

COLLECTED LORE OF CODEX DACANIUM: TERRA

(formerly War of the Eight Continents)

Valixor

Updated 13/01/2024

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Introduction

On 5 December 2021, after 5 months of development and 2 demo versions, Valixor released their[1] second mod for Age of History - War of the Eight Continents (WotEC), now called Codex Dacanium: Terra (CD: Terra) since 10 February 2023. WotEC was far more ambitious than Valixor's previous mod, called simply T.O.R. Mod, with the aim being to create a believable fantasy world that also merged elements of the real world.

Many T.O.R. civilizations were reused in WotEC, but otherwise the mod was a complete remake, with a completely remade, much more detailed map with 6x the provinces of the T.O.R. map (9,427 at release), over 2,000 civilizations, 350 formable civilizations (as opposed to 40 of T.O.R. Mod), and more importantly, code changes such as a capitulation system similar to that of Bloody Europe II, increased population, and a color randomizer to speed up adding civilizations.

During the development of Alpha 1.0 of WotEC, Valixor wrote various items of lore to guide the mod's development, however, as these have been made obsolete by later updates to the lore, these will not be included (a separate collection for obsolete items of lore may be created later). After the release of Alpha 1.0, Valixor began writing lore at an increased pace to add depth to the world of Dahanno, creating the WotEC wiki, which was supposed to become the place where they would eventually write all WotEC lore in.

The WotEC wiki never achieved its promised goal, and WotEC lore remained scattered all over the WotEC/CD: Terra Discord channel, until recently. On 15 January 2023, Valixor began to collect the lore they had posted in the #⇦-wotec-general-⇨ channel, in response to questions from members of the CD: Terra Discord channel. As of time of writing (31 March 2023), the Commentors' Lore section is around 8,500 words, including titles.

This document is made of six sections, in order:

- Lore in Depth, Valixor's lore posts in ⇦-wotec-stuff-⇨ and ⇦-wotec-lore-⇨, many of them with images
- On This Day, Valixor's on-this-day lore posts in ⇦-on-this-day-⇨
- Fun Facts, Valixor's more miscellaneous lore in ⇦-fun-facts-⇨
- Achievement Bits, lore supplements and explanations in ⇦-achievements🏆-⇨
- The Lost Encyclopedia, lore items from the currently defunct WotEC wiki
- Commentors' Lore, Valixor's responses to member questions in #⇦-wotec-general-⇨.

[1] Or his, or her, or whatever pronoun you prefer

1. Lore in Depth

Lore in Depth contains the most detailed and original items of lore in Codex Dacanium: Terra. Multi-part lore series come first, followed by scattered single items of lore.

1.1. Yaantheni Lore

Part 1

Silence of Light



picture: a Yaanthen crystal

"On the second day of the month of ice
The Spires of Light fell silent forever
All over the vast lands of Khaldaar
A time of sorrow and discord" - from *The History of Yaanthenia*, Vaenadel Anyareth, 1839 CE

One of the most powerful tools the Yaantheni had to project power was their enchanted weapons, using powerful Yaanthen crystals created in Spires of Light, which were built around natural magic hotspots. At the peak of the Yaantheni Realm, over 100,000 were produced every year.

But on 26 January 1316 BCE (Year of Sayenna 18460), every Spire of Light, in all regions and continents, mysteriously shut down in a dramatic explosion, killing hundreds of millions of Khaldaarim. This catastrophic event led to the Mahaarim Rebellion, resulting in the Yaantheni Realm losing control of mainland Mahaar and collapsing about 100 years later.

While Kael Raneyen managed to recreate the magic contained in Yaanthen crystals, creating less powerful clones, the Raneyen process was far more time-intensive, and enchantment was limited to elite units.

Over the next three millennia, the states of Mahaar and Yaanthenia would fight over the dwindling numbers of remaining crystals, with over 200 million deaths in the Crystal Wars between 1316 BCE and the reunification of Mahaar in 1838 CE. Today, out of 16,000,000 Yaanthen crystals that existed at the Silence of Light in 1316 BCE, less than 900 are known to survive, all of which are kept in a top-secret storage facility. The last time new Yaanthen crystals were found was in 1939, when three intact Yaanthen crystals were found on Yaelnera Island (far northern Mahaar) by a team of Elvonin archeologists. These three crystals were, unfortunately, used to enhance the destructive power of the nuclear weapons that would be dropped on Frosthaven's cities in 1944.

BTW, it is a capital offense in all of Mahaar and Yaanthenia to:

- smuggle a Yaanthen crystal out of the region
- provide information that would allow a Yaanthen crystal to be smuggled
- not immediately inform the Mahaar, Yaanaren, Laeseren or Venlothen government about the discovery of a Yaanthen crystal
- not transfer a Yaanthen crystal to a military officer upon request
- assist, deliberately or through negligence, in the committing of the above four crimes

When the Elvonin archeologists escaped with the three Yaanthen crystals, the Mahaarim government immediately responded by executing over 12,000 military officers, government officials, and 13 *kaaliri*[2], for allowing the crystals to leave Mahaar. What's crazier, Mahaar had been informed of the Elvonin plan to smuggle a Yaanthen crystal out of the country by the Elvonin Empire's dissident officers, as well as Ravenfield and the Qah'sanni Khanate, but did absolutely nothing until the archeologists escaped.

Part 2

Yaanthen Crystals

Although all types of Yaanthen crystals are called generally just "Yaanthen crystals", there are actually four types of Yaanthen crystals, each increasing in magic power.

The most common, and weakest type of Yaanthen crystal is the **white Yaanthen crystal**. When "Yaanthen crystals" are talked about without further qualification, this is the type that is implicitly assumed.

Although the white Yaanthen crystal is the weakest of the four types, "weakest" is a misleading term, as it is still powerful enough to enchant a weapon with awesome destructive (or constructive) magic, generate powerful auras around people, and power flying vehicles; and the explosion of one is comparable to several tonnes of TNT.

