

Table of Contents

-PART I- INTRODUCTION		15•Murlis 104	4•The Jerak Ahrenreth 168
1•Abbreviations 5		16•Palia 105	5•Dragonlords 170
2•Keys to System Codes 6		17•Folenn 106	6•Heralds of Night 171
3•Keys to Beast Table Entries 6		18•North Polar Region 106	7•Individuals of Note 172
-PART II- HISTORY		19•South Polar Region 107	
1•The Kulthean Calendar 10		20•The Eastern Hemisphere 108	
2•About Time 11		PART VI: THE BAY OF IZAR	
3•A Timeline of History 12		1•About the Maps 110	
-PART III- PEOPLES		2•Key to the Text 111	
1•Mortal Races 45		3•Geography 111	
2•Immortal Races 59		4•Settlements 114	
3•Alien Races 63		5•Fortifications 119	
4•Extinct Races 64		6•Sites and Mysteries 120	
PART IV: CHARACTER CREATION		PART VII: ESSÆNCE & SPELLS	
1•Character Concept 75		1•Essænce Barriers 128	
2•Initial Choices 75		2•Foci 128	
3•Stats 75		3•Flow-storms 130	
4•Adolescent Skill Development 75		4•Spells & Spell Lists 132	
5•Background Options 76		5•Channeling Notes 136	
6•Apprenticeship Skill Development 76		PART VIII: GODS	
7•Your Character's Role 77		1•Interpretation 141	
8•Final Character Preparation 77		2•Involvement 141	
9•Experience and Advancing Levels 77		3•Lords of Orhan 141	
PART V: THE LANDS		4•Greater Spirits of Orhan 146	
1•About the Maps 78		5•Nymphs 148	
2•Key to the Text 79		6•Children of Gods 149	
3•Special Features 83		7•The Dark Gods 149	
4•Mulira 84		8•Dark Spirits 152	
5•Agyra 86		9•Local Gods 154	
6•Thuul 88		PART IX: GOOD & EVIL, ORDER & CHAOS	
7•Mythenis 92		1•Good and Evil 156	
8•Jaiman 91		2•Unlife Origins 157	
9•Emer 94		3•Manifestations 157	
10•Iyxia 98		4•Other "Evil" Forces 157	
11•Falias 99		5•Evil Essænce 157	
12•Kelestia 101		6•Order and Chaos 158	
13•Gaalt 102		PART X: Groups OF NOTE	
14•Govon 103		1•Powers overview 160	
		2•Loremasters 160	
		3•Navigators 163	
		PART XI: CREATURES	
		1•Land & Air Arthropods 177	
		2•Aquatic Beasts 178	
		3•Reptiles & Amphibians 179	
		4•Herbivorous Land Mammals 180	
		5•Carnivorous Land Mammals 181	
		6•Flying Beasts 182	
		7•Dragons 183	
		PART XII: THE UNDEAD	
		1•About the Undead 185	
		PART XIII: ARTIFICIAL BEINGS	
		1•Kæden 189	
		2•Sentinels 190	
		3•Gogor 191	
		4•Shards 191	
		5•Neng 194	
		6•Elementals 195	
		7•Golems 197	
		PART XIV: DEMONS OF THE ESSENCE	
		1•About Demons 199	
		2•Elemental Demons 200	
		3•Thematic Demons 201	
		4•Singular Demons 203	
		PART XV: DEMONS OF THE VOID	
		1•The Void: an Overview 205	
		2•The Planes of the Known Void 206	
		3•The Outer Planes 206	
		4•The Outer Void 207	
		PART XVI: APPENDICES	
		1•Weather & Climate 210	
		2•Plantlife 215	
		3•Special Weapons 224	

CHAPTER I

INTRODUCTION

We cleared the summit and it was as Kirin had said: ahead of us lay a wide vale, filled with the green of growing things. Sunlight warmed us and shimmered across a long lake ahead.

But scattered across the valley were dark patches that raced across the rolling hills, sliding like ethereal snakes. They were seemingly merely shadows cast by clouds under the sun, but they gave me a feeling of menace, of malignant purpose. Even as I pondered this, one of the dark patches rose up the hillside and covered us. The sun went out, and suddenly the air held a chill. I have never been so afraid before or since.

We were in the presence of the Unlife.

From the *Visions of Andraax*
Nomikos Library, Jaiman

It is a world on the brink of chaos.

It is a world balanced between Life and the Unlife.

It is a world of power and majesty, of hope and despair.

It is a crossroads between dimensions.

It is buffeted by storms and flows of the powerful magical source, the Essænce.

It is the grave of an ancient civilization of unfathomable power.

And it has been so for more than ten thousand years.

It is Kulthea. The Shadow World.

Welcome to the newest edition of the *Shadow World Master Atlas*. In this book, you will find everything you need to know to delve into the rich and textured world of Kulthea. Here, ancient powers strive to dominate or protect civilization. Here, strange and powerful beings wander cloaked with spell and science. Here, demons from nearby dimensions come, hungry and looking for prey. Here, life strives against the Unlife, a force of hunger, consuming all it touches.

Shadow World.

Shadow World is a setting vast in scope and texture. It is a huge world with a long history. It has an unlimited potential for intrigue and adventure. It is a setting with infinite possibilities.

This book provides an overview of life and death on Kulthea. In future works, the planet and its cultures will be examined more thoroughly. In this book, you will find a general treatment of the lands of the western hemisphere, as well as a fully detailed area, the Bay of Izar, ready made for a beginning campaign.

Everything you need to run a *Shadow World* campaign is right here, in this book. So sit back, relax and enjoy. A world of mystery and wonder awaits.

The classic **Rolemaster** world of Kulthea is back and better than ever, with the long awaited conversion stats for RMFRP and RM2. This newest edition of the *Shadow World Master Atlas* is completely compatible with all versions of **Rolemaster**.

SHADOW WORLD PRODUCTS

The *Shadow World* line consists of the following books: *Shadow World: Master Atlas* – The product you are currently holding. In addition, there are several books in the *Shadow World* line that are yet to be re-released.

Emer Book I: Heastra, the Northwest – This is the first in a series of sourcebooks to provide in-depth info about the cultures, kingdoms and pow-

ers on the preeminent land on Kulthea: Emer. The *Master Atlas* provided a basic overview of this continent, but much was left to the imagination. This book delves far deeper.

Haalkitaine – The most powerful city on Jaiman, capital of the Rhakhaan Empire, Haalkitaine is an ancient pile of granite brooding on the knees of the Grey Mountains. Within this new Citybook you'll uncover information on the Noble Families, their tower-villas in the city, and the dark intrigues that plague the Emperor's Court.

A large full-color map of Haalkitaine is the centerpiece, supplemented with a GM version of the city. There are descriptions of dozens of shops, inns, taverns & armorers, many with NPC details. There are also maps of Rhakhaan and Jaiman, laying out the boundaries of the Duchies, Counties & Baronies of the Empire, and the exact locations of many Jaimani sites previously unrevealed!

Emer Book II: The Northeast – This is the 2nd in a series of sourcebooks to provide in-depth information about the cultures, kingdoms and powers on the preeminent land on Kulthea: Emer. The *Master Atlas* provided a basic overview of this continent, but much was left to the imagination, and a few things were not entirely accurate.

ROLEMASTER AND BEYOND

The *Shadow World* was originally designed for the **Rolemaster** system. This book includes stats for both *Rolemaster 2nd Edition* and *Rolemaster Fantasy Role Playing*. For statistics and conversions for other game systems, including a d20 version of the stats and characters in this book, see the *Iron Crown* website at "<http://www.ironcrown.com>."

