

Emer History

Like the rest of Kulthea, events before the rise of the Loremasters are but vague legends. Therefore, a summary history of Emer begins in the Second Era, when most of Emer was still a politically fragmented land of warring tribes.

Late in the first millennium, six powerful Titans decided to make their home on the cloudy summit of Votania in central Emer. From there, they planned to assume benevolent rule over the great continent of Emer. Naming themselves the Masters of Emer, they recruited servants and began a scourge.

Over the next 200 years, the Masters took all of Emer, giving names to the regions which are still held today. The Titans showed favoritism to certain races, subjugating the Shay, while elevating the Laan to special status. They loved the Elves to the point that they allowed them independence on Námár-Tol, fearful to stifle their fragile, artistic culture.

Enforcing the rule of the masters was a large cult of warrior-priests who were called the Xiosians. Wielding strange weapons with nearly super-human skill, they were an omnipresent force which effectively kept the lands in check.

While demanding, the Masters maintained a benevolent rule over Emer. It was not until the beginning of the fourth millennium that some Masters became dissatisfied with their lot, and the group began to fracture. Minions of darkness, preparing for a thousand years, had been waiting for just such a wedge.

With the return of the comet Sa'kain in SE 1900, the moon Charón acquired a special access to the negative planes, allowing the Dark Gods and servants of the Unlife easy access to the Shadow World. But they kept their new power secret, preparing for their chance to strike. Their target of choice was the cradle of civilization: Emer. As the Titans began fighting amongst themselves, the Dark Forces moved. In SE 3345, the evil god Andaras descended to Kulthea and led an army into Uj.

The campaign in Uj lasted for over two years and climaxed with a confrontation between the Titan Kio Viax and the god Andaras. The stubborn Titan refused aid from his fellows but was unable to stem the dark tide alone. Kio was nearly slain before his brethren arrived to help. It was too late to save the land, however, and Uj fell under the shadow of the Dark God. The reign of the Masters began to crumble.

For the next 1500 years, Emer continued to be fragmented as the bickering Titans were unable to hold the lands against determined advances by the forces of the Dark Gods. Even the Laan turned against their former lords, seduced by promises of wealth and power from the evil manifestations of the Unlife. The mighty Xiosians were driven back, and the Masters of Emer retreated to Votania, cloaking the isle in magical protections.

For almost three thousand years the continent continued a slow decline into anarchy and a dark age. With the return of the comet Sa'kain in SE 6450, it appeared that the Shadow World was on the brink of total destruction.

The feared harbinger of the final Darkness arrived: the Comet appeared in the sky, its red tail ablaze. Sa'kain grew brighter and more sullen, until it passed most closely to Kulthea. On that day, the world was torn asunder. The earth cracked and from great wounds poured

armies of hideous creatures, a giant wave of unspeakable minions of darkness. The Portals opened and disgorged awful monstrosities from the Outer Planes and beyond. Captained by Ordainers and other lord demons, the Black Host swept across the lands, destroying everything in their path. Even the Masters of Emer were stirred from their self-imposed exile and joined battle with the evil commanders. But it was a hopeless struggle.

The Lords of Orhan looked down upon Kulthea and decided to intervene. Descending like suns from their heavenly abode, they faced the Dark Gods and their minions. One by one the evil masters were captured and forced back to Charon, where new guards were set. Then Sa'kain passed, and the Portals were closed again.

0.1 The Third Era

While the land had been cleansed, it suffered grievously under the tortures of the reign of the Dark Gods. For more than a thousand years, no civilization existed beyond a handful of sheltered enclaves. Then the lord Aldaron arrived from beyond the West.

Aldaron was a fair-haired man, not unlike the Talath or Myri in appearance, but more aggressive than that quiet people. Leading a force inland from the Bay of Izar, he settled on the northern shores of the Sea of Votania and declared himself the Emperor of all Emer. So began the campaign to unite the great continent again.

A century later, Aldaron was lord of Haestra and dared to sail to the Isle of Votania. Dispersing the ancient legend, he was not struck dead upon landing. He claimed the isle, planning to place his Imperial Palace at the foot of the mountain. The fortress was built over the next twenty years. From Aldain Castle he solidified his hold on Emer. By 1300, Aldaron — still seemingly a young man — returned from campaigns across the continent. Emer was his.

To administrate his vast empire, Aldaron established four satellite capitals: Relas, Ardan, Leonas, and Corinn. He appointed trusted captains of his army to rule in his name. The four capitals prospered over the next several decades as Emer enjoyed a period of peace and prosperity.

The Empire endured for a little over three centuries, sabotaged from within by the agents of evil. In TE 1617, Aldaron's grandson Vaeric was murdered as the rotting Empire collapsed — eaten away by the manipulations of evil forces. The next several decades saw the four states go to war and virtually destroy each other in a vain effort to re-unite the Empire again. Emer was thrown into chaos by the year 2000.

Starting around the beginning of the third millennium, the nearby disaster of the Emerian Empire acted as a catalyst: philosophical differences between the Linaeri and Loari Elves of Námár-Tol became irreconcilable, and the Linaeri departed. Many sailed north to Urulan; others began a long migration which ended centuries later in Lys in southern Uj. The Loari Elves consolidated their realm on the Seven Isles of Námár-Tol, and their more structured and isolationist approach to government quickly manifested.

Meanwhile, the trading port of Kaitaine, beginning as a mere cluster of wooden buildings was already a trade center. The Laan population began to recover from the post-Imperial

wars and repopulated Haestra.

Kaitaine and Sel-kai, at nearly opposite ends of the continent, rose to economic power in the vacuum of political influence. Their wealth was enough to buy them protection from raiders, and their respective reputations grew to the point that each is legendary.

The last millennium has been another period of decline in most areas of Emer, with warfare increasing and natural disaster claiming many lives. The Flows are unchecked and perilous, causing many secondary problems. Climatic changes erupt without warning, and astrologers fear celestial causes.

The realms of Naal and Ansidus in Rael are depopulated by a protracted conflict. Much of the damage to the land is irreparable, and the survivors are further depleted by famine and disease. Other areas of Emer suffer droughts, floods, and devastating storms. Societies which previously interacted draw away from each other in fear of contamination. Nevertheless, plagues reduce the overall population of the continent by almost a third by the year 6000.

1 Timeline

- c. **100:** A large Elven community, migrating from the east, settles on the green islands east of Emer. They name their home Námár-Tol.
- 825:** Six powerful Titans settle on the mountainous isle of Votania in the center of Emer. They decide that this mighty continent needs order and begin to gather servants.
- c. **1000:** Warrior-mages on huge steeds begin purging the wilds in central Emer, driving out the ubiquitous Gark and Lugrôki hordes. These knights are harbingers of the coming of the Masters.
- c. **1000-2000:** Many Shay peoples, fleeing the tyranny of the Titans of Emer, migrate north to Jaiman.
- 1073:** A pantheon of godlike beings (the Titans) calling itself the “Masters of Emer” claims all of central and northwestern Emer. Their home is the mist-shrouded isle of Votania. Lordly beings, they are the size of giants, yet handsome and fair, and immortal. They rule through an order of warrior-mages (the Xiosians) but appear for festivals and ceremonies, riding out of the sky on enchanted chariots drawn by Pegasi.
- c. **1073-5000:** Under the Masters, most of the rustic Shay peoples are driven out of Haestra, and the Laan settle in various areas. By 2000 the central and eastern regions are well populated with the Laan (who in the Third Era are referred to as the “Old Race”). The Laan build beautiful strong cities of granite and marble, and their knowledge of science and magic exceeds for a time any that has yet to be seen on Kulthea since the Long Night. But they are more easily called to the Darkness, and beginning as early as 3000, servants of the Unlife begin their slow work to undo the power of the Laan.