White Yaanthen crystals can be mass-produced, and an average Spire of Light could produce around 100 every year at full capacity. The three Yaanthen crystals that were stolen by the Elvonin Empire in 1939 were of this type.

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[2] *kaalira* - Khaldaarim landed monarch, essentially equivalent to a duke

Next in power are **yellow Yaanthen crystals**. These have a more involved and riskier production process, requiring roughly 6 months of magic concentration on a quartz crystal that has to be much purer than those used for white crystals. Yellow Yaanthen crystals are named so because they have a strong yellow glow, compared to the weak bluish-white glow of white crystals. Around 50,000 yellow crystals are estimated to have been produced.

Yellow Yaanthen crystals are far more powerful than white crystals, and can enchant thousands of weapons at once, raise large areas of land, alter weather patterns for hundreds of kilometers, and vaporize an entire city. Upon rising to power, a Yaantheni *kaalira* would create a yellow Yaanthen crystal, placing it in their palace's main hall.

After the yellow crystals come **red Yaanthen crystals**. The production of these is extremely resource intensive and immensely dangerous, and making one effectively puts a hundred Spires out of commission for a decade. They have a blinding red glow. Only 43 were ever produced, the last one from the combined magic of 100,000 white crystals shortly after the Silence of Light.

Red Yaanthen crystals have such powerful magic that it can be best described as the "essence of a demigod" in a crystal the size of a basketball. They can shatter an entire region, create destructive storms that wreak havoc even on the opposite side of the world, conjure millions of people out of nowhere, and can even allow a person to ascend to become a "sky king" (*eynelvaaltha*) if the right spells are applied.

Red Yaanthen crystals were created only on the coronation of a new *vaaltha* in H'Gan Yaanthen, H'Gan Mahaar, or H'Gan Aladaen (the latter destroyed during Silence of Light).

And finally, there is the much sought-after **black Yaanthen crystal**. Nobody actually knows how to produce one, but the lower bound for the amount of magic needed is at least 1,400 Spires working for 100 years, set by *kayvaaltha* Avenyael Alathen Reyentan when he tried to make one to achieve apotheosis... thus causing the Silence of Light in the first place as every Spire of Light in every country and continent suffered colossal backfires that caused them to explode in a spectacular fashion that resembles a thermonuclear bomb, destroying roughly 80% of Yaanthenia and large regions of Mahaar, requiring the intervention of an actual demigod (or goddess in this case), Vaenthil the Fire Maiden, to save H'Gan Yaanthen from being obliterated. That one attempt to become a god pretty much temporarily sent Khaldaar into the stone age, and left its people little more magically capable than humans were (they would recover though)

But, if it could be made, it would, with an extremely complicated set of spells that Avenyael spent decades researching, allow a person to pass through the normally impenetrable Wall of Spirits, and become at least a demigod, maybe even a true deity. (don't ask about what'd happen to everyone else though, the Twelve Gods destroyed their worlds during *their* apotheosis)

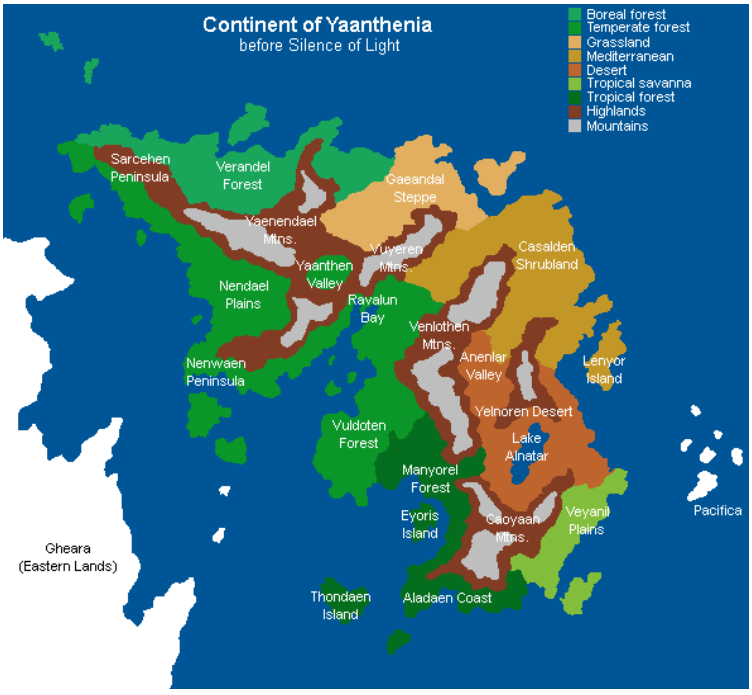
Recently, another lower bound for making a black Yaanthen crystal has been suggested: at least 10,000 Spires over 100 years, and only if the Spires were at least as powerful as those in

the now-destroyed Caoyaan Mountains, which had the most powerful magic streams in the world.

The Yaantheni dabbled in magic so crazy, powerful and dangerous, it made even their fellow elven races scream collectively as the Yaantheni slowly sucked the soul out of them. Probably a good thing that no Yaantheni ever managed to deify themselves, else there wouldn't be a Dahanno to call home.

And their proficiency in unethical schools of magic, such as necromancy and soul-merging, was displayed in full force when the forces of Hawer Laeseren sank an entire meeting fleet of 100 Ravenfielder ships in 1890, then cursed the commander with an unspecified spell, turned his crewmates into zombies before the ship left, and reanimated the other 50,000 crew so they could be tortured repeatedly for the cruel enjoyment of a particularly degenerated *kaalira*.

Then, the Yaantheni simply sent the mangled corpses of the crew back to Ravenfield, with the message "Welcome home Ravenfielders, we hope your crew enjoyed our hospitality". That kind of "hospitality" eventually bit them back, when the Elvonin Empire sent seven battleships in 1939 to threaten Hawer Laeseren into allowing an Elvonin embassy to be established, which they did after over 600 in H'Gan Naroklen were killed by mass shellings, and Yaanthenia was finally opened to foreigners by force in late 1942, when the same Elvonin Empire threatened to use an enchanted nuclear weapon on H'Gan Yaanthen.



