History of Q'rath Set

1. Dawn Times - The gods (which?) create 'Nerath Set', the unbroken world
    1. The Aboleth Claims -The possibly-fictional arrival of the Aboleth, only accounts come from the Aboleth, Aboleth claim they established themselves on the land
    2. Ancient empire of the giants founded
    3. Coming of the Elves & The Dragons - elves brought from Feywild, native dragons created
    4. The first Dragonwar - Kro'Meg (sp?) and Tiamat feud, what else?
    5. Aboleth take advantage of destruction to rule the seas
2. Rise of The Wah'Hyst Tan
    1. Arrival -2000Q - coming from another world, colonize, subjugate the elves, dragons, and nature itself, bring with them the Common Tongue
    2. Sutzut born
    3. Purge of the Aboleth - Aboleth begin to make use of off-world tech, Wah'Hyst empire nearly eradicates the Aboleth in response
    4. Sutzut becomes a lich
    5. The High Tan & The Fall - hubris story?
    6. The Interim - world societies scramble to claim remnants of the old tech, establish new territories and destroy the surviving Wah'Hyst
3. The Demon Wars
    1. Sutzut becomes patron of Syn. Using the Wah'Hyst Tan's Knowledge to connect and exploit other worlds
    2. Raising & Breeding an Army, using portals to bring and mortals to breed, explain tiefling proliferation
    3. The Demon War - Who exactly faught? Xyn take's over much of the world
    4. 3000 years ago Xyn's Q'rath - Year 0Q, Military conquest? Unclear goals?
    5. Cleansing & Construction - most current powers established at this time
4. The ~~Mind Flayer~~ Aboleth War
    1. Sutzut ascends to godhood.
    2. Gana's Gambit (from the Myr entry in Pantheon)
    3. Birth of Chaszmyre among drow, below deep port (425 years ago)
    4. Goldseed founded (300 years ago)
    5. Eldegud steals the purview of wealth from Sutzut, Ascends to godhood, Sutzut depowered
    6. established 4m
5. Era of The Lich / Clash of Empires
    1. Descent into Lichdom (325 when liched, 100 years ago)
    2. (80 years ago) Killing The Spider Queen with captured Wah'Hyst weapon
    3. War on The Water - period of naval battles introduced to set up the intro of skyships and establish piracy in the setting.
    4. Iron Empire established

5. (50 years ago) Apotheosis & The Devastation, creation the Chasmyrians
6. The Rise of Steampower
7. The Dantenese (sp?) Progrom - ended by first skyship fleet (4ms & western guild)
8. (70 years ago - 20 years ago) Drow Civil War - establishing the Dark Elves as separate
9. Fatigue & Peace - nations too drained to continue and settle for peace
10. Pirate Empires & Mercenary Companies - 4m inspires
11. Ground based Steam Engines
12. Flashrock and Flintlocks - today

Chaz helped gordack