- 1075-c. 1200:** Another Master known as Kio Viax joins Titus Hiaz (who is their Military Captain) to lead a mighty army through the Gap of Uj. By the end of the century they drive out the Goblins of Murlog and subjugate the upstart peoples to the southwest. The early horsemen tribes worship Viax as a god.
- 1200-1218:** Titus Hiaz, now joined by Ria Xain, crosses the Spine of Emer east and easily subjugates the nearby SE regions. Xain takes up rule of Khum-kaan while Hiaz moves on southwest. Meanwhile, the Master Xaym Jyax marches towards Tai-emer, quelling war between the peoples there.
- 1220-1229:** Hiaz, after crushing the Garks of Onar, leaves Xaix Yjan in control; Hiaz and Mira Zyan then civilize the Anzeti of Silaar; she remains to rule. (The Islands of Námár-Tolare left unassailed; whether the Masters elected to ignore the Elven peoples or a secret pact was struck is uncertain.)
- 1230:** Titus Hiaz returns to Votania triumphant: all of Emer is in the hands of the Masters. Each rules a region as lord and god. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.
- c. 2500:** Establishment of the Changramai Monastery in the Choak mountains of northern Emer. It is believed that the Changramai are disenchanting Xiosians who left the service of the Titans. Their quasi-religious order seems filled with contradictions to outsiders, but they are soon renowned as unsurpassed warriors in unarmed combat.
- 3100:** The first stirrings of discord among the Masters of Emer. Two (Mira Zyan of Silaar and Xaix Yjan of Onar) are unhappy with their regions and wish to reapportion the lands. Titus Hiaz refuses to do so.
- 3103-3110:** Border skirmishes begin between Silaar and Tai-emer along the southern frontier, and between Onar and Khum-kaan.
- c. 3200-3350:** Goblins begin raiding in Uj again; Garks multiply in the Rulaash Forest of Onar and terrorize the Kuluku; Lugrôki breed in the Spine of Emer and begin raids on the lowlands of Haestra.
- 3345:** Forces of the dark god Andaras attack Uj via land and sea. Because of the ongoing fight amongst the Titans, the Master of Uj (Kio Viax) leads an army himself.
- 3347:** The fight for Uj climaxes with a confrontation between the Titan Kio Viax and the god Andaras. Kio is nearly slain before his brethren come to the rescue. Uj is overrun, signaling the end of the undisputed reign of the Masters.
- c. 3450 — 5000:** Emer continues to be assailed by incursions from various enemies and by the growing threat of Goblins, Lugrôki, and Trogli. Dragons and other terrible enchanted beasts are everywhere, wreaking havoc and destruction. Corruption spreads

through the Xiosians as well. The Masters settle their grievances by the end of this period, but enemy forces have grown too strong for them to overcome.

They can only hold Haestra, watching as the civilizations they worked so hard to build collapse into dust. Soon even the Laan of Haestra begin to revolt, seduced by dark gods. The plans of the Masters of Emer eventually come to nothing.

- c. **3500 — 3700:** (Emer-Silaar) The indigenous Jaaderi cultures of Silaar begin to evolve from a nomadic people into more steeled mixed economies. Towns grow, and chief among them is the trade center of Thanor along the northern coast.
- c. **3700 — 4200:** (Emer-Silaar) - Thanorian lords soon dominate nearby city-states, and by 4000 Thanor holds sway over all of inland Silaar, with satellite states in southern Tai-Emer and much of the western Sea of Tears coast.
- 4131:** (Emer-Thanor) - Wizard-king Pakaal commissions the building of a new royal city on the shores of the Lake of Glass. Thenia is a place of graceful alabaster and crystal towers, inhabited by scholars, astronomers and magicians.
- 4145:** (Emer-Thanor) The youngest daughter of King Pakaal II of Thanor has an affair with a handsome white-haired commoner. She becomes pregnant and her lover abandons her. In shame she flees to the province of Arûl in southern Tai-emer, having her twin children there — one boy and one girl. She names them Sendar and Sendil. The children bear the social onus of bastard nobility.
- 4175:** (Emer-Thanor) Sendar, now a decorated Warrior-mage in the Thanorian army, is appointed governor of Arûl. His sister Sendil, a Mystic, is always near him.
- 4179:** (Emer-Thanor) Sendar challenges the authority of King Pakaal II of Thanor (his uncle). He declares himself lord of Arûland Thanor, challenging Pakaal's authority. Civil war is inevitable.
- c. **4180:** (Emer) The Dragonlord Voriig Kye considers the powerful and unstable kingdom of Thanor to be a threat to his Dragon Kingdom. Seeing an opportunity with the rebellion of Arûl, he begins preparations to neutralize the threat.
- c. **4200:** Proceeded by a series of earthquakes, the fleets of the Lord of Encla Turic (Voriig Kye) assault the Silaar and Tai-emer coast from the north and the south. The Lord's armies utterly destroy the realms of Thanor and Arûl; Thanor's treasuries are looted and cities laid ruin. Voriig himself leads a force of fire and gas drakes in a series of devastating air assaults. The Gas Drakes Ssoei Womiis and Ssoei Womuul settle south of the Asamis Arg ("Great Grove") and over time turn the region into the Voerken Mire; the Fire Drake Vaalg Stoyy makes a home in the Arûl Waste. Sendar and Sendil vanish.
- 6450-6825:** The arrival of the Comet, severely disrupting the Flows, triggers the apocalyptic war which spans nearly four centuries and brings to a close the Second Era of Ire.

2 The Third Era of Ire

1085: Aldaron comes to Emer, transported, most suppose, through a Portal. He leads a fair people who begin to settle the continent. While not immortal, he seems to age slowly even for his race, which is long-lived. Some of the Laan (now referred to as the ‘Old Race’) resent his presence, but most welcome a unifying force. The People of Aldaron were never many, numbering perhaps only a few hundred when they first appeared. They tend towards fair hair (even white or silver) and skin, with blue-gray eyes. They have a youthful mien for most of their lives, and then age slowly. Life span is usually about 500 years.

2.1 Age of Consolidation

c. 1100 — 1300: Aldaron’s charisma and determination (not to mention powerful tools and weapons, the exact nature of which are now lost to history) earn him the respect of his neighbors. He establishes his home at Votania, building a mighty citadel on the northern slopes of the mountain. Only the uppermost peak remains mist-shrouded, and Aldaron orders that it is off-limits. From this base — Aldain Castle — and using a combination of diplomacy and disciplined armies (and apparently a natural talent for Mentalism), he solidifies his hold on central Emer. Aldaron easily brings all of the bucolic Shay and Talath tribes of central Haestra under his control. Eventually even the most willful (some would say arrogant) Laan people in more civilized lands are for the most part convinced to ally under Aldaron’s flag.