1 · ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to subcategories. Note: All page references are to RM2.

GAME SYSTEMS AND SUPPLEMENTS

AL/CL	Arms Law & Claw Law
C&T I-III	Creatures and Treasures I thru III
C&M	Creatures and Monsters
ChL/CpL	Character Law & Campaign Law
RM2	Rolemaster Second Edition
RMC I-V	Rolemaster Companion volumes I thru V (etc)
RMFRP	Rolemaster Fantasy Role Playing
RM.....	Rolemaster
SL	Spell Law
SM	Space Master

SM:P	Spacemaster: Privateers
Character Stats	
Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
In	Intuition
Me	Memory
Pr	Presence
Re	Reasoning
SD	Self Discipline
St	Strength
Wi	Will (see RMC I)
Game Terms	
AT	Armor Type
bp	bronze piece(S)
cp	copper piece(s)
Crit	Critical strike
D.....	Die or Dice
D100	Percentile Dice Result
DB	Defensive Bonus
FRP	Fantasy Role Playing
GM	Gamemaster
gp	gold pieces(s)
ip	iron piece(s)
jp	jade piece(s)
Lvl	Level (exp. or spell lvl)
MA	Martial Arts
Mod	Modifier or Modification
NPC.....	Non-player Character
OB	Offensive bonus
PC	Player Character
PP	Power Points
R or Rad	Radius
Rnd or Rd ..	Round
RR.....	Resistance Roll
Stat	Statistic or Characteristic
tp	tin piece(s)

2 • KEYS TO SYSTEM CODES

The *Master Atlas* is filled with useful information about the inhabitants of the *Shadow World*, but one must be familiar with the coding system used in the charts and text blocks in order to fully use the material.

TASK DIFFICULTY

Within the *Shadow World* books, the GM will notice that references to levels of difficulty are often made. This is meant to represent the ease or difficulty that one encounters in trying to resolve a particular problem. For more information on task difficulties, see *Rolemaster Fantasy Roleplaying* or *Rolemaster 2nd Edition*.

3 • KEY TO THE BEAST TABLE ENTRIES

Later sections contain descriptions for a variety of creatures and guidelines for handling them during play. Before attempting to use the statistics provided for each creature, the GM should familiarize himself with the codes used in the creature tables and descriptions.

The statistics given in this book describe typical or average creatures. Many statistics for a given creature (animal or monster) are actually given for a family of related creatures.

Individual species of such a family may be smaller, larger, faster, etc. In some cases, a percentage chance of special properties (e.g., poison, flight, etc.) is given. This information is provided to aid in play and may not be accurate with respect to the GM's specific world system. All statistics should be altered to better fit the GM's view of his own world scheme, if that is necessary.

These stats are of course abstracted to fit into an FRP environment and to speed play. Additional codes provide a GM with guidelines for generating creatures that vary the average in terms of levels, hits, bonuses, etc. These additional statistics can, of course, be ignored if the GM chooses.

These entries assume several different environments of activity for creatures: on land, in the water, and flying in the air. Some creatures, which can operate in several environments, will have several sets of statistics describing their capabilities in the various environments. In these cases, the set of statistics for the creature's primary environment is given first.

For more information on the statistics in this book, see *Creatures and Treasures* or *Creatures and Monsters*.

ROLEMASTER 2ND EDITION SKILL LISTING

Rolemaster is a skill-based system. Each character and NPC is described not only by his vital statistics (such as Strength, Constitution, etc.) but

also by the skill bonuses that he has earned. These values usually run between 1-100 (i.e., a percentage scale), but powerful characters or characters who have intensely developed a skill may have values over 100.

If no skill bonus is given for a character, it indicates that he/she has no skill ranks for that skill. It is entirely possible, however, that the character's stat, level, and/or profession bonuses would still give that character a bonus for that skill. Certain skills are not specifically described in **Rolemaster** because they are seldom used in a normal campaign (e.g., administration, crafting, architecture, etc.). These skills are merely used to give an idea of character skills developed outside of an adventuring environment.

SKILL TABLE

Primary Skills

Abbr Name Stat Mod(s) Type
 none Melee ST/ST/AG hand to hand attack
 none Missile AG/AG/ST bows, slings, etc.
 DB Defensive Bonus QU DB derived from shields, magic, adrenal def., etc
 Climb Climbing AG Primary Skill
 Swim Swimming AG Primary Skill
 Ride Riding EM/AG Primary Skill
 DTraps Disarm Traps IN/AG Primary Skill
 PLock Pick Locks IN/RE/AG Primary Skill
 S&H Stalking&Hiding AG/SD Primary Skill
 Perc Perception IN/IN/RE Primary Skill
 Rune Read Runes EM/IN Primary Skill
 S&W Staves&Wands EM/IN Primary Skill
 Chan Channeling IN Primary Skill
 DSp Directed Spells AG Primary Skill
 Amb Ambush none Primary Skill
 Li Linguistics none Primary Skill
 AMov Adrenal Moves PR/SD Primary Skill, 5 kinds
 ADef Adrenal Defense none Primary Skill
 MAst Martial Arts Strikes ST/ST/AG Primary Skill
 MAsw M.A. Sweeps&Thr. AG/AG/ST Primary Skill
 BDev Body Development CO Primary Skill

Secondary Skills

Abbr Name Stat Mod(s) Type
 Acro Acrobatics AG/QU Secondary Skill
 Act Acting PR/EM Secondary Skill
 Admin Administration RE/PR Develop as Meditation

AnimH Animal Healing EM/RE Secondary Skill
 AnimT Animal Training EM/PR Develop as Herding
 Appr Appraisal RE/ME Develop as Music
 Arch Architecture RE/EM Dvlp as Mathematics
 AthG Athletic Games ST/AG/QU As Acro. (Fghtrs at 1/4)
 Cave Caving SD/RE Secondary Skill
 Chem Chemistry RE/ME Develop as Cookery
 Cont Contortions AG/SD Secondary Skill
 Cook Cookery IN/RE Secondary Skill
 Craf Crafting AG/SD Develop as Fletching
 Dance Dance AG/IN Secondary Skill
 Dipl Diplomacy RE/EM Develop as Falsification
 Div Diving SD/AG Secondary Skill
 Fals Falsification SD/RE Secondary Skill
 FAid First Aid SD/EM Secondary Skill
 Flet Fletching AG/SD Secondary Skill
 For Foraging IN/ME Secondary Skill
 Fren Frenzy EM/SD Secondary Skill
 Gamb Gambling ME/PR Secondary Skill
 Herd Herding EM/PR Secondary Skill
 Lead Leadership PR/RE As Acting (Fighters 1/3)
 LWork Leather Working AG/RE Secondary Skill
 Math Mathematics RE/ME Secondary Skill
 Med Meditation PR/SD Secondary Skill
 Mus Music AG/EM Secondary Skill
 Nav Navigation RE/IN Secondary Skill
 PSp Public Speaking EM/PR Secondary Skill
 RMas Rope Mastery ME/AG Secondary Skill
 Row Rowing SD/St Secondary Skill
 Sail Sailing EM/IN Secondary Skill
 Sed Seduction EM/PR Secondary Skill
 Sig Signaling ME/SD Secondary Skill
 Sing Singing PR/IN Secondary Skill
 Ski Skiing AG/SD Secondary Skill
 Smith Smithing ST/AG Secondary Skill
 SpMas Spell Mastery varies Secondary Skill
 Star Stargazing IN/ME Secondary Skill
 Stone Stonecarving SD/AG Secondary Skill
 S&T Strategy&Tactics IN/RE As Frenzy (Fighters 1/3)
 Subd Subduing AG/QU Secondary Skill
 Track Tracking IN/RE Secondary Skill
 Trad Trading RE/EM Secondary Skill
 TrapB Trap-building RE/EM Secondary Skill
 Trick Trickery PR/QU Secondary Skill

Tumb Tumbling AG/SD Secondary Skill
 Wea Weather Watching IN/EM Secondary Skill
 Wood Woodcarving AG/EM Secondary Skill

NOTE: Costs for “Primary Skills” are given in Section 3.0 of Ch&CaL; and costs for “Secondary Skills” are given in Section 14.14 of Ch&CaL.

