deep within the Vapour Peaks. The Halls are home to some 4,000 duarves, who mine the rich iron and silver veins of the range. The formation of these grand halls is initiated by the chaos of the racial conflicts on the surface, and the duarves, having chosen the site for spiritual reasons, are firmly entrenched.
- 0 AH The Tärnic Calendar begins with the Year Zero, marking the beginning of the Age of History. At this time, the Tärn rule over whole of the Cyndian Peninsula, having swept up the independent city-states that once dotted the land. Cynd, their capitol, marks the strongest and most stable area of civilisation on western Ærchelon.
- 12 FE The large city-state of Manaðer rises as the prominent power of north-central Ærchelon, having sworn to loyalty the independent villages and settlements within a single day's ride north, south, and west.
- 120 FE The Empire of Manaðeren extends north to the slopes of the Forlorn Hills and west to the junction of the Bedwyn and Duskflow rivers. Like Cynd, Manaðer represents the strongest and most stable bastion of civilisation in the region.
- 156 FE The Halls of Orsaurn are overrun by humanoid armies from Ungfel, led by Agamemnor the Lich King, from his many-spired tower of Tak-Navalev. The duarves fight these enemies bravely, but are pushed back into a route. Less than 600 duarves survivors escape.
- 157 FE A band of some 250 duarvish refugees from Orsaurn found the kingdom of Gael-dür in the southern spur of the Fingers of Agamemnor.
- 159 FE A band of some 300 duarvish refugees from Orsaurn found the kingdom of Azul-dür in the Shadow Peak Range.
- 161 FE A tribe of mannish barbarians called the Frisians settle the western slopes of the Vapour Peaks. Loosely organised, they form the only human nation north of the Dusk Sea.
- 165 FE The Jutes, a tribe of mannish barbarians, settle the hill-lands north of the Fingers of Agamemnor. They are similar in many ways to the Frisians, though little contact exists between the two tribal nations.
- 178 FE Explorers from Manaðer traveling west erect the settlement of Weston at the confluence of the Bedwyn and Duskflow rivers in western Manaðeren. The next two decades see gradual expansion to the west by these peoples, as farming communities spring up across the plains east of the Ferric Hills.
- 192 FE Formal contact is made between the settlers of Western Manaðeren and the nolardi of Ru'a'Teledaïn. The relationship between the two races is largely uneventful; the elves opt to minimise contact with the humans provided that the settlers agree to use the Ferric Hills as the boundary of their westward expansion.
- 240 FE Relations between Western Manaðeren and the Opal Throne begin to disintegrate as the distance between the two limits contact and the influence of the capitol. Trade is still conducted, but the people of

Western Manaðeren are increasingly reliant on their de facto capitol of Weston.

The duarves of Gael-dûr cooperate with the Jutes to erect the trade city of Baln on the eastern coast of the Northern Ærachelon. Baln serves as a common ground where the two cultures meet; the Jutes adopt many trappings of civilised duarvish culture, becoming firm allies of the demi-humans in the process.

- 255 FE Weston is called to raise arms against the nolardi of Ru'a'Teledaîn in pursuit of Manaðer's imperial interests. Weston refuses and the Manaðeren Civil War results. By the war's conclusion in 264 AH, Western Manaðeren becomes the province of Baeleron and pledges full compliance to the Opal Throne of Manaðer.
- 264 FE The Manaðeren Civil War ends with the destruction of Weston and the assumption of Baeleron as Duke of what was Western Manaðeren. Dulain is erected as the new capitol of the Province, and Baeleron's first goal is to subjugate the nolardi of Ru'a'Teledaîn.
- 265 FE The First Ardic War begins as Baeleron seeks to expand into Ru'a'Teledaîn.
- 285 FE The First Ardic War ends after two decades of bitter guerilla fighting; Baeleron gains little actual territory in the conflict, at the cost of thousands of lives.
- 314 FE Manaðer constructs a series of hill forts along the northern and western extents of the Bedwyn Hills. These strongholds will be used throughout the next century as staging grounds for further aggression against the Ardic Court and for further expansion into the north.