1105/1 ER: (Empire Reckoning) Aldaron sets up temporary quarters on the northern banks of the inland sea of Votania. He also founds the Eight Orders and directs the creation of the Artifacts of the Orders. The workshops of the Ahn Sye Ni-Vulma (OE. “Order of the White Flame”) are constructed along the rocky western shore of Votania. The first Master of Ni-Vulma is Kerento T’ara. He gathers an elite circle of Laan and Elven smiths and they begin to create the artifacts of the Eight Orders.

1112: Construction begins on Aldain Castle on the northern shore of Votania itself.

1130: The Garks of the northern Spine of Emer are virtually eradicated by Aldaron’s armies.

1135: The Murlogi of the Forbidden Ridge are driven into their caverns and the entrances into Haestra are sealed.

1144: Most of the Lugrôki of the Mountains of Gold are scattered and their king slain by Lord Kendos. A non-aggression treaty is made between Aldaron and the Dwarven kingdom of Ton-Bor under the mountains.

1145: Haestra is secured; Aldaron names Kendos the Grand Duke of Haestra. The regional capitol of Ardan is established in Haestra, along the foothills of the Mountains of

Gold. Its symbol is the Unicorn. Aldaron names himself King of Haestra and in a grand ceremony he founds the eight orders:

1. Ahn sye Nokora (OE. “Order of the Flaming Sword”), the King’s Guard.
2. Ahn sye Zonar (OE. “Order of the Cloak”), also known as the Crimson Cloak or Crimson Order, the priests of the official religion of the Kingdom—worship of the one god Zonar.
3. Ahn sye Talaus (OE. “Order of the Ring”), a group of magicians.
4. Ahn sye Shan (OE. “Order of the Sun”), Animists responsible for the agricultural health of the kingdom, also specialists in herbs and drugs.
5. Ahn sye Takla (OE. “Order of the Four Winds”), the messengers of the King.
6. Ahn sye Woloka (OE. “Order of the Eye”), a group of Seers and Astrologers to advise the King.
7. Ahn sye Nomoke (OE. “Order of the Hand”), a secretive society whose purpose was always unclear. guard, spies for the king both inside and outside the realm.
8. Ahn sye Ni-vulma (OE. “Order of the White Flame”), a guild of craftsmen and artisans who were the master smiths for the King and creators of the artifacts.

1187: Sailing south along the western coast, Aldaron’s forces secure western Uj and head east. Regional capitol of Leonas is established at the mouth of the Daluj River in Uj. Its symbol is the Wyvern.

1190: Aldaron returns home for a few years to supervise the growth of his capital city.

1261: After several years of bloody strife, Aldaron subjugates the indigenous Jaaderi people of Tai-emer. A regional capitol of Relas is established in Tai-Emer, at the mouth of the T’voca river. Its symbol is the Lion. Aldaron heads fur ther east while his brother Aldanor leads a fleet across the Sea of Tears to the north.

1262: Aldaron advances into the land of the Nuyan Khôm. Not only are the Nuyani better horsemen but they are skilled in a style of unarmed combat unknown to the Emerians. However, the Nuyani are fewer in number and they have little defence against the Imperial crossbows. Aldaron’s losses are heavy but he eventually makes his way to the capitol of Ashenoq. Aldaron asks to meet the Nuyani warlord (Huta’arn) Tasan Nuyin, but instead the Nuyani surrender. He is lead to the Warlord’s palace where he learns that Tasan has committed suicide. Aldaron is named the new Huta’arn of all the Nuyani. Meanwhile, Aldanor founds a regional capitol in northern Silaar, at the northern tip of the Rust Mountains. It is called Corinn; its symbol is the Hawk.

1286: Heading south, Aldanor moves into Khûm-kaan, settling Coronan at the mouth of the Sybarus River.

1300: Aldaron's unification of central Emer essentially complete, he declares himself the Emperor of Emer. At a grand ceremony he presents the four scepters of the Archduchies, crowns his brother Prince of Coronan.

The Four Realms are:

Name	Region	Symbol
Ardan	Haestra	Unicorn
Relas	Tai-emer	Lion
Corinn	Silaar	Hawk
Leonas	Uj	Wyvern

Plus the Princedom of Coronan, covering the region of Khûm-kaan.

2.2 Age of Exploration

1300 — 1500/200 — 400 ER: Aldaron sends many ships out from Emer to explore the surrounding isles and lands across the seas. In addition to securing the remainder of the Emerian continent under his rule, Aldaron establishes relations with realms to the west, south and north. Attempts to explore the lands east in Iyxia are turned back by powerful Essaence flows.

1307: Aldanor's fleet arrives on the shores of Námar-Tol. The regional lords greet him politely but coolly. By the time he makes his way to the capitol, the Prince has learned Aldanor's intentions: to annex the Isles for the Empire. While the ships of the Elven fleet are individually superior, the Emerians outnumber them; on land the vast armies of the Emperor are overwhelmingly superior. While the Elves might hold off an attack, they have little stomach for warfare with such an enemy. After meeting with the Council of Lords, the Elven Lords of Námar-Tol sign treaties with Aldaron, essentially agreeing to be a protectorate state, independent but under the wing of the Empire. The Elves are not pleased at paying tribute but they are surrounded and vastly outnumbered. The Emperor agrees not to interfere with the internal workings of their land as long as they pay their tribute.

c. 1310 — 1320: Aldanor explores Khûm-kaan and establishes settlements along the northern coast. Expeditions sail up the rivers to the foothills of the Black Mountains, but do not penetrate the deep jungles. The Kuluku people remain in hiding.

1317: Janel Vonn, a Loari Magician of Námar-Tol, is named to the Order of the Ring.

1318-19: Aldaron sends agents into Jaiman.

1320: Aldaron abandons the idea of annexing Jaiman, partly because of the peculiar geopolitics of the land (i.e., the magical crowns). Instead, he secures a nonaggression treaty with the southern kings of that land. He directs the Duke of Leonas in Uj to explore south.

- c. 1320 — 1332:** Aldanor sails out of the bay of Zalkali and back south into Onarian waters. He continues east past the Rulaash region and to the grasslands of central Onar, a land known as Ahnasan. There he encounters the Kinsai, riders of huge six-legged panthers. The Kinsai are semi-nomadic-barbarians to Aldanor's eyes. He claims the land in the name of the Emerian Empire, though the Kinsai seem unimpressed. Continuing east the Prince arrives in Malqanar and discovers the Shuluri, the Sea-elves. Aldanor meets with their leaders and after some negotiation they form a simple alliance. The Shuluri grant an area of land to Aldanor on which to build an outpost.
- 1322:** Bethis Hirl, Lord High Seer of the Order of the Eye, is found dead in his quarters; apparently he committed suicide. The Laan Vartain Leganto is named to succeed him.
- 1325:** The famed Laan explorer Jelred Tain, under commission from the Duke of Leonas, rounds the spur of Rael. He is the first to do so, after many ships are lost in the Dead Sea. Continuing east, he passes through the treacherous Spire Straits between Rael and the continent of Falias. Only 20 miles wide and filled with rocky barren islands, the straits also harbor swift, unpredictable currents. Tain enters the Raelian Bay.
- 1326:** Jelred Tain lands on the Isle of Jade and nearly loses his life to unspeakable creatures there. He escapes but many of his crew do not. They continue westward to the Raelian mainland, claiming it for the Empire. The natives greet Tain as a god.
- 1332:** The Satellite capitol of Shanish is established in Onar, along the northern coast.
- 1340:** Aldaron marries one of his own people, Isil.
- 1341:** Colony ships from Leonas in Uj make the dangerous passage to Rael and a satellite capitol of Intil is established in eastern Rael, though at this point it is Emerian in little more than name. Rael is so isolated from the rest of the continent that there is little threat from Imperial fleets or armies. The colonists treat the natives like little more than animals, hunting and enslaving them. By the end of the century the indigenous people are nearly extinct.
- 1368:** Isil bears Aldaron a daughter: Vania.
- 1372:** Aldaron doubles the size of the Order of the Silver Sword from 88 to 176 plus an equal number of adherents.
- 1388:** Isil bears Aldaron a son, Terenis.
- c. 1400 — 1420:** The Komaren Isles and the Shinh Archipelago west of Emer are brought under rule, and most of the pirates who had been flourishing there are rooted out. Rumors of the Alliance in Agyra are first heard in the Emerian court of Aldain. Aldaron sends a few agents from the Order of the Hand.