This is a biome map of Yaanthenia in the 14th century BCE, shortly before the Silence of Light, over 5 times larger than it is today, and clearly more magically powerful. Even the *continent* of Yaanthenia wasn't created naturally, it used to be more like the chain of islands it is today than a whole continent before the Yaantheni arrived around 10,000 years ago, who began shaping the land to their desire using yellow Yaanthen crystals, creating terrain that no tectonics or

other natural processes could create.
Once again, there were *no* limits to the kinds of magic the Yaantheni would pursue, and it's a surprise they didn't destroy themselves thousands of years before the Silence of Light happened.

Part 3
Levels of Magic



picture: woman casting a fire spell, undated, modern(?) painting

Today, the Khaldaarim schools of magic distinguish between only a few levels of casting difficulty - the Mahaarim, Daelmahaarim and Sarmahaarim schools distinguish between 5 levels of magic, the general Enaarim classification has 7 levels, and that of the Institute of Arcane Sciences in Aennara - 10 levels.

The Yaantheni distinguished **50 levels** of casting difficulty, ranging from the most trivial, universal spells, to more difficult stunts like levitation, to awe-inspiring yet immensely difficult shows of destruction and construction, even arcane rituals so difficult not even the *gods* could do them. In the Yaantheni classification, level 5 on the Mahaarim scale would be level 10-11 on the Yaantheni scale, Enaarim level 7 is level 13, and Aennara Raakan level 10 is level 15 - the difficulty of casting a small-area gravity negation, pocket storm or district-sized confusion spell. Today, these spells take immense effort and decades of training, while a reasonably skilled and somewhat experienced Yaantheni mage could cast level 15 spells.

And there are still 35 levels to go. Up to level 18, a white Yaanthen crystal could be used, up to level 25 - a yellow one, to level 33 - a red one, and only black crystals could hope to achieve apotheosis, at level 40. No mortal means could be used to cast anything more difficult, and the Yaantheni had recorded *600* spells more difficult than apotheosis. Even the Twelve Gods couldn't cast spells above level 45 according to the Yaantheni, and the three level 50 spells - omniscience, omnipotence and omnicreation, only the Light of Infinity could cast them.

The Twelve Gods haven't *always* existed, in fact they had fully manifested just 100,000 years ago (if mythology is in any way true). Some say they are just the lowest level of deity, appearing like gods to the people of Dahanno because the Twelve Gods inhabit a higher realm, and are themselves ruled by still more powerful gods that in turn live in their own, higher realm. Indeed, the only "true" deity *is* the **Light of Infinity**, which is sometimes also called **Existence**, **Everything**, or **Nothing**.

Part 4

Catastrophic Consequences



picture: H'Gan Yaanthen, with the Temple of the Twelve in the background, during the High Yaantheni Period, modern painting

By the end of the High Yaantheni Period, the Yaantheni Realm, now controlling all of Yaanthenia and Mahaar, had reached a level of magical understanding comparable to modern-day technology (any sufficiently well-understood magic is indistinguishable from technology). Arcane lines delivered electricity remotely to incredible distances, ethereal intelligence was beginning to shape Yaanthenia's economy and government, vehicles powered by Yaanthen crystals flew people across the world in mere hours, and the Yaantheni space program flourished, with a space station hovering over H'Gan Yaanthen, whole cities founded on other planets, and the dream of interstellar travel not far away.

And then, in 1316 BCE, the **Silence of Light** came, and everything the Yaantheni, and the other Khaldaarim, had built over the millennia, was destroyed in one day. The elven civilizations were reduced to iron-age tech levels, and would never fully recover - the three Daelmahaarim *vaalehe* ceased to exist by 1000 BCE, the Enaarim empire of Thaarenia and Sarmahaarim Ehaur Nemara both fractured within two centuries of the Silence, and the Mahaarim entered a 3,000 year period of war over the remaining Yaanthen crystals.

And the decline of the elves wasn't even sudden, it lasted for millennia and wouldn't reverse course until the *18th century CE!!!*

Shortly before the Silence of Light, the population of the Khaldaarim civilization was estimated to be around 500 million - 250 million Yaantheni, 150 million Mahaarim, 60 million Enaarim, and 40 million Daelmahaarim, or around 85% of the world's population, and was likely headed for 750 million by 1000 BCE.

By 1200 BCE, the Khaldaarim population had, as a result of the apocalyptic effects of the Silence of Light, fallen to 120 million (still half the world's population) - 15 million Yaantheni, 35 million Mahaarim, 45 million Enaarim and 25 million Daelmahaarim, and would continue to decline until the 8th century CE, to a low of 22 million, of which 14 million were Mahaarim, 6.5 million Enaarim, and just 1.5 million Daelmahaarim as a result of their genocide in the 6th century.

Only recently has the Khaldaarim population recovered to pre-Silence levels, with the Mahaarim, at 453 million (2022) people, being the 3rd largest ethnic group in the world, followed by the Enaarim at 38 million and the Daelmahaarim at 16 million.