- 318 FE The Second Ardic War begins, staged from Manaðeren border outposts along Ru'a'Teledaîn's north-eastern fringe. At the same time, Baeleron is called to engage the nolardi from the south-east.
- 349 FE The Second Ardic War ends, again with significant losses suffered by Manaðer at a high cost. At the close of the conflict, Manaðer opts to focus its energies on northward expansion, though Baeleron is the target of nolardi hostilities for the next half century.
- 386 FE Manaðer expands its Empire to the north-west, annexing the Malkîr Plains and its nomadic inhabitants.
- 399 FE The Stout Wall--a series of a half-dozen hill forts--is erected in northern Malkîr. These strongly defended keeps are linked via a broad stone wall strung out along the southern slopes of Agamemnor's Fingers; the defensive line marks the northern border of the Manaðeren Empire.
- Despite grave warnings from the Ardic Court, Manaðer continues to direct raids into ardic territory from staging areas in Baeleron.
- 400 FE The Târn discover a remote island north-west of Ærachelon. This island, named Aquitane, is populated by fierce barbarian tribes. Contact with these tribal peoples is strained, as the natives of Aquitane are hostile to outsiders. The Târn, however, note through their scouting expeditions that the island possesses significant resources.
- 402 FE The Highdale Massacre occurs when three nolardi divisions descend upon the town of Highdale in the Whispering Dales, sacking the settlement and slaying the entire civilian population in a bloodbath of Ardic steel and magical fire.
- 403 FE The Ærachelon Pact is signed between Manaðer and the nolardi of Ru'a'Teledaîn. This treaty calls for Baeleron settlements to remain east of the Ferric Hills and forswear open hostilities against the Ardic Court. In turn, the nolardi agree to release their hold on Baeleron and return to Ru'a'Teledaîn. While

- Baeleron's position is officially backed by Manaðer, the Opal Throne never publically acknowledges its approval of the accord.
- 405 FE The Malkîr Pact is signed between the duarves of Gael-dûr and Manaðer. The mutual defence agreement calls for alliance between the two nations in the event of any large-scale attack from the Dark One in the region. In hindsight, it is historically assumed that Manaðer entered into this agreement lightly, since no activity by the Legions of the Shadow had threatened the area for over three-and-a-half centuries.
- 415 FE Agamemnor, the Lich King of Ungfêl, launches his humanoid armies against the Frisians to the south-west. These mannish barbarians, warlike and loosely organised, meet the onslaught with bitter resistance. As the months wear on, however, the Frisians, largely cut off from any assistance, fall to the Dark One by the Spring of 416, and their tribal nation is quickly brought under the control of the Lich King.
- 420 FE The Dark One rises again to descend upon the Jutes. Unlike the Frisians, the Jutes, allied with the duarves of Gael-dûr, are not defeated. The successful repulsion of the Dark Army is credited more to the ferocity of the duarves, who recall all too vividly their expulsion from the Halls of Orsaurn four centuries earlier.
- In accordance with the Malkîr Pact, Manaðer sends troops to aid in the fighting; these levies arrive within a month after the initial fighting, but do not see the brunt of the conflict. Instead, they are garrisoned at Baln and in the highlands between Agamemnor's Fingers. These Malkii warriors prove themselves at the Battle of Baln in 422, successfully defending the city with duarvish allies over the course of a seven month siege.
- 425 FE The War for Jutea ends as the legions of the Shadow are sorely beaten and forced to retreat into the hidden vales in Agamemnor's Fingers and the Vapour Peaks, leaving the duarves and Juteans to strengthen their borders. The Malkii warriors who participated in the campaign earn Manaðer great rewards at the behest of Gael-dûr, which increases its trade allowances with the mannish Empire.
- Following the war (and the significant weakening of the Lich King's armies), the region enjoys what historians refer to as the Era of Prosperity. During this period, the free kingdoms of Northern Ærachelon enjoy their greatest achievements in diplomacy, the arts, and social development.