- 1415 — 1417:** The young Prince Terenis distinguishes himself as a warrior and commander in the Shinh and Komaren campaigns, captaining the flagship of the Imperial fleet.
- 1425:** Ships from the Emerian Empire encounter the Kingdom of the Desert Jewel (Gethyra).
- 1428:** Gethyra and Emer sign a peace treaty. Embassies are established.
- 1430:** As arranged by Aldaron and the Church, Terenis marries the Laan woman Syba, daughter of the Na-Fulk (OE. “Archduke”) of Relas.
- 1431:** Explorers enter the Ring of Thuul and encounter the Pillar of the Gods. They also discover the isle of Iordan and the Jhordi, a race of telepathic, blue-skinned men and women. Jhordi emissaries return to Emer. Much of southern Thuul is a shadowed land populated by evil races.
- 1432:** Aldaron first hears of Terenis’ illicit liaisons from agents of the Order of the Hand, but does nothing.
- 1434:** Rumors spread of Terenis’ infidelity. Court gossip is that his consort is Jaad, one of the Knights of the Silver Sword (a man). The Aldain court is rocked by scandal.
- 1437:** Terenis divorces Syba and ‘marries’ Jaad by declaration, in defiance of the religion of Zanar (homosexuality is quietly tolerated in more liberal sections of Emerian culture but open relationships of this type are frowned upon in society and disallowed by the official church). Despite pressure from the Cho-Na-kudai (Lord High Priest), Aldaron refuses to banish Terenis. Nor will he either bless or condemn the ‘marriage.’ However, he declares his daughter Vania is ordained heir, despite tradition of the male being selected as heir.
- 1439:** Vania marries the Laan Lord Estar of Leonas, shifting some focus from Terenis.
- 1440:** Terenis survives an assassination attempt (the assassin, a woman, is thwarted by Jaad). He retires for a time to the Imperial winter palace in the Komaren Cluster.
- 1451:** Londoris, Lord High Mage of the Order of the Ring, founds the Olas Shryak (K. “Library of Essaence”) with the sage T’jamiis at the source of the Lene river.
- 1462:** Emerians encounter the Shoneb Kingdom. The first meetings do not go well, the Shoneb being an aggressive and suspicious culture. Emerian explorers shift their attentions more south.
- 1466:** Aldaron’s brother Aldanor, Prince of Coronan, dies of an unknown illness. His son Keil succeeds him.

- 1480:** Aldaron lays aside the Scepter of Emer, and his daughter Vania assumes the throne. To her are given over the symbols of rulership and the allegiances of the Eight Orders. Aldaron retires to the Houses of the Dead. At his departure ceremony are many dignitaries from far-flung realms, including the Great King of Gethyra and the Crown Prince of Rhakhaan.
- 1482:** Tyganis, the Zanar Cardinal of Ardan, begins to pressure Vania to banish her brother and his lover from Emer. She refuses, but at her urging Terenis and Jaad maintain a low profile at court.
- 1493:** Gorjar, the Fulk of Relas, contests Vania’s authority and attempts to secede from the Empire. But the Empress reacts swiftly, sending a large force into the Relas region and arresting Gorjar by the dawn of 1494.
- c. 1500:** At their compound on the Aaen Vulm (K. “Isle of Glass”) on the Raelian Bay, members of the Order of the Sun begin genetic experiments on various flora. They are aided by the powerful Animist Durnanga.
- 1512:** Vania gives birth to a son: Vanaar.
- 1525:** Vania has another son: Vemik.
- 1535:** Vania’s husband Estar dies in what is announced as a hunting accident in the forests of Norg near the eastern edge of the Forbidden Hills.
- 1543:** Vania remarries: this time a Laan lord of Corinn named Shanar.
- 1548:** Vania’s eldest son Vanaar is slain in a hunting accident. While circumstances surrounding the incident are quite different than those of Vanaar’s father Estar (Vanaar is shot by an arrow, apparently by accident), there is speculation at court that the deaths are part of some plot.
- c. 1550 — 1600:** (Emer) Vania’s last few years are marred by corruption among her ministers and — despite a strong and even hand — disaffection in the outlying provinces and possessions, and nearly continual uprisings. She is also forced to pay some regional armies for their allegiance, thus creating mercenary forces who will work for the highest bidder. Corruption in the military becomes rampant, and naval ships are little more than privateers.
- In Coronan (the Princedom controlling the lands of Khûm-kaan and Onar), Keil maintains control over the Shay peoples of western Khûm-kaan, but Onar and Rael essentially fall out of contact.
- In Nuyan Khôm, the individual warlords begin to assert more and more authority, and the Duke of Silaar is essentially powerless to stop them.

In Tai-Emer, the indigenous Jaaderi people of the Lion Province of Relas begin to chafe under the increasingly oppressive rule. Skirmishes and civil disturbances become common.

In Uj, The Wyvern Province of Leonas suffers attacks from the Charn Raiders in the highlands, and the nomadic Rhiani tribes — always only nominally part of the empire — ignore all Leonas authority.

Finally, in Ardan, the land of the Unicorn and the heart of the empire, the counties begin to chafe under oppressive Ducal rule and ever-increasing taxes needed to pay for the army.

1551: Based on evidence gathered by the Order of the Eye, the Order of the Hand is charged with plotting against the Empress. Vania disbands the Order of the Hand and banishes their leader, the Laan/Iylar Mystic Barul Xygarus.

1552: Vania gives birth to twins: Vaeric and Vinya. It is obvious that they are part Elven; Vania's husband Shanar vanishes, the courts at Aldain and Corinn are rocked by this scandal: Shanar was apparently not a Laan but an Elf. Vania is accused of deception and sorcery. She eventually reasserts her power and Vaeric is accepted as her son.

1553: The Lord High Priest of Zanar declares the church independent of the Imperium and moves his official seat from Aldain to the Isle of Fire, off the coast of Haestra. (The Isle of Fire had previously been a religious retreat). The church takes no official action against the Imperial family, but at the direction of the bishops, priests begin to openly speak out against certain empire policies.

1558: Vania's second son Vemik is lost at sea. The half-Elven Vaeric is named heir to the Empire despite conservative outcries.

1576: Vinya disappears.

1588: Vaeric narrowly escapes assassination. The would-be assassin is never caught.

1589: Vaeric marries the Lady Kyria of Leonas.