Postscriptum



picture: concept art for Yaantheni Tales: Flames of Reynel, 2006

The High Yaantheni Period and the Silence of Light became very popular video game settings in the mid-1990s, as new perspectives on elven history, especially revisionist narratives of Yaanthenia's history, took hold in modern culture, helped by the growth of the internet. These new narratives discarded the long-standing idea of the Yaantheni being the most cruel and savage of the Khaldaarim who only advanced their magic in pursuit of controlling the world, instead they romanticized and glorified the advanced magic power that the Yaantheni had acquired, using them to shape the world, and even the universe for the better.



picture: Temple of the Twelve in H'Gan Yaanthen, shortly after the Fall of Yaanthenia in 293 CE, modern painting

Here stood the flaming ruins of what was once the Temple of the Twelve, the very center of Yaanthenia's governance and the holiest place for all elvendom. It, miraculously, survived even the apocalyptic Silence of Light that brought Yaanthenia to its knees, because of the devout faith and sacrifice that brought the demigoddess Vaenthil into the mortal world. But not even the Temple of the Twelve could survive the seemingly far more unstoppable last resort defenses, first placed in the Middle Yaantheni period, and mean to only be activated if an enemy force somehow landed on mainland Yaanthenia. On the 24th day of September, in the 293rd year of the Common Era, these defenses, set off by a certain kaalira Denvalya, set the entire remnant of Yaanthenia ablaze, killing all who were on Yaanthenia, or even just near the Yaantheni coast, and left Yaanthenia uninhabitable for centuries. - *The Decline and Death of Yaanthenia, Book V*, 1848

By the way, there's another interesting detail regarding the Silence of Light. Just days after the Silence of Light happened in 1316 BCE, the surviving historical sources all report "colossal" (a massive understatement) clouds of dust coming from the east or northeast, that completely blocked off the sun for many months, and remained dimmed for over a decade. In the years following the Silence of Light, autumn turned into winter... and never turned into spring. There

was near-total crop failure, and resulting famines killed, according to some estimates, around a third of the world's population in just over 20 years. The dust clouds and subsequent volcanic (or nuclear) winter would inspire many horror stories in the ancient and classical era.

1.2. The Second Great War

Part 1

The Frosthaven Front



picture: Elvonin tanks in the city of Chernograd, 12 August 2002

The Taigaskaya government's victory in the Frosthaven Fallover was not the end of the country's hardships, indeed it was perhaps just the beginning of them. Just 2 years later, on 29 May 2002, 27 armies of the Elvonin Kriegsheer, with a total of 2,400,000 soldiers, 20,000 tanks, 9,100 aircraft, 30,000 pieces of artillery and an array of new and advanced "black project" weapons, crossed the Frosthaven-Tataron border to begin the largest land invasion of any country since the Frosthaven-Elvon War of 1941-1944, and an enormous escalation of the already massive scope of the ongoing Second Great War.

For the first year of the war, the Elvonin Reich swept through as much of Frosthaven's territory as it could, taking even the northern cities of the industrial Krasnadolina region. In late November in Taigaskaya, the retreating Frosthaven forces blew up all but three of the bridges across the Levigora River, stopping the Elvonin advance at the river, over the following year Taigaskaya would be flattened to the ground by endless artillery shellings and bombings from both sides, until the general Elvonin retreat from the city in February 2004.

The war eventually tore the already unstable Elvonin government apart, and a series of military defeats, increasing partisan activity, and mutinies within the Elvonin army, caused the loss of

all protectorates and puppet governments, and the new Elvonin government, which took power after the coup in July 2005, immediately signed an instrument of surrender.

Part 2

Chaos after War



picture: guards patrolling Sälliwein Street, September 2005

In the days and weeks following the coup in Elvon and the subsequent collapse of the military, the capital city of Elvon descended into chaos. For several months, the former Elvonin Reich became the site of a civil war, and the goals of the "victorious" Allied Forces (Frosthaven and allies, the Planum and Ravenfield) unexpectedly shifted from defeating the Elvonin Reich to keeping the Elvonin Reich stable enough to negotiate. Over 1,000,000 were killed in the post-coup conflicts.

While the government at home disintegrated into internal war, the Elvonin forces in Yevorburg held on to most of the city, and even managed to launch a counteroffensive as Frosthaven's forces were redirected to eastern Elvon to defeat the insurrectionist factions. Eventually, Franz von Drattin, the previous Chancellor of Elvon, retook control of the country. Despite the losses during the past two years, the Elvonin army was still the largest in the world, the air force was relatively intact, and the submarine navy had continued wreaking havoc on supply chains across Dacanium.

Immediately after taking power, Franz von Drattin reorganized the military for a renewed offensive, and surpise striked the allied forces in every direction, driving them out of Versen,

Karmetaqa and much of Tataron. The Allies were so stunned by this unexpected offensive that, fearing that Elvon could still achieve victory even in its weakened position, the Allies began negotiating a peace treaty, on terms much more favorable to Elvon than previously.

1.3. Records from the 22nd Century

Part 1



picture: New Taigaskaya 2109 CE, from the *Records from the 22nd Century* website

"**New Taigaskaya**, the capital of the Union of Socialist Republics, population: 38,599,478 (2099)

In 2055, the Great Atomic War wiped most of Frosthaven's major cities from the map, killing 100 million people - a quarter of its population. When the dust settled, the remnants of the Frosthaven government had barely avoided another Frosthaven Fallover, and began rebuilding as fast as it could. Nearly all of Frosthaven's remaining industrial capacity was mobilized for this task, and even regular bombings by the Greater Elvonin Reich and breakaway states barely slowed down its progress. In 2062, New Taigaskaya officially became the capital of the new Union of Socialist Republics, which would become a critical element in the final defeat of the fascist states in the Fourth Great War." - *Records from the 22nd Century*, a long-running alternate history series (and not canon, the canon path took a much darker turn)

Part 2



picture: city of Elvon on fire, 2073 CE, from the *Records from the 22nd Century* website

"The Fourth Great War (2064-2073) was infamous for the untold atrocities commited by both sides, which, thanks to the usage of new and deadlier technology, exceeded any previous war in scale and sheer cruelty. No less was that true than near the end of the Fourth Great War, when, despite the protests of the socialist parts of the Dacanian Alliance, the nationalist faction of the alliance, encouraged by the Daelmahaarim, decreed resolutely: **Elvon must perish, and so must its people.** All 400 million of them. Much of western Elvon was carpet-bombed with chemical weapons in the process, leaving 150 million dead, and everything west of the Hochwen River, including the capital itself, a wasteland. The eastern and southern regions of Elvon were spared due to Frosthaven's intervention, which instead formed a puppet Elvonin Democratic Republic in what land remained untouched."