- 428 FE The Opal Throne continues to grow; by the end of this year, The Manaðeren Empire extends north to Malkîr, west to Baeleron, south to Esonia and Celemar, and east to the Gilded Archipelago.
- 435 FE The seaport capitol of the Celemar province is constructed. This port, Telmene by name, is founded on the delta of the River Roudain, and situated across a naturally deep harbour leading to the Barrier Isle of the Gilded Archipelago. Commerce through this port affords Manaðer trading contact with the Empire of the Târñ and the Sea Folk of Aramishi.
- 436 FE The fledging kingdom of Mercia is annexed to the Manaðeren Empire in bloodless negotiations. The seaport capitol of Mercia, Lustan, grants greater influence within the Gilded Archipelago, and Manaðer pours much of its growing wealth into a formidable merchant navy.
- 441 FE Galleys flying Manaðer's flag arrive with regularity in the Târñic capitol of Cynd, the city-state of Galba, and along the varied seaports of Aramishi. Manaðer's skill at commerce and trading clout make it the second most powerful Empire in the known world.
- 490 FE A cataclysmic earthquake ravages the lands east of

- the Shadow Peak Range to the shores of the Dusk Sea. The Süd Hold of the Stout Wall is destroyed, as are large portions of Ru'a'Teladaïn. In an unusual diplomatic agreement, Vercintor VIII, Emperor of Manaðer, agrees to seal a mutual relief pact with the Ardic Court by sending his second born son, Vercint I, to be raised among the nolardi. While each kingdom is capable of surviving and rebuilding without aid, the agreement plants the seeds of future alliance in both governments.
- 491 FE The Ardic Peace is signed between Manaðer and the Ardic Court, resulting in the reconstruction of the Süd Hold, and the relief of thousands of nolardi through the aid of supplies and materials from Manaðer. The Stout Wall is improved upon by the nolardi, who use arcane magic to strengthen the defences of the keep.
- 508 FE The Kingdom of Ilithar is founded by Vercint I; the unsettled lands of this realm, just outside the borders of Ru'a'Teledaïn, are granted to the young Manaðeren prince by the nolardi as a symbol of co-operative union between ardi and men.
- 510 FE The Citadel of Innarlith is constructed and will eventually serve as the foundation for the new Kingdom of Ilithar.
- 515 FE Innarlith serves as a conduit between the northern kingdoms and the southern realms; brisk trade is trafficked through the capital, including goods from Ru'a'Teledaïn, Malkîr, Baeleron, and Manaðeren.
- 518 FE The duarves of Azul-dûr initiate trade with the nolardi of Ru'a'Teledaïn.
- 520 FE The duarves of Azul-dûr initiate trade with Innarlith, widening the scope of duarvish commerce, which now stretches east to Manaðer and south to Nadoria.
- 534 FE Baeleron explorers venture west over the Shadow Peak Range to discover the Narbon, a barbaric tribal mannish race dwelling in a broad and impenetrable forest called Narbonensis. While the original intent of the explorers was to annex any territories west of the Shadow Peaks to the Manaðeren Empire, the possible conquest of Narbonensis was dismissed as a costly endeavour that would provide little benefit.
- The Narbon themselves, practical and peaceful, received the Baeleron explorers well, somewhat awed at the existence of peoples east of the Shadow Peaks.
- 538 FE Celemar, a barony of Manaðer, is the host of the Southern War of Incursion when Nadorian troops lay siege on the Celemar capital of Telmene. Manaðer responds by launching troops from the capital as well as Baeleron to Telmene's aid.
- In that same year, Baeleron explorers returned to Dulain with a party of Narbon representatives. The barbarians opt to engage in limited trade with Baeleron, though all such commerce remains on the barter of crafted goods and natural resources.
- 541 FE The Southern War of Incursion ends when retreating Nadorians are surrounded by joint forces of Ilithar and Ru'a'Teledaïn along the River Roudain. The Nadorians are disarmed and sent home with a warning that any attack on Manaðeren holdings would constitute war with any of the free northern kingdoms.