ROLEMASTER FANTASY ROLEPLAYING AND SPACEMASTER: PRIVATEERS SKILLS

RMFRP and *Spacemaster: Privateers* are the newest editions of the **Rolemaster** and the **Spacemaster** lines. They use a category based skill system. Where the abbreviation matches those above, they are referring to the same skill. For categories and new skills or skills with different names, see below.

Listed for each character there is a total bonus for all the categories, so that a GM can extrapolate untrained skills. In parenthesis after each category are listed any skills which have been developed.

CATEGORIES

ArmH Armour: Heavy
 ArmL Armour: Light
 ArmM Armour: Medium
 ArtA Artistic: Active
 ArtP Artistic: Passive
 AthB Athletics: Brawn
 AthE Athletics: Endurance
 AthG Athletics: Gymnastics
 AwarP Awareness: Perception
 AwarSch Awareness: Searching
 AwarSen Awareness: Senses
 Comman Combat Maneuvers
 Comm Communications
 Cra Crafts
 DS Directed Spells
 In Influence
 LorA Lore: Academic
 LorG Lore: General
 LorM Lore: Magical
 LorO Lore: Obscure
 LorT Lore: Technical
 MAST Martial Arts: Striking
 MASw Martial Arts: Sweeps

OutA Outdoor: Animal
 OutE Outdoor: Environmental
 PowA Power Awareness
 PowM Power Manipulations
 SciAB Science/Analytic: Basic
 SciAE Science/Analytic: Engineering
 SciAM Science/Analytic: Medical
 SciAS Science/Analytic: Special
 SciAT Science/Analytic: Technical
 SCon Self Control
 SitComb Situational Awareness: Combat
 SpecA Special Attacks
 SpecD Special Defenses
 SubA Subterfuge: Attack
 SubM Subterfuge: Mechanics
 SubS Subterfuge: Stealth
 TechGen Technical/Trade: General
 TechGun Technical/Trade: Gunnery
 TechP Technical/Trade: Profession
 TechVeh Technical/Trade: Vehicles
 TechVoc Technical/Trade: Vocational
 Urb Urban

Weap1HK Weapon: 1-H Krush
 Weap1HEd Weapon: 1-H Edged
 Weap1HEn Weapon: 1-H Energy
 Weap1HF Weapon: 1-H Firearms
 Weap1HM Weapon: 1-H Melee
 Weap2H Weapon: 2-Handed (melee)
 Weap2HE Weapon: 2-Handed Energy
 Weap2HF Weapon: 2-Handed Firearms
 WeapM Weapon: Missile
 WeapMA Weapon: Missile Artillery
 WeapPA Weapon: Pole Arms
 WeapS Weapon: Support
 WeapT Weapon: Thrown

Skills

Alert Alertness
 ABal Adrenal Balance
 ACon Adrenal Concentration
 Adm Administration
 ALand Adrenal Landing
 ALeap Adrenal Leaping
 AQuick Adrenal Quick Draw
 ArtL Artifact Lore
 ASpeed Adrenal Speed
 AStab Adrenal Stabilization
 AStr Adrenal Strength

Attune	Attunement	LockL	Lock Lore
Bio	Biochemistry	MetaL	Metal Lore
BMath	Basic Math	MilitOrg	Military Organization
Box	Boxing	Mount	Mounted Combat
ChemEI	Chemical Engineering: Industrial	Observe	Observation
ChemEM	Chemical Engineering: Medical	Orient	Orienteering
CirL	Circle Lore	Play	Play Instrument
Count	Counterfeiting	PowerS	Power Sword
CultL	Culture Lore	RegL	Region Lore
DetTrp	Detect Traps	Reverse	Reverse Stroke
DeviL	Demon/Devil Lore	SenAmb	Sense Ambush
Fauna	Fauna Lore	Silent	Silent Attack
Flora	Flora Lore	Snipe	Sniping
Glyph	Glyph Lore	SoftL	Soft Leather
HardL	Hard Leather	Stalk	Stalking
Herald	Heraldry	Surv	Survival
HerbL	Herb Lore	Tact	Tactics
Hide	Hiding	TradL	Trading Lore
Hist	History	Undead	Undead Lore
LPistol	Laser Pistol	Wrestle	Wrestling
LieP	Lie Perception		



CHAPTER II

HISTORY & CIVILIZATION NOTES

1 • THE KULTHEAN CALENDAR

This reckoning was developed by the Loremasters, and is used—with variations based on location—by the Navigators and most cultures on Emer and Jaiman.

SEASONS

Kulthea—like any planet with an axial tilt and regular, elliptical orbit—has four celestial “seasons.” Their formal beginnings and endings are largely ignored however (except by astronomers, and for a few holidays) in favor of the much more obvious pentennial phases of the great moon Orhan.

There are four landmark dates in the seasonal year of Kulthea, two Solstices and two Equinoxes:

Solstice: When the sun appears to be farthest from the planetary equator. There is a “Summer” and a “Winter” Solstice, the latter signifying the first day of the calendar year to many Kulthean cultures.

Equinox: When the sun passes the planet’s equator. The vernal occurs when the sun appears to pass from the south to the north; the autumnal when it appears to move north-south.

MONTHS

Rather than follow the above pattern, most cultures have adopted “seasons” which mirror the five months of the Great Moon, each seventy days long. For the northern hemisphere they are listed as follows, beginning with the winter solstice, when Orhan is new. In the southern hemisphere temperatures are reversed because of the planet’s axial tilt.

Winter: Cool, becoming the period of deepest cold by midmonth.

Spring: Weather grows warmer; planting season.

Summer: Warmer weather still, yet (relatively) pleasant.

Autumn: Hottest weather. and then cooling.

Fall: Temperatures drop; harvest; preparations made for Winter.

This varies from culture to culture of course, depending on climate, hemisphere, and social orientations. (The southern hemisphere, for instance, goes in reverse.) The names given here are conventions.

However, Orhan begins each month anew, waxes to full on the 35th, and wanes again toward the end of the month.

WEEKS

There is a shorter period marked by many Kulthean cultures, the ten-day span which is delineated by the phases of Varin, the Second Moon. Unlike Orhan (which sometimes looms huge in the sky, many times larger than the sun), Varin only shows a small disk. It is rather bright, however, and can be seen on even sunny days.

