

# History Timeline

## The Chaos

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In the beginning the world was full of chaos and discord. The lands were constantly being destroyed and remade by the elementals and they fought each other for supremacy in great battles. The world was shadowed in darkness caused by Khanos, a spirit of discord, who revelled in the madness and fed from the chaos.



## The Arrival of the Dia

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The Dia, beings of both great and terrifying power had come from across the heavens to find a world to settle and which to call their own. Khanos, who having seen their approach concealed himself in shadow to watch these newcomers. The Dia settled on Chaeron using their power to bring order to the elements.

## The Formation of the World

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The Dia used their mastery of the elementals to begin forging the continents and oceans of Chaeron. The Dia then began dividing up the elements and assigning domains. Then the Dia plants the seeds of life, the plants and the creatures that eat them and then slumber to await their growth. Khanos moves from the shadows and comes to the world.

Jealous of the Dia's creations, he moves about spreading chaos and discord, twisting and perverting the Dia's creations.

## The First Awakening

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The Dia awaken to find that their work had been corrupted. The Dia became wrathful and took their powers to Khanos driving him out of their lands until he fled with his abominations into the shadows and dark places of the world. The Dia wept that their work has been undone and once again they planted the seeds, but this time Rynir, the chiefest of the Dia decided that he would keep a watch over their world whilst the Dia slumbered. So he became like a burning light in the heavens so that the shadows might be illuminated and flee before the Dia, and there he remained.



## The Second Awakening

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The Dia awaken again to find their work having produced a lush and verdant land. The Dia then create the Dia'dos, the helpers of the Dia, to aid them in their work. The Dia, with the Dia'dos begin to create the small creatures and the grazers and they made them slumber until the arrival of the first people. Then they begin mold and shape the mountains and forests until all they surveyed was pleasing. Then Iana

gave birth to the Luanair(loo'an'air), the silver elves and they became the first people in the lands of Chaeron, settling on the coasts and open plains. Following them Dyrana gave birth to the Sonnair(Son'air), the green elves and these shared Dyrana's love of the green places of the world. Khanos builds his fortress of Droch-dùn(drock'dunn)

## The Age of Elves 1 FA - 577 FA

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The age of elves is highlighted by the expansion of the elvish peoples, the awakening of the Grog-an and men, the Elves battles against the forces of Khanos and the withdrawal of the Dia from Chaeron.

Adona gives life to the Muinán, the first Men with a gust of wind, and ever since their lives have been just as that first wind; fierce and brief. Mabala discovers the Grog-an, the stunted people, having fallen from a rock

when Mabala smashed it deep in the depths of Chaeron. Mabala shows the Grog-an to Itaos who saw them and took pity on the creatures and he took them as his charges, being children of the stone. In secret he nurtured them until they were later discovered by the Moráir and Luanáir on their journey westward.



Khanos creates the first Bocan from captured elves; corrupted and tortured into monstrosities of great strength and violence. These creatures are nurtured by Khanos and multiply in great numbers until spilling out of his fortress, Droch-dùn, became a blight on the land, raiding and pillaging all they saw. King Olfin of the Luanáir, after lamenting at his peoples losses at the hand of the bocan, cried out to the Dia for the means to drive them back. Jaimari, the great smith, under guidance of Rynir teaches the Luanáir the secret of steel. The elves win several key victories against the bocan and they begin to drive them back toward Droch-dùn.

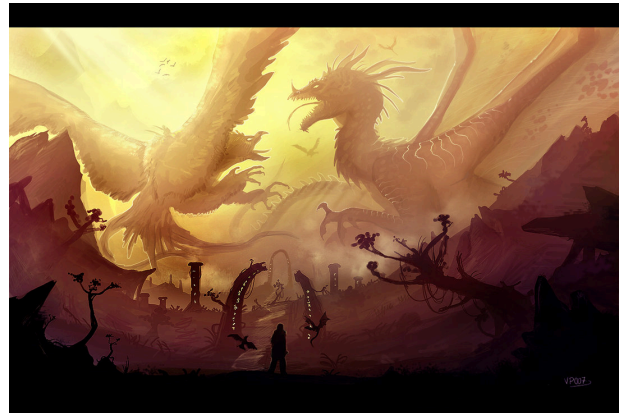


Now the bocan were driven back to the foothills of Droch-dùn. In the midst of the battle King Olfin's vanguard had pressured the bocan and had come upon Mag'Thak, the bocan leader. The fighting had been fierce and King Olfin now found himself, alone, facing off with Mag'Thak. The two of them battled arduously and