- 547 FE The Ferric Hills Accord is signed by the nolardi and Baeleron, formalising an earlier agreement that Baeleron would not extend its borders west of the Ferric Hills. Due to the increased trade and contact between the nolardi and Manaðer, the accord also contains liberal trade allowances between Gloronel and Dulain.
- 621 FE The Blood War begins as the Lich King of Ungfêl unleashes thousands of humanoid and barbarian hordes south to pummel the Stout Wall of Malkîr. This act of

- hostility sparks the Lich Scourge, as this war comes to be known; the conflict lasts until the early ninth century.
- 622 FE By early Spring, the Stout Wall is sundered and is held and defended by the Lich King's army. Manaðer sends half its standing army to meet the Dark One's advance but is halted at the Stout Wall, where humanoid defenders decimate the Empire's army. By late summer, the southern borders of Agamemnor's influence stretch to just 250 miles north of Ru'a'Teledaîn.
- While the Dark One's army winters in Malkîr, the Opal Throne hosts the Council of Seven Nations in the Baeleron capitol of Dulain. There, representatives from Manaðer, Azul-dûr, Gael-dûr, Jutea, Ilithar, Narbonensis, and Ru'a'Teledaîn meet in an effort to prepare the mutual defence of the free kingdoms.
- 623 FE The Covenant of Seven Nations is signed, calling for the joining of all member nation's martial forces, to be commanded by an elected heptumvirate of generals. The first goal of the newly formed Free Army of Northern Ærchelon is to thwart any further advances to the south by the Lich King.
- A plan to send the bulk of the Free Army to northern Malkîr is enacted; at the same time, the Dark One unleashes separate humanoid armies from the Shadow Peak Range to attack Ru'a'Teledaîn, Ilithar, and Narbonensis. A portion of the Free Army is recalled from the Stout Wall, but arrives too late to assist in the defence of the kingdoms east of the Shadow Peaks.
- 624 FE The Lich King retains ownership of the Stout Wall and begins to erect fortifications there. On the Malkîr Plains, crude wooden forts and motte and bailey castles are constructed and garrisoned by humanoids. Western Ru'a'Teledaîn is lost to Agamemnor, Innarlith is besieged, and nothing is heard of the fate of the Narbon.
- In Western Ærchelon, the famous Tárnic exploration vessel, the "Festina Laude" embarks from Cynd to search for new trading opportunities in the western extents of the Oceanus Fluvio. The Festina is captained by Aurilius Calamîr; Gaius Polybius is the ship's historian and cartographer. The voyage lasts eight years, during which time Calamîr discovers the continent of Azamon, the Calamîr Archipelago, Târñ Balâr, Terra sine Vivendi, Mare Venti, and uncharted portions of the Süd Ocean. While the voyage does little to achieve its chartered goal, it does serve to flesh out the geography of Ærchus' western hemisphere and bring to light lands previously unknown.
- 626 FE Goblins from the Shadow Peak Range complete a tunnel beneath Ilithar to emerge within Ru'a'Teledaîn just south of the Dusk Sea (where Ilighon now stands). Their mission is to advance on Gloronel or, failing that, to march east across the Ferric Hills and sack Baeleron.
- 627 FE The nolardi of Ru'a'Teledaîn request the recall of two-thirds of their troops from the Free Army to defend the Ardic Court; the request is refused and met instead with the delivery of two companies of Baeleron and Manaðeren light infantry. Although effective soldiers, the men of these companies are not prepared for the guerrilla tactics employed by the nolardi when in their natural environment. Many are lost wastefully, as nolardi units suffer similar fates in the open plains of Malkîr.
- 630 FE The nolardi balk at further participation in the Council of Seven Nations, arguing that their own troops are being ill-used in Malkîr, and pointing to the recent failures of the Free Army in Ru'a'Teledaîn as an example. Gloronel issues an ultimatum: the ability to recall and command its native warriors or abstain from further commitment in the Covenant. The Council of Seven Nations agrees, amending the Covenant to allow member nations full jurisdiction

- over native troops in the direct defence of their homeland.