However, since seventy days is a rather cumbersome length of time to keep track of, most people think in terms of ten-day weeks. Following are the names of the days as declared by the Loremasters, and their Erlin (common Elvish) translation:

DAYS OF THE WEEK:

Erlin Name	Translation	Significance
Orhayen	Moon-day	Varin is full
Buryen	Fire-day	
Usivyen	Water-day	
Melyen	Earth-day	
Ordyen	Air-day	Holy Day
Maryen	Dark-day	Varin is new; Bad luck
Kyayen	Star-day	
Kindagyen	Cloud-day	Bad luck
Aryen	Sun-day	
Purlyen	Wind-day	Holy Day

The day when Varin is full is considered the first day of the week, and is market day in most towns.

Note: *Unlike a modern Terran industrialized week, in medieval societies there is no “work week” and “week-end,” everyone works every day. Religious services are held early in the morning or in the evening. Because of this, holidays are even more significant.*

LOREMASTER RECKONING

Always more interested in the bigger picture, the Loremasters ignore Varin for official record-keeping purposes, using Orhan exclusively to divide the Kulthean year. Dates are recorded as “TE 5090, Orhan 4, day 45” for example. This means the 45th day (of 70) of the fourth month (otherwise known as Autumn in the northern hemisphere) in the year 5090 of the Third Era. It might be even more briefly recorded as 5090•4•45. The Scribes of Nomikos and all the Navigator Guilds also use this simple, effective calendar system.

2·ABOUT TIME

The Kulthean day is divided into twenty-five hours: five Quintars each in turn subdivided into five Hours. Five being a number with powerful religious connotations: five moons, five months a year of Orhan, five fingers on each hand of the “younger races” (i.e., not the Althans). The world (as observed by the Elves and many mannish cultures) is divided into five realms (fire, water, earth, air, essence), each in turn is subdivided into two aspects; usually dualistic in nature (e.g., night/day, male/female, mind/body) for each Lord of Orhan.

Large clocks (such as those in city towers) chime to signal the hours in long and short rings—or two differently-pitched tones—the Quintars rung first. The five Quintars have names that are the usual reference rather than a number. They are: Morning, Midday, Evening, Night, and Predawn. Most Kulthean clocks are set by the Vernal Equinox: the first hour of the first Quintar begins as the first rays of the sun lift over the horizon; for interim correction they are adjusted to match a sundial!

Certain scientists—such as Astrologers—have special precision-made (and often magical) chronometers for very accurate timekeeping, required for star-study.

For ages the only method of keeping time, sundials are reasonably accurate and simple to construct. Aligning them correctly is sometimes a matter of trial and error; ironically using the stars, as magnetic north on Kulthea is an ephemeral concept. There are several designs for sundials. Tabletop models can be flat with an upstanding blade, or the more sophisticated spherical model. There are also larger, more elaborate sundials that often exist in conjunction with observatories: rings of stones carefully aligned to match lunar movements and sunrises at particular days of the years (solstices and equinoxes).

Clocks fall into one of two categories: the first invented (and most “common”) are those with one hand moving across a circular or pentagonal face divided into the five quintars—or even subdivided into a total of twenty-five parts to mark the hours. Others are broken into five parts, with a slow hand designating quintars of the Kulthean day; a secondary hand passes through the same five parts of the round clock face to designate the hours.

3. A TIMELINE OF HISTORY

This timeline is not intended to be a complete or comprehensive one of all important activities in the world, but an overview. While it incorporates major events from previous timelines, relatively minor or localized events have been deleted or abbreviated unless they have significance in a larger picture. This is done partly for the sake of brevity.

Secret or covert activities are included [in brackets]; these are events and actions that the PCs could not be aware of without special means such as a vision or access to secret texts. Events during the shadowy First Era of Ire and the Interregnum are also essentially unknown and are included mainly for the GM’s reference.

THE FIRST ERA

c.-80,000 FE (Approximately 200,000 years before the present time.) [A group of inter-dimensional travelers (later to become known as the *Lords of Orhan*) arrive through a rift between this and another space-time. Their transit has unexpected destructive side-effects, however, and in order to prevent the collapse of both dimensions, they are forced to close the rift from this side, trapping themselves here. The interphase is not sealed completely, in effect allowing energies from the other dimension to seep through. This is the *Essænce*.]

Requiring a physical anchor for their primarily non-corporeal spirits, they make their home on the barren moon Orhan. Utilizing powers beyond even the Althans at the peak of their skill, they cloak the moon in a barrier that causes all to look upon it to believe that it is unapproachable and inviolate.]

c.-30,000: Dawn of the *Althan* civilization.

c.-16,000: First appearance of the mighty comet *Sa’kain* in the Kulthean solar system. This awe-inspiring visitor unfortunately disrupts the seal placed by the *Lords of Orhan* to hold closed the inter-dimensional rift. The fabric of space is weakened, but the patch holds.

c.-15,000: Discovery of the *Essænce* by the Althan scientists of Kulthea. (Inhabitants were aware of unexplainable energies since the dawn of their civilization, but were previously unable to analyze their nature or tap their power.) Genetic manipulation enhances latent abilities to control the force. Members of the *K’ta’viiri* clan show particular affinity. The Althans soon discover that the *Essænce* is unique to the Kulthean system, and certain native materials are shown to retain, augment, or resist the *Essænce*. These materials are scattered across the globe, but in the western hemisphere they are most prevalent around the *Pillar of the Gods* (in the east they are more scattered, but the greatest concentration is, of course, near the penetration crater). The other deposits are layered in such a way as to suggest that they settled on the earth after a single violent event, such as a catastrophic comet or meteor impact.

Bizarre, violent creatures from other dimensions appear periodically on Kulthea, but are little more than a nuisance to the powerful Althans. The monsters are usually captured and studied.

c.-15,000 – -10,000: Althan civilization begins to evolve a unique combination of technology and “magic” (the *Essænce* power). This includes the ability to create “Portals” which allow instantaneous transport to other worlds, and—using what they have learned from natural interdimensional rifts—to parallel realities (i.e., the *Pales*).

c.-14,500: First reappearance of the comet *Sa’kain*. The perihelion of its elliptical orbit occurs roughly every 1500 years, though the proximity to Kulthea varies dramatically with each pass: sometimes it appears brighter than Orhan in the night sky, and sometimes it is all but invisible to the unaided eye. Its presence coincides with violent *Flow-storms* and serious disruption of the interdimensional barriers.

c.-14,000 – -10,000: Led by the *K’ta’viir* family, the Althan race conquers nearly a quarter of the galaxy. They rule a sprawling interstellar empire, maintaining control by virtue of their superior Psionic powers (which are independent of Kulthea) and their mighty star-fleets. Their dynasty survives for millennia.

c.-10,000 – -6000: The *K’ta’viiri* begin experimenting with cosmic forces to open gates in other regions of space; their hope is to tap the *Essænce* elsewhere. While their efforts to access more power are unsuccessful, they do master the ability to move between parallel universes (which they refer to as the *Pales*, a term of course implying that all other dimensions are

inferior to their own). Many peoples and creatures from other planets and Pales are brought to Kulthea for scientific experimentation. Masters of genetics, the Lords of Essænce alter plants, animals, and races to suit their whim. The supreme arrogance and amorality of these projects is irrelevant to them: they are Altha.

- c.-2000 – -250: The Empire becomes increasingly corrupt and sadistic, showing little respect for life or the continuity of galactic stability. Worlds are destroyed and entire races put to death with the wave of the Emperor's hand.
- c.-510: The depraved line of the K'ta'viiri culminates in the ascension of the Empress *Kadæna* in c. -510. She supervises the creation of an artifact of surpassing power: the *Shadowstone*, a huge adamantine gem set in a barbaric torque of star-iron. Its creation is fueled by the stolen souls of billions, the fire of six-times-six stars, and the blood of Kadæna's own infant daughter.
- c.-250 – 0: Rebellion against the K'ta'viiri begins, instigated by the Lord *Utha*. He is Kadæna's cousin and so also a K'ta'viir—captain of the elite order of philosopher-warriors known as the *Duskwalkers*—but one who has turned against the terrible hubris of his family.