1600: The strain of rulership takes its toll, and Vania passes the Scepter of Emer to her son Vaeric. She dies within a week; Emer mourns for eight days.

1603: Archduke Welias of Corinn marries the Laan beauty Jysela.

1604: Raiders from the south assault Rael. The Imperial fleets, already stretched thin to maintain peace in other regions, are unable to protect the possession.

1605: Archduke Welias names Jysela his co-ruler. Within weeks she (and the Seer Kesilex of the Order of the Eye) begins to institute 'reforms,' restricting the rights of many citizens. She also begins to speak against the Nuyani race, naming them inferior to the

Laan and Old Race. Corinn forces begin to collect Nuyani books and scrolls. Certain civic leaders are taken in for ‘questioning.’

1607: Vaeric appoints a new Keeper of the Eye: Luarto Shang.

1608: The Prince of Coronan is assassinated; his half sister Driselle seizes power with the blessing of the church. She refuses to acknowledge Vaeric as Emperor, instead crowning herself Queen of Coronan.

1609: The Order of the White Flame recalls many of the Imperial Order artifacts and ‘enhances’ them.

1612: Racial tensions in Corinn reach a climax — Archduchess Jysela orders restrictive curfews for all Nuyani. There is rioting in several towns, and within days of the proclamation, Jysela declares martial law. Her husband Welias — supposedly the actual ruler — has not been seen in public for weeks. Hundreds of Nuyani are arrested; many are summarily executed as traitors. When scholars among the Laan speak out, they too are arrested as traitors.

1617: Vaeric is besieged as the full decay of the heart of Emer is revealed. The provinces either rebel or are assailed by forces out of the frontier. The Emperor loses his elder son on the fields of battle. Relas secedes; Vaeric is unable to hold it. Later that year, two cities in Ardan are burned. Vaeric’s seers, led by Luarto Shang (Ondoval) foretell the end of his rule within a year.

(Silaar) Isolated by the secession of Relas, Corinn is torn by civil war. In the southern region, the Nuyani are victorious (they are aided by supplies from the Elves of Námartol and — in a key battle — by Reandor). Jysela manages to maintain control of the northern mainland and the islands. While still part of the empire in name, Corinn is essentially independent.

1618: Luarto Shang tells Vaeric that his remaining son and heir, the teenage Valaan, has betrayed him. Valaan is arrested and put on trial, convicted of treason. In Vaeric’s moment of greatest anguish, Luarto Shang murders him with a poisoned dagger, then steals many of the Imperial artifacts and departs. Valaan escapes.

Ageren Vuk, the Cho-Na-kudai (Lord High Priest) of the Order of the Cloak, names himself Imperial Reagent and declares the eight-year old Silima Chark (a distaff niece) Empress. He has the backing of most of the Council, but there is dissent from some of the Orders. Ageren Vuk is extremely conservative, and believes that the fall of the Empire was because of sin and corruption. He orders martial law, censorship and strict adherence to oppressive laws.

1618 — 1648: The next thirty years are marked by religious inquisitions presided over by the Order of the Cloak, now generally known as the Church of Zanar. At first only books and scrolls are confiscated and rights are restricted, but soon the terror escalates.

Inquisitors, assisted by Knights of Zanar (who are little more than hired thugs) order the detainment of any who speak against Zanar.

Tribunals condemn hundreds to death, burned at the stake as heretics, sorcerers, and ‘the perverted.’ (This time is later referred to as the ‘First Zanarian Purge’). Loremasters rescue what texts they can, and free many innocents, but soon the church also targets them. Silima remains a puppet Empress, eventually marrying Vuk’s nephew, Horgo.

The Imperial Orders disband or break away one by one. The Church of Zanar works to destroy them, painting the organizations as tools of sorcery or politically corrupt. Some members go into hiding, while the leaders of a few others try to set up governments of their own. Zanar attempts to establish order on a religious rather than political basis, the Cho-Na-kudai endorsing leaders he feels will survive. The Four Winds Order vanishes; Eye, Sun, Silver Sword, Flame and Ring all disband. The Mask was always invisible.

In Midwestern Silaar, the Duke of Reandor (a nephew of the Archduke Welias) declares independence and is crowned king by the Bishop of Tendorn. The tiny realm fortifies itself against invasion.

The Navigator guilds declare many regions of Emer within off-limits or ‘hazardous’ (they supply a surcharge).

There is widespread famine and disease throughout the Emerian Empire as systems of trade, food distribution and bureaucracy break down.

A nonaggression pact is made with Queen Driselle of Coronan, but it has little meaning considering the separation of the two realms.

By the end of this period, the western isles, Námar-Tol, and most of Uj has essentially seceded. The Emerian Empire has shrunk down to the region of Haestra.

(Emer) Loremasters in Emer lay low after Zanarian zealots imprison many.

1648: Ageren Vuk dies; he is succeeded by an even more cruel but politically inept cleric. Silima attempts to assert herself but her haphazard policies wreak havoc with the already faltering Imperial economy.

1649: Empress Silima dies suddenly [she was poisoned by her husband Horgo]. Horgo’s bid to rule causes chaos.

1649 — 1652: These three years mark the final death-throes of the Empire; seven men and women sit on the throne in quick succession; most die by violence or apparent poisoning. By 1652, even Haestra is in anarchy: the provinces are now city-states ruled by petty despots constantly at war. Most of the Aldari have fled into the mountains while the Laan retreat to islands or sail westward.

1650 — 1660: Second Zanarian Purge. As the remaining vestiges of organized government collapse, Priests of Zanar continue to rile against sin and excess, while demanding heavy tithes. They are able to move between the warring city-states with relative impunity, as few warlords wish to anger the Church.

1650 — c. 2000: (Sel-kai) The town of Sel-kai emerges as a regional influence because of its ideal location and the ambitious nature of her trader-captains. Wealth brings skilled craftsmen and the town grows. Guilds are formed which act as super-extended families: educating children, caring for the sick and elderly. Leading merchants and craftsmen from these guilds meet informally to coordinate the explosive growth of this emerging trade center. A government based on capitalism evolves, thriving in the trade vacuum left by the fallen Emerian Empire.

1653: Raiders (mostly Shay brigands from the countryside) sack Aldain City. Only hours before the looters reach the old city, a force of Loremasters and Navigators enter and rescue what art, books and other treasures they can salvage. The last man claiming to be Emperor of Emer is slain on his throne. The city deteriorates into a partially ruined (and reputedly haunted) refuge for bandits and criminals.

c. 1660 — 1700: Tired of their poverty while the Zanarian clergy lives in prosperous monasteries and abbeys, rustic peoples of Emer begin to fight back. Anti-church uprisings spread across the continent, despite the very real power wielded by Zanarian priests. Priests of other religions lead many of these rebellions.

Zanarian missionaries are driven out of Tai-Emer and Silaar by warlords and shamans of To-to-nar. Tai-Emerian priests order the Zanarians captured and sacrificed to their local gods. In Uj the priests are hunted across the plains. The Elves of Námar-Tol take great pleasure in routing Zanar priests from their island realm.

c. 1800: The city-state Kaitaine has established a name as a trading center along the southwest coast of Emer.

Aldain City is essentially abandoned; the isle of Votania is deserted.