- 632 FE The nolardi begin to halt the advance of humanoids in Ru'a'Teledaïn. In the same year, the strongholds of Süd Hold and DaiShar along the Stout Wall are reclaimed by the Free Army.
- 634 FE The seige of Innarlith is broken successfully by the city's defenders, fully ten years after the seige is laid. The success of Innarlith is accounted for by the regular flow of supplies and warriors from across the Dusk Sea.
- 649 FE Gael-dûr is sacked by orsch and goblins; many of the duarvish defenders retreat to Jutea while some simply take up permanent residence in the Free Army encampments along the Stout Wall.
- 665 FE The Nabon successfully repel the last of the humanoid invaders in Narbonensis; following this, the Narbon send warriors to Azul-dûr to offer assistance. While ill-equipped for hill-land or mountainous terrain, the Narbon prove worthy adversaries against the humanoids threatening the duarvish halls.
- 669 FE Jutea is overrun by the Lich King's armies; the Jutes are forced to make an organised retreat into the hill-land between Agamemnor's Fingers.
- 674 FE The Jutes, with the aid of Free Army contingents, reclaim their homeland, driving the occupying humanoids north and west.
- 709 FE The Legions of the Shadow occupy strategic locations in the Bedwyn Hills; this is the farthest south that the armies of the Lich King advance.
- 712 FE Dulain's water supply is poisoned by humanoids in the Bedwyn Hills; half of the city's population perishes as a result.
- In that same year, goblins infest the Entwood and work toward severing supply lines between Manaðer and Malkîr.
- 718 FE Baeleron is unable to field additional troops and is forced to seek out the aid of mercenary bands from the Târnîc Empire, Dacia, and Serelia.
- 720 FE The Pherasii settle the island of Salba.
- 724 FE The nolardi, suffering consistent advancement of humanoid troops toward Gloronel, make a drastic defensive decision by setting fire to great tracts of woodland in the south-east corner of their home. The strategy works, slaying thousands of humanoids at the terrible cost of destroying thousands of square miles of wilderness.
- 740 FE The Lich King augments his forces with barbarians from Hyboria. At roughly the same time, contingents of demi-humans from the Underworld join his forces.
- 742 FE Gael-dûr is recaptured by the duarvish forces of the Free Army, Azul-dûr, and the midduarves of Otzra-tael.
- 763 FE Nadoria takes advantage of Manaðeren's weakened state by successfully attacking the Empire's baronies of Celemar and Esonia. Cut off from much needed supplies and men, Manaðer is forced to rely on mercenaries to continue fighting against the Lich King.
- 772 FE With the aid of mercenary companies from the Târnîc Empire and Ocealear, Manaðer repels the humanoids occupying the Bedwyn Hills, driving them to the northern fringes of the highlands. Bands of these humanoids consolidate themselves into solid strongholds within the Malkîr Plains.
- 791 FE The Lich Scourge draws toward a close as the Lich King of Ungfêl abandons his armies in the field and retires to his own lands in the North. The reasons for this are unknown to this day, though the Council of Seven Nations takes the opportunity to rebuild

- their realms and secure their borders.
- 792 FE Despite the lack of support from the Lich King, his armies south of Ungfêl continue to press against the borders of the free kingdoms, harassing trade and supply lines and conducting regular raids on civilised settlements. As during the previous one-and-three-quarters centuries, the Council of Seven Nations is tasked with destroying remnants of Agamemnor's legions.
- 793 FE Manaðer successfully advances north across the Bedwyn Hills; before the year is half over, the Empire's army continues north across the Malkîr Plains, spreading out the humanoids before them. Disaster strikes as the Malkîr surge south to crush the humanoids' rear, but leave the Stout Wall too poorly defended to resist humanoid assault from Agamemnor's Fingers.