Political, technological and Psionic powers are used in a sweeping attempt to overthrow the Empress and her allies. But Utha, knowing that a special weapon will be needed to destroy Kadæna, sends the *Duskwalkers* on their final quest.

[The Lords of Orhan (who through all of this have managed to keep their existence a secret from the Althans) fear the complete destruction of life on the *Shadow World*. They rescue representatives of flora and fauna from Kulthea and bring them to Orhan.]

As the Lords fear, large areas of Kulthea are laid waste as the K'ta'viiri tap channels of raw Essænce in their efforts to destroy each other. The backlash from this power tears open the barriers between the Pales. Creatures and demons are free to rampage across Kulthea and beyond.

- c.0: From the farthest Pales, the *Duskwalkers* return with a weapon forged out of space and time. The *Soulsword* is a barbaric tool; it is somehow fitting that it alone is immune to the unimaginable powers of the *Shadowstone*.

The final battle between the forces of Utha and Kadæna takes place on the Althan homeworld. The Empress taps incredible energies through the *Shadowstone*, but to no avail. Wielding the *Soulsword* and wading through a river of blood and lava, Utha himself beheads the Empress.

Her body—along with the foul artifact—tumbles into a fiery abyss.

The rebellion is successful in that it has brought down the tyrannical empire, but the result wipes out the Althan civilization almost to a man and destroys almost all life on the planet. The *Shadow World* is a wasteland.

Utha gathers the few surviving *Duskwalkers*. They combine their powers to create the *Eyes of Utha* to guard the planet, and place them in shrines located at the north and south axial poles. That done, they construct a bunker deep beneath the earth and select a few to become a secret order with the intention of maintaining a vigil: if any of the minions of Kadæna have survived, a watch must be kept so that those evil forces can be destroyed. They must ensure the safety of the *Eyes of Utha* and, secondarily, to continue to close the errant *Portals* (or called "*Shadowgates*," though they have no connection to the *Shadowstone*). These *Portals*, though severely inhibited by the *Eyes of Utha*, still allow demonic beings limited access to Kulthea. This secret cabal is led by none other than Utha's son *Dænkú*. It is made up of eight surviving *Duskwalkers* and calls itself the *Ahrenreth* (Ir. "Secret Circle"). Relying on sophisticated machines to alert them, they place themselves in *chronagenic hibernation* (time-dilation suspension).]

INTERREGNUM

This period lasts approximately 100,000 years. For many millennia the broken earth is unable to support more than the simplest life: things that survived in the depths of the ocean or far underground. Some things sleep within the polar ice or trapped in magma lakes.

The Dænkú Ahrenreth is also active for many thousands of years, awakened periodically by the vigilant machines to counter evil. But one by one, these immortal men and women fall victim to various disasters. Three are believed killed in combat with servants of the Agoth. Two are slain by the backlash of closing Portals, and two others perish destroying a cult of hidden Essænce Lord survivors. Twenty thousand years after the fall of the K'ta'viir empire, only Dænkú himself remains. (What even Dænkú does not know is that one of his order—Ondoval—was not killed but caught in a warp of time. Far more horribly, another of the Order was captured by the Agothu and taken into the Void. By some unspeakable method, the female K'ta'viir was impregnated and bore a child. It consumed the mind and body of its mother and sought a way to return to Kulthea. It would eventually

emerge, assume a fair form, and take the name *Shrek*.) *Dænkú* sleeps again, and does not awaken for eighty thousand years.

c.-100,000 – -90,000: The Lords of Orhan send their servants, the *Fey Folk* (Nymphs and Sylphs, Naiads, Dryads, and Oceanids) to Kulthea to begin nurturing fragile life back from the edge of oblivion. Next, the lords return the sentient peoples to Kulthea: Elves, Mortal Men, and certain exotic races: *Hírazi*, Centaurs, Fauns and Mermen.

c.-70,000 – -50,000: Period of a group known only as the *Earthwardens*. They are credited with the creation of the *Coral Roads*, but little else is known of them. Some believe that they were surviving Duskwalkers attempting to repair the destruction, which their race had wrought, but this seems unlikely (more on the Earthwardens will be revealed in the *Powers of Light and Dark* book).

The Earthwardens create the shrine of Lon Lemira on Vog Mur, the castle at Dawnwater's Edge in NW Jaiman, and several other structures, all using the super-hard stone *Cavarite* and their distinctive interlocking stone design.

c.-40,000 – -20,000: Elven realms arise in several regions. There is a great Dyari empire in Thuul, a Loari kingdom in Palia and Folest, and a Linæri republic in Agyra.

c.-40,000 – -20,000: Span of the *Jinteni* civilization. Expanding from SW Emer, at one time they ruled much of that continent, along with Falias and Govon. They are believed to have co-existed peacefully (for the most part) with the Elves, though toward the end of the period they fought against the Dyari of Thuul.

c.-30,000 – -20,000: The *Wôrim* empire, centered in Gaalt, is founded and expands rapidly and is soon at odds with the Jinteni and Elven populations.

c.-22,000: A space-colony ship crash lands on the island-continent of Tarania in the Lonely Sea; another crashes in NE Emer in what is to become the Forest of Ash. The one in Tarania fares better, however, and the colonists (ancestors of the Aldari) establish a home. Over the next two millennia they spread over the continent establish several colonies on other islands, all linked by an elaborate underground *subshuttle* system. They remain apart from the indigenous cultures, deciding that they should not interfere with their natural development. (They also avoid air and surface travel because the Flow-storms wreak havoc with their technology.)

c.-22,000 – -20,000: The climate deteriorates, and there are frequent droughts, floods, and otherwise erratic weather. The mortal populations are devastated by plagues. Warfare breaks out as the various governments desperately seek new fertile lands.

c.-20,000: Kulthea is rocked by terrible earthquakes and Flow-storms (some believe that they are caused by a catastrophe involving Taranian technology; others think they are natural or *Essænce* related). Volcanoes erupt around the globe. Tarania sinks beneath the sea and all the other major powers are brought down as most intelligent life on the planet is wiped out.

c.-100: [*Dænkú* awakens. He wanders the west and finds that the world has blossomed. Races have multiplied, and ancient wounds have healed. He suspects intervention, but is as yet unable to pierce the magical veils shrouding the Lords of Orhan. *Dænkú* assumes the guise of an Elven sage and begins to gather other wise Elves together. He takes the name *Andraax*.]

THE SECOND ERA OF IRE

1 SEI: The College of Loremasters is established by *Kirin T'thaan*, *Ilmaris Terisonen*, and *Andraax*. [All three are supposedly Iylar Elves, though *Andraax* is actually the awakened K'ta'viir Lord of *Essænce* *Dænkú* in disguise]. The College itself is based on the isle of *Karilôn*, the location of which is a well-kept secret. (It is in the Barren Ocean, just south and west of the *Shinh* archipelago.)