The Yellow Death sweeps across all of central Emer, killing twenty percent of the mortal population. It is marked by high-fever and a yellowing of the skin and eyes. (It is an acute form of hepatitis; Elven races are immune.) Jaiman is for the most part, spared from this epidemic. Zanarian Priests in Haestra portray this as punishment by Zanar for the peoples' lack of faith and regain some of their former influence. The disease subsides after a decade or so, but remains a lurking threat in Tai-emer and western Uj.

c. 1900: The bucolic land of Lys is founded by Linaeri disenchanted with Urulan and fearing the growing power of Rhakhaan. En route to their new home in southern Emer they are joined by others of their kind who depart Námar-Tol.

- c. **2000 — 3000:** (Emer) Most of Emer remains politically fragmented and slides into a Dark Age lasting over a thousand years. With the exception of a few enclaves and a handful of resilient coastal trade centers, the continent is sparsely populated. Fields go fallow, towns and castles are abandoned and fall into ruin.

The goddess Mynistra first appears in Harstra and cults following her spring up across the land.

Námar-Tol isolates itself, constructing lookout towers along the perimeter shores of the Seven Isles and patrolling the Circular Sea in swift warships. The Elves are wary of ‘barbarians’ on the mainland. Meanwhile, however, they continue their technological advances.

- 2059 — 2065:** A plague known as the Lingering Pain sweeps through northern Emer. It kills through a long, excruciating and wasting disease and there is no known cure. (It is transmitted through blood: flea and mosquito bites, though this is not discovered; incorrect theories about its source and transmission abound however.) Fear of the Lingering Pain creates suspicion and isolationism, but nevertheless it manages to claim the lives of almost one quarter of the mortal peoples of Silaar, Tai-emer and Haestra (Laan, Shay, Nuyani, and Jaaderi).

- c. **2100:** A Dragon Cult spreads over the Isle of Jade in SE Emer.

- c. **2100 — 2500:** (Sel-kai) Shifts in the Sharya cause much of the land in the delta to become soft and unstable. Rather than move to solid ground less accessible to the river, residents begin to construct wood and stone pilings to shore up their homes and businesses. This marks the beginning of a long evolution towards the city of islands known in current times.

2300: Prince Elar takes rule of Námar-Tol. He maintains rule up through the present time.

- c. **2625 — 2700:** Altered weather patterns (possibly caused by the return of the comet) increase the average temperature and reduce rainfall in regions of eastern Uj and Tai-Emer. These areas shift from a semi-arid environment to arid. Easternmost Uj becomes a desert.

- c. **3000 — 4000:** (Námar-Tol) The Loari continue to make technological advances, creating ever more complex mechanical devices. Their skill with alchemy is unmatched in western Kulthea. Sel-kai eventually wins the confidence of the Loar Council, and they initiate trade.

Kaitaine’s population swells, and her powerful trade guilds explore further and further outward.

- 3030:** Kaitaine establishes a trade pact with the Elven realm of Lys.

- 3150:** The Grotto Path is discovered by ships sent out by Kaitaine to find new markets. Rael and the islands of the Raelian Bay are open to trade.
- 3155:** Kaitaine makes trade pacts with the Naal Triumvirate in western Rael.
- c. 3200:** A group of Emerians settle at the mouth of the Urij river; their land is called Sarnak. After the male leaders make a series of foolish decisions that threaten the realm, the women revolt and take control.
- 3214:** Karzôk, chief of the Lankani tribe in Tai-emer, is seduced by the power of the Charón god Klysus.
- 3214 — 3248:** (Emer). The nomadic tribes of central Tai-emer are brought together under the sun-and-sword banner of the charismatic warlord Karzôk Lankan. He seems to possess superhuman strength and is immune to sword and spell. Perhaps more importantly, he has the power to inflame the hearts of men.
- 3248:** (Emer) Karzôk begins construction of Kenezán at the mouth of the T’voca River. At the heart of this city plan are temples to honor the serpent gods Klysus and Akalatan. Labor is provided by slaves: Jaaderi from further south and Pochanti in the north, captured by tribal chieftains now under Karzôk’s rule. Always at his side is his son, the priest Akaal.
- 3288:** (Emer) The temple complex at Kenezán is complete. High Priest Akaal presides over the dedication ceremonies, which consist of solemn rites and sacrifices, a drunken revelry and orgy, and finally another sacrifice: Akaal murders his father in the Pyramid of the Kings. Akaal declares himself the Khurtûm (M. “Son of the Gods” or “Divine Son”) and King of Lankanôk.
- 3290:** Hostilities between Naal and Ansidus in Rael erupt into war.
- 3300:** Kaitaine caravans moving along the Scorpion Ridge have their first encounter with a Rhiani tribe.
- The Naal/Ansidus war climaxes in a huge battle near the tower of Vour. The fight is inconclusive though many thousands die. An uneasy peace follows, and the battlefield is a haunted place thereafter.
- c. 3300 — 3500:** In Silaar, the Nuyan Khôm begins a rise again from scattered clans into a group of provincial city-states. The lords (called ‘Tarns’), form trade and antiaggression pacts. The Loari of Námar-Tol continue to make technical advances, creating ever more complex mechanical devices. Their skill with alchemy is unmatched on western Kulthea. They make tentative contact with Sel-kai and the Nuyani.
- 3380:** Trade explorers from Kaitaine enter the Bay of Izar (at first thought to be another ocean); they encounter the Amazon culture of Sarnak. Their first meetings end in disaster.

- 3980:** The Laan lord Jengar Qatanen of Orian, a city-state at the mouth of the Alarna river (north of Votania in Haestra) secures fealty from several nearby lords and establishes the kingdom of Irdania, spanning most of the old land of Miir. Jengar then launches on a campaign to expand his realm into the neighboring regions of Vornia to the west and Stroane to the east.
- 3989:** Jengar has lordship over most of the lands surrounding the Sea of Votania.
- 3998:** Jengar is killed while in the forest of Norg on SE Haestra. He and his entire party are found beheaded and dismembered; many appear to have been drained of blood. (It was the Shards of Viour.) Jengar's 15 year old daughter Lissane assumes the throne.
- 3998:** (Jaiman) The Magician (or his successor) returns to Haalkitain and is welcomed.
- 3999:** Many lords in Irdania express dissatisfaction with Lissane's weak rule, while others compete to marry her and become king. Eventually the Lord Terok wins out. They are married and he is declared a member of the royal family of Qatanen. Soon after the wedding he asserts himself, and a period of peace begins for Haestra.
- 4010 — 4020:** A strange disease virtually wipes out the entire horse population of Silaar and Tai-Emer, crippling the fighting forces of the Nuyani and Jaaderi. The disease is stopped at the Spine of Emer, however.
- 4015:** Queen Lissane of Irdania gives birth to a son, Telemedar; however, she dies in childbirth.
- 4020:** Prince Terok marries again, a half-Elven woman named Selis.
- 4024:** Selis gives birth to a son, Xerion.
- 4031:** Prince Telemedar, at 16, is already a handsome and extremely bright youth, but those close to him see a dark side. Seeming to have little interest in the martial arts, he studies magic under the court Magician Belos, and his stepmother. Rumors also begin to circulate through court that Telemedar and Selis share a more intimate relationship.
- 4034:** Prince Terok of Irdania dies, under suspicious circumstances. Nevertheless, Telemedar Qatanen is crowned king at the age of nineteen.
- 4035:** Court Magician Belos dies of a fall from the Orian castle wall. Telemedar names his stepmother Selis to the post. Her influence at court grows, to the consternation of the Royal Council and lords and ladies of the court. The only other person who has Telemedar's ear is a childhood friend, Kevik, the son of a wealthy Orian merchant.
- 4036:** Selis is pregnant; there is little doubt as to the father. At her urging, Telemedar expands Irdania into the Bodlean lands and makes plans to take Sarnak and Danarchis.