The disagreement over whether or not the Elvonin people should exist nearly caused another Great War in itself.

Part 3



picture: a super-refinery in eastern Yaanthenia, 2084, from the *Records from the 22nd Century* website

"The immense resource demands of ever-growing industry in the mid-21st century led to vast areas of once-untouched land being ravaged by gigantic versions of the facilities that extracted and processed now-depleted deposits, as soon as the technology to extract resources from the upper mantle was available. The most infamous of these facilities was the super-refinery, consisting of skyscraper-sized refiner buildings that processed an entire trainload of metal ore every hour, and caused enough pollution to render an entire region permanently uninhabitable. After asteroid mining became more common, many super-refineries closed down, but hundreds are still in operation as of 2109.

The largest super-refineries were in eastern and southern Yaanthenia, whose near-surface deposits were pushed deep underground by the Silence of Light that had happened almost 3,500 years before."

1.4. The Space Race

Part 1

Search for Lyerre



picture: river creek in the Korolev Valley on Lyerre, photo, 14 July 1990

Nearly 5.5 AU distant from the Sun and with 1/30th the insolation of Dahanno, Lyerre, the largest rocky moon of Maedar, should be a frozen wasteland like every other planetary body in this region. However, an unlikely series of interactions during the solar system's formation, with Maedar's largest moon, Elsana, and powerful tidal forces from Maedar, brought Lyerre to an orbit close enough to receive enough tidal heating to have liquid water on its surface around 1 billion years ago.

Due to Maedar's influence, Lyerre also has a very strong magnetic field (several times stronger than Dahanno's), and powerful plate tectonics and volcanism, resulting in an environment conducive to the evolution of complex life. Due to its unique nature, Lyerre was a prime candidate for exploration during the first years of the Space Race, but the equally unique orbit around Maedar made it nearly impossible to land any probes, all nine landers sent by Frosthaven, Elvon and Ravenfield between 1958 and 1962 (until the start of the Great War) either missed Lyerre, or crashed into either Lyerre or Maedar.

The first successful landing was Frosthaven's Lyerre-5 (Лиерра-5) on 20 June 1968, which also deployed the most advanced rover to that point. Over 290 days, the rover covered 139 km of Lyerre's terrain, while the orbiter continued to observe Lyerre until its fuel ran out in 1984.

On 3 July 1988, 7 astronauts in a joint Ravenfield-Elvon-Frosthaven expedition left Dahanno, arriving at Lyerre on 30 March 1989, and beginning to explore it more thoroughly than ever before. The expedition uncovered the most unexpected thing of all - a native avian civilization, which, with other interesting discoveries made, resulted in the initiation of the Lyerre Project,

which would work toward developing a fully self-sustaining colony on Lyerre and the Maedar system by 2020, but was cut short due to the Frosthaven Fallover.

About 100 years before the Silence of Light, the Yaantheni Realm founded large colonies on Lyerre, which, on the eve of the Silence, had a population of over 1 million, and at least seven Spires of Light, which were spectacularly destroyed when the Silence of Light happened. Without support of either Yaanthenia or the local Spires, most colonists succumbed to the elements during a period of extreme weather that coincided with the Silence, a handful managed to return to Dahanno, and a few thousand somehow built a Spire of Light in *space!*, using it as an FTL drive to escape to another star system, to an unknown fate. The ruins of these colonies still stand, largely intact, thousands of years later.

Part 2

The Outermost Planets



picture: Raumwanderer 25 passing by Elgahera, 17 April 1975, from *50 Years of Space Exploration: 1953-2003*, 2003

The race to reach the outermost planets of the solar system was particularly fierce, and began almost immediately after the first manned lunar landing in mid-1967, which itself came as Dacanium was starting to recover from the Great War. The strongest competition was for Elgahera, the largest and most distant (30 AU) rocky planet, with a complex system of moons and rings.

Frosthaven was the first to send a probe to Elgahera, launching Zvezda 9 (Звезда-9) on 8 September 1967, but, even with the usage of the superheavy N-1 with a nuclear upper stage, and a gravity assist from Maedar, it would only reach Elgahera in late 1978. After the launch of Zvezda 9, both Elvon and Ravenfield turned to unorthodox propulsion technologies to reach

Elgahera faster. In particular, Elvon's Raumwanderer 25 was refitted with a "completely untested" plasma engine, which would give it enough delta-V to reach Elgahera by 1975, despite being launched 4 years later.

1.5. Special Report: Recovering from the Fallover



picture: East Ravenfield Mall in 1989, from a Daily News special report, 19 May 1993, Ravenfield Broadcasting Corporation

"It has been over a year since the collapse of Frosthaven's government caused all trade between Frosthaven and the rest of the world to stop. Without crucial raw and refined materials coming from Frosthaven, about one third of Ravenfield's industry shut down, and serious shortages of basic goods led to the reintroduction of material rationing, something unheard of since the Great War of 1962. One year after this disaster, Ravenfield has only begun to recover, and many people, including in the government's highest ranks, fear that the worst is yet to come.

In 1992, the shock of the Frosthaven Fallover caused Ravenfield's GDP to fall by 5.4%, to $2,627 billion, and the Economic Board predicts that Ravenfield's economy will shrink by 3.9% in 1993, and another 2.0% in 1994, while unemployment is expected to rise to 13%. Across Dacanium, the situation is similarly bad, with the worst affected being the central Dacanian countries of Arengal, Tohinar, Emiron, Tataron and Emerghar, all highly dependent on Frosthaven to sustain their economy.