The purpose of the Loremasters is twofold: first to serve as an instrument for gathering knowledge; and second to disseminate this information “for the advancement of civilization.” One of their first actions is to establish an accurate and reliable calendar, thus the beginning of the Second Era. This also marks the beginning of reliable written history.

c.300–471: Palia: Consolidation of much of *Ran Tairi* by the Loar Elven Lord *Jayled Kodorian*. He names his domain the *Empire of a Thousand Dawns*.

450: First Loremaster-recorded appearance of the comet *Sa'kain*: it hangs in the Kulthean sky for weeks, the angry red-orange tail by far the brightest light in the night sky. (*The comet returns about every 1500 years.*)

This close pass by the comet disrupts the function of the Eyes of Utha, causing an unbalance in the Flows. Also, the moon *Charón* passes through *Sa'kain*'s tail. Soon after this event the *Dark Gods*—cruel counterparts of the Lords of Orhan—begin to appear. Unlike the Lords, these entities revel in manipulating the peoples

of Kulthea for their amusement...and their amusement includes human sacrifice, perverse rituals, and bloody warfare.

To counter these new deities, the Lords of Orhan create manifestations—*Avatars*—of themselves and appear in these forms on the *Shadow World*. They present themselves as gods, and they allow their powers to be channeled for generally benevolent purposes. They also allow their demigod spirits to travel to Kulthea and intervene directly in world affairs.

The origin of the Dark Gods remains unclear, shrouded in the superstition and myth of a time long ago. Some Loremasters suspect they are actually former Lords of Orhan who turned from the benign ways of their brethren. Others hold that they are escapees from some inter-dimensional prison, or even the result of experiments by the Althans to create non-corporeal life.

500: [The Loremasters call the first *Council of Karilôn*, a gathering of seven leaders, to address a variety of issues. Joining Kirin T'thaan, the Loar Bard Ilmaris Terisonen, and Andraax are *Tanris Dekdarion*, (a Loar Warrior Monk), The Linær Cleric *Yael Zirivkari*, and the Loar Astrologer *Romenor Tartalus*.]

c.800: Emer: Six powerful *Spirits of Orhan*, now tied to Kulthea and residing on the mountainous isle of *Votania* in the heart of Emer, decide that the continent needs order. As the *Titans*, they begin to gather servants. [The Loremasters take note but do not interfere; the Lords of Orhan are similarly reluctant to interfere.]

1000: [Andraax re-establishes the *Dænku Ahrenreth*, dedicated to maintaining the balance. As a lord of Essence and “son” of Utha, he is one of the few who even partially understands the real purpose of the *Eyes of Utha*: Kulthea hangs on the threshold between universes—a wild, chaotic one where magic rules (worlds like the demon-inhabited Pales); and the one where only physical laws apply. The Eyes hold the world in the open doorway, allowing Essence to work while maintaining the world in this universe. This also keeps Kulthea—and particularly the East—almost inaccessible by normal means. This is necessary because Utha knew that all the K'ta'viiri had not been wiped out. Some remained hidden in secret vaults, mostly in the east. They must be prevented from awakening and subjugating the galaxy once again. The Eyes are a shield... and a prison.

Should the Eyes be destroyed, the world will shift one way or the other. Either all magic will fail, freeing the evil Essænce Lords, or Kulthea

will enter a universe where Flow-storms are continuous and the chaotic demons rule. Or perhaps it will be destroyed utterly.

The comet Sa'kain complicates things, as it too is apparently from another universe and possesses arcane properties; its visitations seem to weaken the barriers between the universes.]

C.1000–2000

- The Dark Gods—in many guises and forms—continue to gain followers.

- Kelestia: Most of the central plains are sparsely settled by semi-nomadic horse tribes of Y'nari. North lies *Samli* and the *Rings of Ice*, domain of the Umlu. A C-shaped subcontinent to the south, known as *Gethanen*, is the domain of numerous quarreling warlords. The south-western isles of *Verya* and *Orbis* are home to isolated Jiner and Shay fisherfolk.

- NW Palia: Led by Queen Nor, Erlin Elves settle in the great *Silver Forest*, protected by the Nereid *Nimira* and many Dryads.

c.1000: Emer: Warrior-mages on enchanted steeds drive the Gark and Lugrôki hordes out of Hæstra. These knights herald the coming of the *Masters of Emer*.

1033: The Titans on *Votania*, calling themselves the Masters of Emer, claim all of Hæstra as their dominion.

1230: All of Emer is in the hands of the Masters. Each rules a region as all-powerful lord. An era of peace and prosperity for the entire continent ensues, lasting nearly two millennia.

c.1600: First records of a permanent structure on the site of Haalkitaine: a small keep built by a “Lord Halek.”

1950: The infamous comet Sa'kain returns, evoking massive Flow-storms and random Portal openings.

C.2000 – 3000

- First manifest appearance of servants of the *Unlife*. The *Unlife* is a dark power—a force for total destruction and death—originating in another universe, perhaps the “negative” of this one. Unlike the Dark Gods, the inhabitants of the Pales, and even the Void (whose actions and purpose seem unfathomable), the *Unlife* is a single power with many servants and incarnations, all bent on annihilation. Dark cults bent on destruction—followers of the *Unlife*—begin to appear.

- Kelestia/Gaalt (Northern Regions): An evil presence known as the *Master of Malice* (an escaped Essænce Lord) wars against the proud *Umlu* people. The Master's armies of Pale Men seem numberless to the scarce *Umlu*.

2507: Emer: The *Changramai* Monastery is founded in the Choak mountains by the Loremaster *Tanris Dekdarion*, grandfather of the famous *T'vaar Dekdarion*. This quasi-religious order seems filled with contradictions to outsiders, but they are soon renowned as unsurpassed warriors in unarmed combat.

2530: Jaiman: Andraax establishes the Library of *Nomikos* on the isle of Ormian in southern Jaiman. It is administered by a monastic order of sages and scribes.

C.3000 – 4000

- Emer: A group of Loar Elves, political refugees from the Empire of a Thousand Dawns, sail west from Palia. They are swept through the *Shallow Ocean* and past Iyxia. Upon entering the *Circular Sea*, they reach a cluster of lush islands, inhabited only by a few scattered clans of Erlini. The Loari settle here, naming it *Námar-Tol* (Iy. “verdant-towers”).

- Kelestia: Y’nar horse-tribes are pressured by incursions of the fearsome Umli from the north, now under the shadow of the Master of Malice. The more peaceful clans embark on a treacherous migration west to avoid the bloodshed while others try to stand against the Master’s general, the *Frost King*, and his legions of pale-skinned warriors. Some settle on Orbis and Verya, a few continue on to Silaar. Many are lost in the treacherous seas. [A small group of Y’nar is led by Jaxek through a *Coral Road* to Silaar just before the southern mainland is overrun.]

- Palia: The mighty High Elven Empire of the Thousand Dawns and the Erlin of the Silver Forest are at war with dark powers.

- From his holy citadel in *Shæsra Talæl* (in eastern Iyxia), The *Lord of Light* (an avatar of Phaon) sends Elven knights to establish watches on far-flung isles. The Loar noble *Dulucaborn* and his knights sail to *Vog Mur*. They were known as the *One Hundred and One*, and their vigilance is peaceful if uneasy until the Wars of Dominion.

3100: The first stirrings of discord among the Masters of Emer.

c.3200 – 3350: Emer: Goblins resume raids into northern Uj from Morbek and the Forbidden Ridge; Garks multiply in the Rulaash Forest of Onar and threaten the Kuluku; Lugrôki breed in black lairs beneath the Spine of Emer and wreak havoc in the lowlands of Hæstra.