- At the same time, the Jutes and duarves of Gael-dûr are engaged in fully half of the humanoid army north of Malkîr.
- 794 FE Malkîr recaptures the Stout Wall and inadvertently sends retreating humanoids to join their fellows north-east in the hill-lands of Agamemnor's Fingers, where they redouble their efforts against Jutea and Gael-dûr.
- 795 FE The joint forces of Ru'a'Teledaîn, Ilithar, Azul-dûr, and Narbonensis successfully rout the humanoids remaining in the Shadow Peak Range.
- The Malkîr Plains are a wasteland of scorched earth and bloody battlefields, as the Manaðeren Empire reaches a stalemate with the humanoids of the region. Malkîr denies appeals for aid, pledging never again to abandon their most solid northern defence against Ungfêl; by doing so, Malkîr effectively removes itself from the Council of the Seven Nations, and the Covenant of the same name begins to dissolve after almost two centuries of solidarity.
- 796 FE Ru'a'Teledaîn, Ilithar, and Narbonensis quit the Council of Seven Nations on the grounds that, while their borders are secure, they lack the resources to continue their participation in the Council's wars.
- 797 FE Azul-dûr quits the Council, opting to send martial aid to their cousins in Gael-dûr. Manaðer is effectively alone in their efforts to break the stalemate with the humanoid tribes on the Malkîr Plains.
- 798 FE Manaðer conscripts two mercenary companies to aid in their push north into the Malkîr Plains: one is from Galba and the other is a blend of warriors and rogues from Aramishi and other isles of the Gilded Archipelago. The initial campaign is largely successful, but Manaðer still falls short of eradicating the humanoid tribes from the region, instead merely pushing them further north and closer to the Stout Wall.
- Its reserves of men, food, and cash near depletion, Manaðer is forced to pull back and establish garrisons along its northern border with the Plains; this measure is designed to contain the humanoid threat and cut further losses until the Empire is strong enough to return in force.
- Officers of the Galban and Aramishi mercenary companies are granted small parcels of land north of the Bedwyn Hills in return for their vigilance against humanoid invasion from the north. Manaðer also offers these lordlings the incentive to increase the size of their parcels if they actively engage and defeat humanoids within the Malkîr Plains proper.
- 801 FE The humanoid wars in Agamemnor's Fingers are stifled (but not ended) when the Jutes and duarves of the region shift their efforts from genocide of the humanoids to corralling them and sealing off their own borders. These efforts are largely successful,

- and both Jutea and Gael-dûr is able to stand down a majority of their forces.
- 805 FE The Hold of Braalsh is erected by the orsch clans of the Malkîr Plains as a sort of permanent tribal moot.
- 808 FE The Free City of Markhaven is chartered; construction is completed at the mouth of the Dusk Flow River. The city's foundation is permitted by the nolardi on the condition that it remain an independent political entity.
- 812 FE The Pherasii settle the island of Hebridane.
- 815 FE Major skirmishes between the humanoids of the Malkîr Plains and the petty baronies of the Manaðeren Midlands begin with the siege of Talv, the western-most stronghold in the midlands.
- 817 FE The border stronghold of Talv in the Manaðeren Midlands falls to orsch invaders from the north and is sacked.
- 825 FE Manaðer regains its stature as the principle trading centre in northern Ærchelon.
- 829 FE Manaðer announces its intentions to regain its former provinces of Esonia and Celemar from Nadoria.
- 852 FE The Empire of the Târn suffers a trio of calamities that forever change the nature of Cynd's influence. In this year, Cynd is attacked and besieged by the Narbon nation, and their regional capitol of Carthago Nova, in northern Mueretania, is sacked by the Bedouin. At the same time, the provincial city-states of Dalmatia, Bophos, Joppa, and Salonae (all on the eastern coast of the Mare Nostrum) are attacked by humanoids, barbarians, and mercenaries from the Spine of Ærchelon to the east and Cyrenaica in north-east Mueretania. Civil strife in Cynd itself exacerbates the plight of the Empire soon after the start of the year.