Some countries are rumored to be pursuing the usage of military force to secure needed resources, particularly the Elvonin Republic, which sent tens of thousands of peacekeepers starting in May 1992, ostensibly only to protect Frosthaven's civilian infrastructure, but

unverified reports suggest that since their arrival, the peacekeepers have redirected some 10,000 cargo trains to Elvon. In addition, in last month's speech, Franz von Drattin, the Elvonin chancellor, stated that Elvon would "use all measures necessary" to ensure uninterrupted supply." - *Special Report: Recovering from the Fallover*, 19 May 1993, RBC



picture: laborers striking in Crestown, 5 May 1993, from a Daily News report, Ravenfield Broadcasting Corporation

"On 5 May 1993, one of the largest labor strikes in Ravenfield's history, with over 1,000,000 participating, occurred in reaction to the planned closures of another 22,000 factories, employing some 3,000,000 workers and producing roughly 10% of Ravenfield's industrial output, even as the profits of Ravenfield's 20 largest companies paradoxically grew by an average of 78% in 1992, believed to be at least partly the result of clever financial accounting, and partly because of accelerated offshoring of production to lower-wage countries.

Due to the lack of action by the Ravenfielder government, the approval rating of PM Steven Eldhouse fell to 7% as of April 1993, and the ratings of the ruling Democratic Front, which won 46% of the vote in the 1990 election, have plummeted to 9%, while left-wing parties have risen rapidly in popularity, with the Communist Party of Ravenfield now ranking highest in recent polls, at 52%, up from 10% in 1990.

Many predict that, if the situation continues to deteriorate, Ravenfield may use military force to suppress the strikes at any cost, in a repeat of what happened in the runup to the Ravenfielder Worker's War, today being the 90th anniversary of its beginning." - *Special Report: Recovering from the Fallover*, 19 May 1993, RBC

1.6. Rise of Modern Mahaar

Part 1

Unification of Mahaar

The unification of divided Mahaar in the 19th century was enabled by the introduction of advanced firearms and artillery from Dacanium, especially highly accurate rifles, into the southern *kaale* around the year 1830, particularly Naavetel, Taanikh and Keoren, which could hit targets up to 300 m away, compared to less than 100 m of the Zuan-derivative muskets used in Mahaar at the time. Although very expensive, these rifles proved effective, with an army equipped with such rifles being able to defeat a traditional Mahaarim army 5, or even 10 times larger than their own.

By 1836, Avenden Velnartha (1705-1953), the recently crowned king of Mahaar, had 60,000 soldiers of his army equipped with Dacanian-made rifles, and was now producing them natively, with 28,000 made each year by 1840. With no ability to match Velnartha's army in firepower, the northern Mahaarim states resorted to mass infantry attacks with outdated weapons and as many as 500,000 units, achieving nothing except further depopulation of their already decimated lands, and by the time Vaaleha Otenel armed its own soldiers with western equipment in 1844 after lots of infighting, Mahaar was fielding an united army of 1,000,000 (700,000 of them traditional Mahaarim units) and 12,000 artillery, the largest military of any one country at that time. The Mahaarim conquest of Vaaleha Otenel lasted just 3 months, with the last Otenel city, H'Gan Naareyen, falling on 5 August 1844.



picture: Kaal Naavetel soldier wielding a Ravenfielder Pattern 1828 rifle, modern painting

Part 2

Mahaar Invictum

In mid-1863, the power of the modernized Mahaarim military would prove itself with the invasion of Kaal Elanten in the east, with 60,000 infantry, 6,000 cavalry and 1,000 pieces of artillery, supported by around 120 steam-powered warships, decisively defeating Kaal Elanten's 150,000 strong army in just four weeks of June 1863, and losing only 1,200 units during the invasion.



picture: Mahaarim warships near the coast of Sarcehen Island, 20 June 1863, modern painting

The invasion of Kaal Elanten was the first Mahaarim war, and one of the first in the world, to be extensively photographed (there *are* several extant photos taken during the unification of Mahaar, between 1841 and 1846), due to the introduction of a large number of cameras as a result of Mahaar's industrialization and increased international trade.



picture 1: Mahaarim infantry in a village in Kaal Elanten, 16 June 1863, retouched old photo



picture 2: panorama of H'Gan Sarcehen after the invasion, 3 July 1863, old photo

After liberating northwestern Mahaar, then still held by the Qah'sanni Khanate, in 1868, Avenden Velnartha sought to annex the rest of Yaanthenia. Nearly half of the Mahaarim army, roughly 200,000 soldiers (by 1868 the transition to a smaller, professional military of 400,000, still 2.4% of Mahaar's 17 million population, was complete), were involved in the conquest of northern Yaanthenia in 1870-1872, however by this point the Yaantheni kingdoms had largely caught up to Mahaar in technology, and the invasion proved far more difficult to execute than expected. Despite this, Mahaar still managed to occupy the entirety of Hawer Laeseren, but the occupation lasted less than a year before local resistance forced the Mahaarim military to

retreat. In spite of the setbacks, the war was still a major PR victory, and helped fully solidify the unity of the Mahaarim state.



picture: Mahaarim infantry in the port of H'Gan Enarven, 9 March 1870, old photo

Part 3

Gaining Steam

By 1880, Mahaar was considered practically unassailable by any one outside invader, due to its extensive logistical system, including its rail network of 38,000 km, then the 2nd largest in the world, some of the largest shipyards, and early adoption of electricity, helped by the country's political stability following the unification of Mahaar and parts of Yaanthenia. Just as important was the complete overhaul of Mahaar's military doctrine to one inspired by the doctrine of the Elvonin Empire, shifting away from the mass infantry assaults typical of pre-unification Mahaarim armies, and toward more flexible, objective-oriented tactics typical of industrial-age Dacanian armies.

At the beginning of the 19th century, the elven states of Mahaar, despite disproportionately large armies, were perhaps the weakest and most divided they had been since the Silence of Light, with half of the region puppeted by the Zuan Empire, and the remainder either fighting each other, or the Qah'sanni, Ghearans and Yaantheni. But, through immense effort and great expense of both lives and resources, and the surprise arrival of game-changing weapons, Mahaar was unified, setting the stage for its rebirth and ascension to a great power.