- 4037:** The war front to the north does not go well for Irdania. Kevik is found dead in his quarters, hours after counselling Telemedar not to accept Selis' impending child as heir. Telemedar consults a Seer and learns the truth: Selis was behind his friend's killing. Insane with rage and anguish, he brutally murders his pregnant wife. Telemedar is tried and executed. His younger half-brother, the 13 year-old part-Elven Xerion, is placed on the throne.
- 4052:** Like his brother, Xerion shows a preference for the magical arts — and sensual pleasures. He shows little interest in governing, preferring to spend his time in the intimate company of wine, food, young men and women. Privy Council of lords essentially rules the kingdom.
- 4056:** At the insistence of the Privy Council, Xerion marries: the 21 year old Celiana, Countess of Maray. She shows a skill at rulership he lacks, and while he descends ever deeper into decadence, she assumes control of the government. The northern aggression is halted, and Irdania makes peace with her neighbors.
- 4066:** At the age of 42, Xerion is stabbed to death in his bed by a slave boy who had been brought to him for 'entertainment.' Soon after her coronation as ruler, his wife Queen Celiana puts this incident behind her and purges the palace. A long period of stability ensues.
- 4205:** The Laan shipwright Leri Valain and the Loari alchemist Teryk Altiar construct The First Skyship, the Cloudwing, in Sel-kai. The Merchant-prince of Sel-kai begins an ambitious project: to build a flying merchant fleet. Sel-kai's demand for Xenium is soon insatiable.
- 4250 — 4600:** (Sel-kai) The fame and wealth of Sel-kai grows as her flying ships skim further and further afield.
- 4345 — 4349:** King Perulin of Irdania, soon after his 100th birthday, claims that he has been visited by the spirit of Telemedar and his unborn child, and claims they are haunting the palace. The King's delusions grow steadily worse over the next few years until he is incoherent. However, strange, unexplainable events have begun to occur: fires starting spontaneously, eerie voices in the night, the walls of the King's inner chambers seeming to bleed. Clerics summoned to cleanse the palace all fail. Finally, the king throws himself off a parapet. Perulin's son Xerion is crowned; the mysterious events cease.
- 4350 — 4365:** Three apparently different plagues wipe out almost half the population of Haestra. This, combined with a series of droughts and uprisings in the border lands, and the weak rule of King Xerion III, spells doom for the kingdom of Irdania. Several lords in Vornia split away into independent holdings. Fear of the plague severely limits trade and travel amongst the holds, and few ships from outside mainland Haestra will go there, wary of contamination.

- 4365 — 4400:** By the end of the century, most of Haestra has deteriorated once again into a collection of small, petty kingdoms and a handful of more powerful city-states. Irdania is no more.
- c. 4400 — 5500:** Most of Haestra is in a dark age. Trade ships only enter the Bay of Izar to dock at Sarnak; others remain along the seacoast. Even Skyships do not enter, partially because of tales of at least one dragon terrorizing the land. Navigators add a surcharge for travel there for many years after the plagues have run their course. Bodlea, never densely populated, becomes a desolate empty land. Many castles and manors in the other regions are abandoned and fall into ruin. Even the city-states do not recover from the plagues and lack of contact.
- c. 4500:** In Rael, the rival kingdoms of Ansidus and Naal escalate hostilities once again. Their ongoing conflict continues sporadically for a thousand years.
- 4650:** (Sel-kai) The city of Eidolon rises in the sky above Northern Emer.
- 4880:** Vajaar, a state in SW Uj, grows jealous of Kaitaine's immense wealth and attempts to annex the island city — at first on paper, then by force. Its small fleet is crushed, and the Vajaar army is trapped between Kaitaine defensive troops and Rhiani horsemen. Kaitaine insists on a formal apology and a promise to never attempt such aggression again before they will re-establish trade. The Rhiani's alliance with Kaitaine earns them Vaajar's undying hatred.
- c. 4900 — 5900:** Vajaar slowly expands across western Uj, annexing prairie lands from the Rhiani. The Horse tribes find that their access to Kaitaine is eventually limited to two roads: the southern coast or the Scorpion Ridge foothills (adjacent to the White Wood). The Lord of Vaajar closes other routes.
- c. 5000:** (Haestra) With the decline of terrestrial powers comes a rise of religious rivalries in Haestra. Mynistra's followers wield considerable influence in the southwest, while Priests of Andaras gain power in Stroane. Izar has always been largely a center for Shaal, the Orhan god of the sea. In the north, the Sun god Phaon sees a resurgence of popularity. The church of Zanar has fallen by this time to a little-known cult.
- c. 5000 — 5500:** (Tai-emer) Shay immigrants from Haestra settle in the rich Lygaar valley. Within a few centuries they expand into the Pelegris foothills and south to the edge of the Quon jungle in Khûm-kaan. They soon encounter the tall, dark Kuluku. After a tentative beginning, an understanding is reached and the two cultures begin a lucrative trade arrangement.
- 5210:** (Emer-Haestra) Gelenad n'Chenn becomes Lord of Relian after the sudden death of his father. This is somewhat controversial because Gelenad is a priest of Phaon.

- 5210 — 5220:** (Emer-Haestra) Gelenad sends escorted trade representatives north to the Dales and Danarchis, west to Zinvar and east into Tai-emer. Over the next few years trade begins to grow, enriching Relian. His aggressive trade policies are welcomed, though his promotion of the religion of Phaon is not greeted with the same enthusiasm. Tensions increase between Relian and Arakin, which has become a stronghold of Andaras.
- 5221 — 5225:** Gelenad's religious influence grows from merely openly following Phaon to making it the only tax-free religion in the land, and he begins to pressure citizens to convert. Finally, in 5225, the council of Merchants asks him to choose either his church or the Lordship. He retires to a monastery and the council assumes control of the city.
- 5430:** The Loari of Námara-Toldevelop the first Airbarges to transport passengers and cargo. These huge, slow-moving noisy steam powered air vehicles are greeted with awe and suspicion by all who see them.
- 5591:** An earthquake strikes; the center is estimated by Loremasters to be somewhere in northern Tai-emer, but the shocks cause several structures in Sel-kai to tumble.
- 5598:** The Naal Triumvirate attempts to control access through the Grotto Path, taxing trade ships passing through. This move — a not entirely successful one — angers Kaitaine as well as Ansidus and the independent isles in the Raelian Bay.
- c. 5600:** Tensions between the Naal Triumvirate and the kingdom of Ansidus in Rael escalate into open warfare.
- 5650:** The comet returns. During the ensuing weeks it hangs in the Kulthean sky while strange and terrible events occur across the world.
- Droughts strike Rael for the next several years. By 5660, the region that was Ansidus is a wasteland.
- Chronic famine in many lands.
- Snakes rain from the sky in Tai-emer and Uj.
- Erratic tides (even for a planet with five moons) cause widespread damage to coastal cities.
- Another attack of the strange horse-killing disease sweeps across northern Emer, this time also affecting Haestra, again devastating the equine populations. Three quarters of the horse population is lost. Each in their own way, the Lankanôkand the Nuyani decide to seek alternatives.
- 5651:** The High Shaman of the Nuyani lands goes on a spirit-quest to seek guidance regarding the problem of the loss of their horses. He fasts and prays to the god To-to-nar ('the two-faced'). The gods hear his pleas... after five days of wandering the solution comes to him — in the form of a huge Gryphon. She is to be the mother of a stable of winged mounts for the elite warriors of Nuyan Khôm.