3300: While investigating Jinteni ruins in Iyxia, the Loar explorer *Sæzur Vranuk* finds a secret underground chamber containing many wonders. Among them is a cache of magical devices,

which allow the user to tap the Essænce Flows for safe teleportation. He names these *Compasses* and hits upon the idea of a fraternity of guides using these artifacts. Thus is soon founded the first guild of *Navigators*, a group which offers guaranteed safe travel as a service to anyone who can afford their fee.

c.3300 – 3700: Competing “Navigator” groups proliferate as additional hoards of these compasses are found, all of different design but similar purpose. At first there is competition between the Guilds, uneven service, and low fees. These “Navigators” can only be found and hired at large cities.

3345: Emer: Forces of the dark god Andaras attack Uj via land and sea.

3450: The comet Sa’kain returns.

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. The plans of the Masters of Emer eventually come to nothing.

3451: Birth of *Tethior the Smith* in Námar-Tol, son of the noble house of *Jeranian*.

3453: Birth of *Krelij* (later known as “*The Swordmaker*”), Tethior’s younger brother—and eventually his rival. Over their lifetimes they both will create a number of powerful tools and weapons to aid in the fight against the Unlife.

c.3500: [The six mightiest of the Great Drakes (more than dragons, they are lordly beings of the Essænce), gather at the ancient breeding caves at *Ssoiyig Saer* (K: “Caves of the Drakes Birthplace”). They agree to form an alliance of sorts.]

c.3500 – 3700: Emer: The indigenous Jaaderi cultures of Silaar begin to evolve from a nomadic people into more settled mixed economies. Towns grow, and chief among them is the trade center of *Thanor* along the northern coast.

c.3600: [The White Dragon Oran Jatar approaches Krelij and secures his assistance in creating the *Dragon Helms*. There are to be Six, the number of the Dragonlords, designed to enhance the powers of the lords while they are in human form. In return Krelij learns much of the arcane arts of alchemy—including the working of laen and Eog.]

c.3700 – 4200: Emer: 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.

3710 – 3730: Convinced by the legendary Navigator *Orbaal jen Zamain* that the Navigators cannot survive in their present state, a summit is convened among leaders of all the Guilds. After years of negotiation, the *Navigator Guild Alliance* is formed. Pricing is rigidly fixed, and the Guild Alliance sets up an extensive network of obelisk markers, allowing anyone to “summon” a Navigator just by touching the obelisk and requesting one. The Navigators make their home at the center of the Essænce-saturated land known as *Iyxia*. Annual Conclaves are held at their headquarters there, a sprawling citadel called *Nexus*. *Note: Erroneous accounts give the origin of the Navigator Alliance as late as TE c 5000.*

3744: [The Dragon Helms are completed, and the Six gather. What they do not know is that Krelj, using the knowledge gleaned from Oran Jatar, has also made six rings. These rings, which he names the *Daath Leerssoi* (K. “Makers of the Shadow Drakes”), allow a human wearer to assume the powers of a dragon. He tells no one of their existence but makes note of them in his secret journals. Soon after the helms are distributed, the Golden Dragon (Kydak Dûm) vanishes.]

3750: Jaiman: The Warlord *Lorgalis the White*, having conquered the western isle of Ulor, sends his armies eastward.

c.3800 – 4000: Kelestia: Voriig Kye becomes apprehensive of the growing power of the Malice of Malice in the north. In human form he leads a series of military and diplomatic campaigns to consolidate the southern part of the continent under his rule. Gethanen, Verya, Orbis and numerous islands (including Vog Mur) are united as the *Dragon Kingdom*.

3835 - 3840: Lorgalis consolidates his hold over the western peninsulas. It is clear that he won't stop here, however. Forces are massing at the land bridges, and Loremasters have observed a fleet under construction. After much debate, the Loremaster Council decides that this evil lord must be stopped before he takes any of the mainland.

3840: [At the behest of the Loremaster High Council, Tethior and Andraax begin work on the Six Crowns, Pendants and Swords of Jaiman. Krelj is angered that he was not even consulted on the making of the swords and refuses to speak to his brother Tethior again.]

3907: Jaiman: Lorgalis seems poised to strike deep into the Jaiman mainland. The Loremasters reveal their plan to the kings of the six major realms of Jaiman and urge Saralis and U-Lyshak to stall by asking for terms of surrender. The

kings bristle at this interference, but realize they have little chance against Lorgalis without help from the High-Elves.

3910: The Six Crowns and other artifacts are completed. With great ceremony, they are presented to the kings of the six most powerful kingdoms in Jaiman:

Realm	Crown Design
U-Lyshak	Sea-Drake
Saralis	Wyvern
Tanara	Pegasus
Zor	Gryphon
Urulan	Unicorn
Rhakhaan	Phoenix

When worn, each crown would normally appear as a simple jeweled circlet, but could magically transform into a protective helm. Dominating the continent, these six kingdoms hold back the Unlife (including the assaults of Lorgalis from the west) for a long period. Even the Flows of Essænce are altered, creating magical boundaries and sea lanes.

C.4000 - 5000

c.4000: [The *Order of the Priests Arnak* is formed by a manifestation of the Unlife known as the *Don Wind*. They establish themselves in six locations across the continent of Jaiman. Tools of evil, they work to destroy society and civilization from within. Each Order has the mission of targeting one of the six kingdoms. Similar groups form elsewhere. Among them are the *Sirens of Sorak* (Kelestia, Emer) the *Steel Rain* (Folenn, Palia), the *Silver Dawn* (Agyra, Mulira), and the *Golden Eye* (Thuul, Falias).]

4131: Emer: Wizard-king *Pakaal* of the kingdom of Thanor 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.

4179: Emer: The Warrior-mage *Sendar* challenges the authority of king *Pakaal* of Thanor (his uncle). He declares himself lord of Arûl and Thanor, challenging *Pakaal's* authority. Civil war is inevitable.

c.4180: [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: Emer: Preceded by a series of earthquakes, the fleets of the Lord of Encla Turic assault the Silaar and Tai-emerian coast. The Lord's armies

utterly destroy the realms of Thanor and Arûl; Thanor's treasures 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 *Værken Mire*; the Fire Drake *Vaalg Stoyy* makes a home in the Arûl Waste.

Sendar and Sendil vanish. [The twin demigods escape to a secret temple in the Pelegris Mountains where Akalatan casts them into a magical sleep.]

4430: [Tethior's son *A'kesh* is born, the product of his brief romance with a Dyar mystic named *Naeri viQuar*. She does not tell Tethior of his child but instead arranges to have the boy apprenticed to Krel'ij.]

4495: [Krel'ij reveals the *Daath Leerssoi* to *A'kesh*.]

4790: Tethior (with the aid of Andraax) creates the *Ilars'iri*.

c.4800: Gryphon College is founded in NW Rhakhaan by a group of refugees from Zor.

4980: The work of the Arnak Priests bears a bitter fruit: A supernatural cataclysm destroys the capital of Zor and lays waste to the central region of that kingdom. [The Zorians, ever hungry for ancient technology, uncovered a terrible weapon from the lost realm of *Tasmia*. They unwittingly triggered it, causing an explosion not unlike a thermonuclear blast. The city was vaporized, and the land all around melted to slag. Radiation persists to this day. Fortunately, the Crown, Sword and Pendant of Zor were not destroyed, having been removed to the refuge of *Gryphon College* to the south. However, Zor would never rise again as a kingdom.]