By the end of the 19th century, Mahaar was a thoroughly unified, industrialized and modern country, with a military on par with the most powerful countries in Dacanium, a massive industrial base, and the most developed infrastructure and technology in the Far East, cementing its position as one of a handful of superpowers during the 20th and 21st century.



picture 1: Class 63 train A3039 *Kaalira Kalnaril* in northern Sarcehen, made in 1878, from film *Dawn of Mahaar: Part III*, 1981



picture 2: coal power plant under construction in Kaal Naareyen, 1893, old photo

Avenden Velnartha abdicated his position as ruler of Mahaar in 1938 due to declining health, passing power to a regency council that would itself be overthrown by communist revolutionaries in 1946, and died on 6 September 1953.

For his role in unifying all of Mahaar and bringing it out of a millennia-long dark age, the Union of Mahaarim Socialist Republics (Mahaarim: *Hawer Kaaleyn Sotsialisteyn Mahaaren*) ordained Avenden Velnartha as the sixth Legend of Khaldaar on 24 December 1953, putting him on

equal standing with other legendary Khaldaarim from ancient, even mythical times - Yaanthe and Avenyael Reyentan, Tharyen of Enaar, Yentarel of Haelsania, and the demigod Khaaltaen, the mythical founder of Old Khaldaar.



picture: *Kayvaaltha* (High King) Avenden Velnartha c. 1870, modern painting

Miscellaneous Lore

All lore in ⇚-wotec-stuff-⇛ and ⇚-wotec-lore-⇛ not part of a series is in chronological order.

Special features lore

Lore explanation for each of the four special features:

Temple of Zavar: The most important building in the closely related Khayrite and Zavari religions, and also a major trade hub by itself. Although the Temple has existed since the beginning of recorded history, the building in the picture was finished in 1738. It remains the tallest building in Ilar Zaari, and no building in the city can exceed its height of 304 m.

Last of the Daelenaarim: Since the fall of Cayethel (in modern Elvon) around 8,000 years ago and the loss of Eithona, the Daelenaarim have been isolated on a chain of four islands.

Yaantheni Forts: The lands of Yaanthenia from Elanten to Nevranen are protected by countless forts built on its many hills. Although obsolete now, they have become a major tourist attraction with Yaanthenia slowly opening to outsiders.

Heart of the Steppe: Q'os Karzan is the largest city in the Dovrani Plain, and a center for trade coming from all parts of the world.

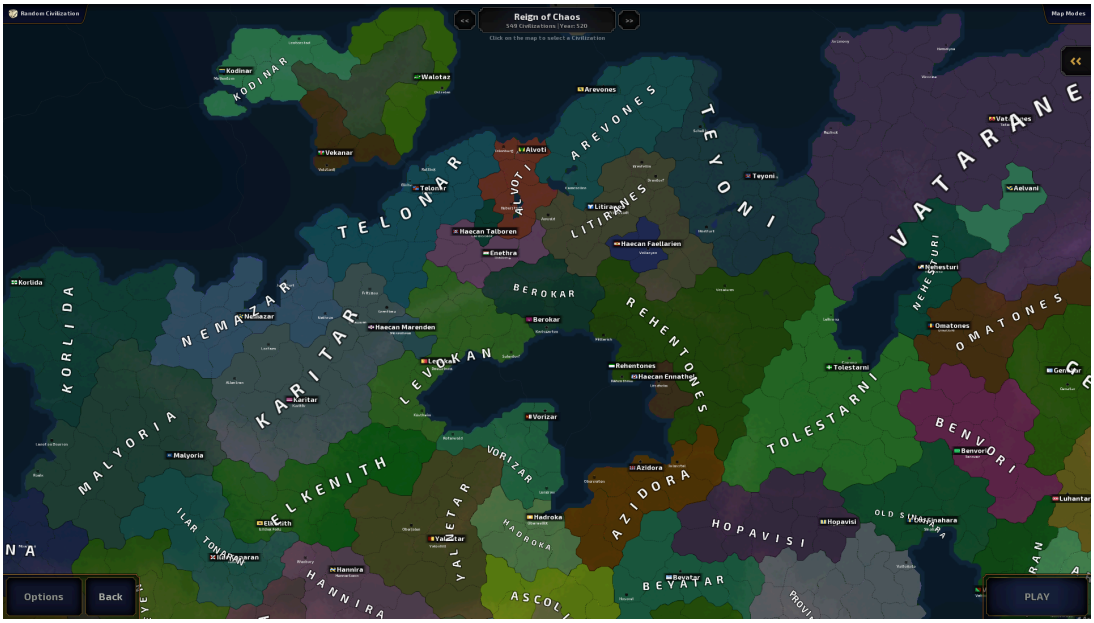
Tower of Sayenna



picture: Tower of Sayenna in 1986, shortly before the 150th anniversary of the completion of the Tower, marking the symbolic refounding of H'Gan Yaanthen

"Two thousand years after that terrible disaster
We returned to build a new H'Gan Yaanthen
From a city of darkness to a city of lights
A shining beacon for all Yaantheni to see" - from *The History of Yaanthenia*, Vaenadel Anyareth, 1839 CE

Daelmahaarim *kaale*



picture: Daelmahaarim *kaale* in 520 CE

In the 24th century BCE, a splinter group of Daelmahaarim left Vaaleha Mayenten to found their own kingdoms in Elvon, which the Eithonan realm of Haal Valnyen was all too happy to allow. These Elvonin *kaele* (*kaale* in Daelmahaarim) differed from their counterparts elsewhere in Dacanium in that they were far more willing to fully exploit the magic potential of the region, and were the only ones to build Spires of Light and make Yaanthen crystals in Dacanium. They were therefore greatly weakened by the Silence of Light in 1316 BCE, and eventually became influenced by increasingly more powerful Dahannian kingdoms and republics, becoming mere city states by the 2nd century BCE.