King Olfin, who had been mortally wounded and beaten back, now stood facing off with the hulking chieftain. Mag'Thak charged the elf king, swinging his great-axe down, intent on rending Olfin in two. Olfin, using his remaining strength, raised his shield to receive the axe and deflected the mighty blow, giving him opportunity to thrust his sword past the ribs into his foe's heart, and he slew the mighty Bocan chieftain. Alas, Olfin, having

been mortally wounded, collapsed atop the great hill which came to be called Olfin's Lament. The Luanáir were victorious and the remaining bocan now fled; scattered and leaderless. But Khanos, having seen the bocan fleeing before the Luanáir, became incensed and he rose up from Droch-dùn and his form became as a great dragon, black as night and terrible to behold. Summoning to him his most terrible creations, the dreaded and powerful Dragons of Droch-dùn, he bade his creations to seek elvish blood and they fell upon the elves with claws, teeth, and death in vile assortment.

As hope faded and it seemed Khanos would prevail, a horn sounded from the heavens and its sound was as a great bellowing and rushing of wind; the horn of Rordros. And down came the servants of Adona, the great eagles from their mountain eyries. Even Shimara herself, who descended upon Khanos riding a great bird of prey, brandishing a spear that shone with a burning light. Together with the remainder of the elvish host, they drove back the great dragons of Droch-dùn, and Shimara and Khanos battled in the skies overhead.



After an epic and exhaustive struggle, Khanos was struck by the spear of Shimara and the eagles with great ropes bound Khanos and by the Dia's will he was restrained, sealed in physical form. But the Dia did not have the power to destroy Khanos completely, so the Dia created great chains and bound Khanos, sealing him within a prison deep beneath the mountains and there he has remained.

Now the Dia had grown weary from their struggles and they announced to all the peoples of the land that they would be retiring from the world to rest. They would appoint emissaries from among the races to watch over them and interpret the Dia's will. They prophesied that a time would come when Khanos would be freed from his prison and return to destroy the world, to prepare for this their emissaries would act as vigil watchmen and prepare for Khanos to return. Then the Dia would return and the final battle with Khanos for the fate of the world would be fought. But even restrained Khanos could be felt, and his influence ever persisted in the realm. And all negative emotions such as fear, anger and greed are because of Khanos and his influence. Should someone regularly be subjected to these emotions their heart will become forever tainted by Khanos and seek to unknowingly serve their master.



## The Age of Men (Age of Sorrow) 790 - 1065 (Current)

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Men travel across the northern strait, from the mainland and land in Northrun. There they encounter the Elves, who are initially friendly and give the men many gifts, including magic and steel. The Elves watch the men and are confused about their lack of respect for nature, why they disrespect one another and refuse to share with one another and the elves. Cultural clashes occur regarding the land and property, resulting in the Elves attacking and killing any woodsmen entering their forests. The men retaliate and attack the elves, resulting in many elves dying and the settlements of Duinher and Erynhir being razed to the ground.

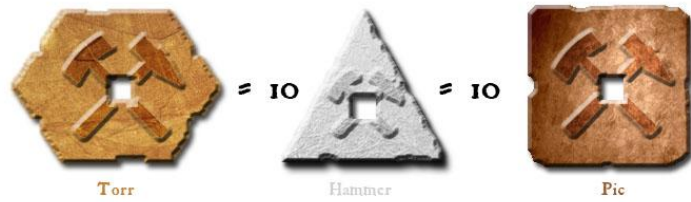


Contact with men results in disease and sickness to spread throughout the Elvish population, killing many more of the elves through illness. The spread of men continues as more arrive and establish settlements driving the Elves further into their traditional territories. The Men attempt to integrate the elves with their society by taking elven children to be raised among men and taught their ways, resulting in the City Elves being born. The two elvish peoples unite against the advance of men and they turn the region of Westmarch into a forest fortress, guarding their remaining borders fiercely.



*'Human ambush'*

The Torr-eans, were having issues with the humans trade methods. They decided that they needed a more simple method of exchange, as the current barter system relied on the exchange of precious materials, they decided on gold. The Torr-eans began to



mint currency made from gold, silver and copper; Their value was based on the amount of metal each coin contained. Copper was a common ore, and wasn't as valuable as silver or gold, so it became the base coin; with a value equal to a pound of wheat. Silver was more valuable than copper, but less valuable than gold; with a value equal to a pound of iron. Gold, the most valuable metal; was given the value equal to one goat, a common trade animal. The miners, minted the most basic coins, and the smiths minted the precious metals. So the coins became known as a Pick for copper, Hammer for silver and a Torr for gold. It wasn't long before the coin distribution found its way into human lands, and so the Torr-eans sent out representatives and established 'Exchanges' in many locations, a place where people could exchange goods for coin.