C.5000 – 6000

- **Jaiman:** While every ruler of the remaining Five Kingdoms dons the crown at coronation and is "attuned," a growing recognition of the crowns' mind-altering effects (and a wariness of the influence of the Priests Arnak) leads to a tendency to wear them less frequently. Without the will of the wearer, the powers of the crowns to enforce borders are weakened. Petty conflicts begin to spring up across the continent. Only the kings of Rhakhaan don the crown with any frequency, and that realm is the only one to survive into the Third Era intact.

5230: Tethior and Krel'ij have a confrontation, which reputedly ends in Tethior killing his younger sibling in self-defense. [Krel'ij is killed, despite many rumors that he survived. The in-

cident leaves Tethior unbalanced with grief and guilt. He eventually adopts the guise of the *Nameless One*.]

A'kesh witnesses the killing and swears by Kesh'ta'kai to kill the murderer of Krel'ij, unaware that Tethior is his real father. He flees with one of the *Daath Leerssoi*. Tethior finds another of the *Dragon-rings* in the wreck of Krel'ij's workshop. Andraax later recovers the other four.]

5590: The *Saurkur* arrive on Kulthea, their ship crash-landing on the Abarquan Isles in the Shallow Ocean.

5899 - 5905: **Jaiman:** A plague ("*Bahaar*") sweeps through Saralis and northern U-Lyshak. It begins as severe flu, then progresses to pneumonia and often death. Over half the population of Saralis is dead by 5905.

c.5905 – c. 6000: The *Bahaar* plague spreads through Jaiman, to Kelestia and northern Emer. While not as devastating to these regions it still decimates populations and creates an atmosphere of paranoia.

C.6000-6450

c.6000 – 6010: The *Bahaar* reaches Mulira. The Thesian people of the Dendara kingdom suffer by far the worst: by 6010 they are virtually wiped out. Their homeland, centered on what is now called the *Isle of Ghosts*, is said to be haunted and is shunned to this day.

6010 - 6028: **Jaiman:** King Arej IX of Rhakhaan, at the urging of one of his councilors (the White Mage), annexes much of what was once southern Zor. He stops wearing the Phoenix Crown, and falls further under the Magician's spell. He becomes obsessed with becoming Emperor of all Jaiman. Only the Elves of Urulan stand in his way.

6028: **Jaiman:** King Arej declares himself Emperor of Jaiman and demands Urulan's submission to his rule. King Istaro refuses, and Arej declares war on the Elven kingdom.

c.6030-6500: **Jaiman:** Elven emigrations from Urulan. They flee the threat of Rhakhaan, settling in the Blue Forest of NW Jaiman, the Remiraith, Vog Mur, Orbis, and Námár-Tol.

6201: **Jaiman:** King Karnis of U-Lyshak dies and the country is torn by civil war. The northern provinces remain loyal to the King's son, young Prince Selcarnen, while many southern lords seek independence. Selcarnen decides—against the advice of his father's advisor, the White Mage—to don the Sea-Drake Crown. He is found dead outside the Royal treasury, murdered the night before his

coronation. [Slain by the White Mage.] The artifacts have vanished [taken to the Ahrenreth].

6203: Jaiman: An *Ordainer* appears in southwest U-Lyshak [summoned by Lorgalis] and leads an army of evil creatures north. Mortals flee before the demonic lord.

6210: Jaiman: The forces of Lorgalis reach *Cynar*, the capital of U-Lyshak and home of the northern loyalists. After a siege of eighty-seven days the walls are broken and the city is sacked.

c.6400 – 6450: All across the western hemisphere, governments destabilize, wars break out, cultural and racial hatreds inflame. This is partly caused by the corrupting influence of the Unlife orders and other dark religious orders preaching intolerance and subversion. Goblins and Lugrôki breed in large numbers and walk openly in the daylight—something they never dared do in the past. They burn farms and ambush travelers with impunity. Once again Dragons and other fearsome creatures appear with growing frequency. At the bidding of the Dark Gods, the Undead rise while Demons rape and kill unchecked. Evil empires thought to be subdued rebound with new strength.

6441: Because of increasing dangers and flow instability, Navigators suspend commercial travel services until further notice (until the end of the war). [While it is not widely known, they offer their services to the Loremasters and their allies through the end of the Wars of Dominion.]

6450 – 6825: THE WARS OF DOMINION

- The Comet returns and in a very close pass severely disrupts the Flows. This heralds the beginning of an apocalyptic war, which spans nearly four centuries and brings to a close the Second Era of Ire. While the primary instigators of this conflict are the Dark Gods of Charón seeking to overthrow followers of their rivals on Orhan, servants of the Unlife and many other powers of chaos and evil see an opportunity to further their own agendas. It should be noted that the wars rage for almost three hundred years before the Lords of Orhan decide they must intervene directly.

Flow-storms throughout this period open countless *Portals* and create tears in the fabric of space itself. Unimaginable creatures are liberated upon the earth. The unleashed energies create terrible meteorological and geological events: hurricanes, earthquakes, tidal waves, and volcanic eruptions at all major fault lines.

C.6500

- Many groups, including the Tanarans of Jaiman, seek shelter in an increasingly hostile environment by constructing subterranean cities.

- *Kelestia/Gaalt:* The Master of Malice sweeps south with hordes of Snow-garks, Ice Trolls and Pale Men. Samli is ravaged by awakened *Shards*.

- *Emer:* Fleets of the Master of Malice, deterred by the Unicorn Helm, skirt the eastern coast of Urulan and continue south to northern Emer. In Vog Mur, *Dulucaborn* and his knights stand against the Master's minions, led by *Rorg* the Fiery Serpent.

6521: Jaiman: The Ordainer *Kharuugh* breaks through the weakened magical protections of Saralis and within weeks is at the gates of Turak on Lake Karish. King Hanreth dons the crown, comes forth to face the Ordainer, and a terrible duel ensues. In the end Hanreth is slain, his helm cleaved by the demon's sword—which also shatters from the blow. A pillar of fire arcs high into the sky, answered far away above the Isle of Ghosts. The city is laid open to the dark raiders.

6769: The *Burning Abyss* opens along fault lines on continents across the globe, creating gateways to the Ash Lairs. Armies of fire demons led by Ordainers emerge and lay waste to surrounding lands.

6769 – 6780: *The Years With No Days:* In addition to the Burning Abyss, volcanoes erupt all over the planet, spewing black ash and smoke into the air. The sun is obscured, creating an endless twilight, which wreaks havoc with the ecosystem.

6780: The Dawn. Led by Cay, the Lords of Orhan and a force of demigods arrive on Kulthea and lead the armies of Light against the Darkness. Kuor summons powerful rainstorms to clear the polluted air.

6820: The Haalkitain Fire. Flaming stones fall from the sky over central Rhakhaan, setting many farms, fields and forests ablaze. Worst hit of all is Haalkitain, which burns for days before the fires can be put out. Over two-thirds of the city is destroyed. The Imperial seat is moved to Lethys.

6825: Final Victory over the Dark Forces

- With the aid of the Lords of Orhan and the Titans, the Dark Gods are driven back and essentially imprisoned on Charón, their powerful servants destroyed or banished back to the Pales and dimensions where they belong. Victory was at the cost of the lives of many valiant Loremasters and Sages, however. [Tethior is said to have been a casualty of the wars but in fact he goes into hiding. He begins construction of his new home in central Thuul.]

- Dænkú faces his old foe the Master of Malice and slays his fellow Essænce Lord. But his mind is damaged and he wanders into the East.