- 5656:** The Animists and warriors of Lankanok embark on a breeding program to domesticate the Srill, large, herbivorous bipedal lizards, as an alternative to horses. (A brief flirtation with riding the carnivorous Quarnaks was abandoned when they kept eating their riders).
- c. 5900:** (Tai-emer) The expanding borders of the thriving Lankan Empire and the Blissful Kingdom of Pochantos approach one another. Already, patrols and exploration parties on the frontier have had altercations. At stake are the fertile lands between the two realms and east of the Forest of Ash.
- 5910:** More than a thousand years after its first aggression against Kaitaine, Vajaar declares sovereignty over the entire mainland of Uj west of the Daluj river. Itanis, Kaitaine and the Rhiani are all cut off from each other except by sea and a treacherous route (through the Scorpion Ridge) which only the Rhiani will brave.
- 5945:** A man identifying himself only as the Nameless One arrives on the isle of Zinvar and predicts impending disaster to the thriving trade center in three years. Few take his dire prediction seriously, despite his impressive entourage of four Changramai warrior-monks.
- 5948:** The people of Zinvar are overcome in one night by a mysterious plague of violent madness. The city burns to the ground, set afire by its own inhabitants. Zinvar becomes a deserted place, shunned by sea-travelers. Sel-kai loses an important trading link; several years are needed to re-establish some routes.
- c. 5950:** (Tai-emer) Hostilities between Pochantos and Lankanôk continue to escalate. The Pochanti, being a more peace-loving people, attempt to negotiate a border. The Lankani sacrifice the Pochanti emissary and send back his flayed skin.
- 5975:** (Tai-emer) Lankani aggression continues, with raiders burning southern Pochanti homesteads, attacking traders and kidnapping them to use as slaves and sacrifices. Finally, the Priest-king of Pochantos declares war.
- 5980:** The Kuluku of the Quon jungle in Khûm-kaan, who have been trading with the neighboring Shay living near the Gap of Uj for centuries, suddenly vanish into the rain forest. It is believed that they are embroiled in a civil conflict or are suffering some terrible plague.
- 6000:** (Tai-emer) The Lankanôk-Pochantos war drags on, with the Lankani slowly gaining more territory.
- 6019:** The Nameless One enters the Palace of the Emperor of Nuyan Khôm and warns the ruler of a great disaster. That night the Butterfly Scepter of Khôm is stolen.
- 6020 — 6022:** Plague devastates Silaar, killing 35% of the population of Nuyan Khôm, including nearly all of the Royal Family.

6025 — 6035: (Emer) An army of tall, fair-haired men come down from the Spine of Emer and begin taking over the scattered towns in southern Pelegris and northern Lygaar. Their takeover is for the most part bloodless, and they bring administrative order. More importantly, they are wealthy and willing to pay well for honest labor. Soon the region sees prosperity through a growing trade network. Word spreads that the leader of these men is called Aldaron.

6035: Amidst the ruins of the old capital of Relas (one of the four regions of the old Empire) a new leader begins to rebuild. He names himself the Lord of Arдания. People flock to the site to take jobs, and the city begins to thrive again. The Lord even resurrects the ancient Ahn sye Nokora (Order of the Silver Sword) that once guarded the Emperor of Emer.

6039: The Nameless One warns the L'chye Herénath, Priest-king of Pochanto of impending doom. He is ignored. Eight days later an earthquake levels the capital city. The king is killed in the collapsing palace, but his three sons survive.

His eldest son Naentar assumes the throne of I-chaal and dons the Holy Torque of the Golden Puma at the age of twenty-seven (his name becomes L'chye Baentar), while the second son Q'venna, aged twenty-one, is named general of the armies. The youngest son, Tinturi, is a boy of thirteen. The Pochanti continue to fight, but Q'venna is an inexperienced leader, and the under-equipped Pochanti are demoralized and no match for the fierce Lankani and their lizard-steeds. The following months see defeat after humiliating defeat for the people of the Blissful Kingdom.

Q'venna of Pochantos is captured by Lankan forces in the Battle of Uggoth Plain. The youth and his personal guards are taken to Kenezán. Holy King Baentar offers to negotiate for his brother's release but the Khurtûm (Agara-Lysus, Divine Emperor of the Lankan Empire), sees this is a sign of weakness, and instead hands Q'venna over to his son P'har Ahnekar, the high priest of Akalatan. The Pochanti prince is ritually humiliated before the Lankani people.

6040: Rumors of visits by the Nameless One in southern Haestra, Námar-Tol, and Utor Keza (a southern city in the Lankan Empire).

The Lankanok, their elite cavalry astride the swift and agile Srill lizards, crush the surviving Pochanti in northern Tai-emer and consolidate their hold on the region. Pochanti king L'chye Baentar and prince Tinturi are captured.

The Khurtûm (Priest-king) of Lankanok and the Lord of Arдания sign a pact of nonaggression. Lankan priests order more human sacrifices — many of them Pochanti prisoners.

6041: The Katra of Stroane, urged on by his advisor Shatang (a high priest of Andaras), begins his expansion campaign, drawing nearby Miirian holds under his rule by oaths of fealty. Those who resist are laid siege. This expansion continues for the next few years.

6044: The forces of the Katra of Stroane move through Vornia, capturing hold after hold. The Archbishop of Helberna (the heart of the religion of Mynistra) refuses to yield and the city is laid siege.

6045: Stroane consolidates its hold on the Miirian states, assembling supplies and drafting soldiers. The Katra also hires mercenaries from Uj and southern Tai-emer.

6046: With the resources of the Miir States, the Katra demands that Sarnak bow to his will. He is widely rebuffed, and declares war on the powerful city-state. Even without Sarnak, however, Stroane controls virtually all of Haestra south of the Keyten River.

6048: (Spring) Against the advice of his High Priest, the Katra of Stroane marries Vazia, a country maid of questionable birthright.

(Summer) The Katra of Stroane is found dead in his bed, apparently murdered by his young wife — who has disappeared. His ten year old son Mikel is crowned Katra, but only in name. True power is shared between the Lord General of the military, High Priest Shatang of Andaras, and the Katra's uncle, Prince Lorek. As news of the Katra's death spreads, the Stroane forces begin to lose the initiative.

6049: (Spring)

Haestra is in turmoil as news of the Katra of Stroane's death spreads.

(Eastern Emer) Ardanian forces drive back the Trogli. The grateful Shay accept Ardanian dominion.

(Emer) Trogli from the southern Spine of Emer swarm out of their caves at night to attack the Shay of Khûm-kaan. The Kuluku are still not to be seen; it is suspected that they died in a plague, though no one dares enter the jungle.

(South Emer) Lightning is seen at night dancing among the rocks of the Spine of Emer near the grotto path.