- The significant reduction of power and influence suffered by the Târn at the close of the year mark the end of what becomes known as the First Era of the Age of History and ushers in the Second Era (for purposes of clarity, Second Era (SE) dates will be used from here).
- 0 SE The Second Era of the Age of History begins with the decline of the Târnic Empire.
- 24 SE Humanoid incursions against the Manaðeren Midlands escalate to dangerous proportions. The Midland Barons appeal to the Opal Throne for aid but receive only token assistance as a result. Oceaean mercenaries are hired by the barons and a successful campaign against the orsch of the Malkîr Plains pushes the humanoids north to their stronghold of Braalsh.
- In the aftermath, the barons fall to squabbling amongst themselves for territory and influence.
- 25 SE In the Manaðeren Midlands, the height of violence between the petty barons is reached, as those loyal to Manaðer are rooted out and destroyed. The barons rationalise this purge on the fact that their formal oath to Manaðer is dissolved, since the Opal Throne seems to take little interest in aiding or assisting the midland people in their war with the humanoids.
- 26 SE The midlands of Manaðeren are now known as the Bandit Fiefs, as the region falls into a state of lawlessness and violence, ruled over only by scheming warlords from their isolated strongholds. Manaðer's reaction is cool, and, still engaged with the recapture of Esonia and Celemar, the Opal Throne opts to allow the Bandit Lords of the region to continue their intrigues, hoping to minimise their chance of generating an organised resistance against Manaðer at a later date.
- 29 SE Manaðeren armies capture the Esonian capital at the Siege of Jansor, routing the defending Nadorians south across the River Roudain.

- 34 SE Manaðeren armies capture the Celemar capital of Telmene, successfully re-annexing the southern reaches of their Empire as it stood before the Lich Scourge. A de facto border between the Manaðeren Empire and Nadoria is established along the River Roudain.
- 39 SE Manaðer sends a company of regular troops to quell the arrogance of the Bandit Lords in the midlands. The tactics of the upstart and disunified barons prove dangerous and decisive: the Empire's forces are forced to retreat with only a handful of their numbers intact.
- 42 SE Effectively cut off from the capital of the Empire, Malkîr gains its independence from Manaðer in a bloodless succession. Little changes in Malkîr, as the region hadn't paid tribute to the Opal Throne in over 25 years.
- 45 SE The Ebon Cabal, a evil cult whose goal is to free their dark immortal master from imprisonment, surfaces in northern Erchelon. Believed to be somehow connected to Agamemnor, the cult's activities inspire a reign of terror across the region and foster the formation of the Holy Order of Pursuers, an organised band of goodly adventurers and mercenaries who strive to thwart Cabal activities and bring cult members to justice.
- 58 SE The Jansor Purge occurs when the Pursuers arrest and execute almost 200 members of the ruling family and its colleagues for their supposed alliance with the Ebon Cabal. The truth of their guilt is never proven, though no one challenges the Pursuers' assertion. Following the purge, the Pursuers demand that the Opal Throne allow them to declare martial law in Esonia, on the assumption that Cabal members escaped and are seeking to retaliate or regain their power base in the Manaðeren province.
- 59 SE Originally dismissing the Pursuers' demand for martial law in Esonia, the Opal Throne cedes power over Jansor to the Pursuers after the Pursuers openly accuse Manaðer of harbouring sympathies for the Ebon Cabal.
- 70 SE Esonia is firmly under the power of the Pursuers, who, as early as 60 SE, established a strict theocracy dedicated to the Pancreator. Attempts by the Opal Throne to regain Esonia are met with failure, as Manaðer is reluctant to strongly oppose the Pursuers, lest they, too, be labeled as evil sympathisers with the Ebon Cabal and earn the enmity of the fantastical Pursuers.
- 124 SE First Salban Revolt on the island of Salba.
- 138 SE Second Salban Revolt on the island of Salba.
- 153 SE Third Salban Revolt on the island of Salba.
- 154 SE Present day.