The Daelmahaarim city states survived the many upheavals that hit Elvon: the Augustian invasion of Elvon in 116-110 BCE, the Augustian Succession War in 324-347 CE, the ensuing Elvonin incursion, and the final collapse of Augustian Elvon in 473-481 CE, holding off tens of thousands of Elvonin troops with their small garrison. They were finally obliterated by overwhelming Elvonin hordes during the collapse of Daelaric states, the last, Haecan Marenden, falling in 563 CE after a 3-year siege by 200,000 Elvonin.

Dragons attack Tharetaal!



picture: a dragon attacking Ilar Yachaner, 27 November 1853

"The dragons of Kouhara have returned to ravage us one last time. Ilar Yachaner is ablaze, the duke is missing, and burning bodies cover all the city's streets. If somebody finds this message, tell King Kornadar that the era of dragons has not truly ended yet." - Last message of an unnamed lighthouse keeper during the dragon attacks on Ilar Yachaner, 27 November 1853

20,000 people were killed by the final dragon attack on Ilar Yachaner, including duke Velindur, who was preparing to inaugurate the first railroad between Ilar Yachaner and Lar Kvorin, crown prince Anelthar, and much of the Carannim Consulate.

Kaal Eyoris



picture: illustration of the Handurin Harbor district in Telen Eyoris, from *The Lands of Yaanthenia*

"The island of Eyoris, controlled by the *kaal* of the same name, is the last remnant of the fallen continent of Yaanthenia, raised personally by High Sorcerer Andathil Eyoris in the Middle Yaantheni Period, around 2400 BCE. In the High Yaantheni Period (2000-1316 BCE), it became home to most of the Yaantheni magical institutes because of the unprecedented stability of its sources of magic, helped by the ban on constructing Spires of Light on the island that had become a sort of arms race in Yaanthenia by then. The absence of said Spires also shielded Eyoris Island from the apocalypse that wiped out most of Yaanthenia, called euphemistically the "Silence of Light", which was anything but silent.

Following the Silence, Kaal Eyoris isolated itself from the rest of the world, and very few Yaantheni have ever been allowed to land there, let alone other Khaldaarim*, and the idea of a human on Kaal Eyoris has always been out of the question. One day, we may see Kaal Eyoris finally open up more to the outside world, but today this wonderful land remains shrouded in mystery." - *The Lands of Yaanthenia*, Lucia von Yandaren, 1940

"* I know of at least one non-Yaantheni who went to Kaal Eyoris in recent history - *kayvaaltha* Avenden Velnartha, the unifier of Mahaar, who was reluctantly allowed to visit Telen Eyoris for his triumphal voyage in 1846. If unifying all of Mahaar is what it takes to barely travel to Kaal Eyoris, we lesser people have no chance..."

Kaal Eyoris would eventually sign onto the Act of International Cooperation, which allowed unrestricted foreign access into the country, in 1971, after immense political pressure from

Frosthaven, Ravenfield and Qar'aan. Within a year, Kaal Eyoris became a Ravenfielder client state. Also, Lucia von Yandaren wasn't just working in Elvon to reconcile (with mixed success) with the Elvonin Empire, she was a spy for Elvon who was instrumental in pressuring the Yaantheni states into opening their borders.

Late Bronze Age



picture: states in central and western Dacanium, 1200 BCE

By the late Bronze Age, the Dahannians had fully settled into the continent of Dacanium, as had the Balanic and Rekovan people. In central Dacanium, Dahannian states slowly (and relatively peacefully) gained power over many formerly Daelmahaarim settlements, as the power of the Three Vaalehe (Mayenten, Marvoniel and Yoraviel) declined. In modern Ravenfield (Dachain), the Snow Kingdom's sudden collapse left behind over a dozen small states, populated by Tarcinine and Searwennian people during their first major migration.

In Tataron and western Frosthaven, the proto-Elvonin tribes, formed from the collapsing Snow Kingdom, had settled in the territory, where they would stay for the next 1,500 years.

Grennel gets nuked!



picture: Nuclear bombing of Grennel viewed from the nearby mining town of Mangan, 09:14 FST, 9 August 1996

The Frosthaven Fallover was not a nuclear war, though it could easily have become one that spilled onto the rest of the world, as Frosthaven's colossal stockpile of 60,000 nuclear weapons, many of them over 10 megatons in yield, was divided between the dozens of warring factions. Only valiant intervention from every other country involved in the Cold War, especially the Elvonin Reich, prevented such a nuclear war, but Grennel was unlucky enough to become a recipient of a nuclear bomb that would kill 157,000 people.

Deirailen Island



picture: town of Tearbury, with the ruins of the Daelmahaarim-built Temple of Yontaren in background, 1916

The island of Deirailen (Tear Island in Old Tarcinine), so called because king Merhaloth of Gwalith (c. 250 BCE) supposedly shed a single tear over the otherwise brutal murder of his brother Andriloth, which happened on this island, has had, despite its small size and relative unimportance, several interesting events happen on it.

One of the most interesting is an incident during the West Elvonin migrations into Dachain, in 529 CE. While the Argeal fleet was preparing to launch a naval invasion of Deirailen, they got stuck behind a fleet of Gahnari trade vessels (Deirailen was under Gahnari control at this time), leading them to the port of Tearbury (Ilar Kaantun). When the Argeal landing force disembarked, they were met by confused stares and total disbelief from the town's residents. Once the town's authorities realized what was happening, they simply told the Argealites that they had landed in the wrong place, and let them leave the island without any further repercussions.

Yaenmahaarim temples



picture: Temple of Sayenna near Malozushina, northern Frosthaven, the last Yaenmahaarim temple ever built, built 622-645 CE

The Yaenmahaarim had a unique style of architecture, completely different from any other elven race and more closely resembling that of the Hyperboreans they shared the Far North with. Until their assimilation around the 5th century CE, the Yaenmahaarim regularly built temples in their unique architectural style in northern Frosthaven, even as far south as modern-day Taigaskaya.

After the collapse of the Snow Kingdom, the Yaenmahaarim founded three *kaale* in northern Frosthaven, eventually extending their control as far as modern-day Taigaskaya. With a starting population of less than 500,000, and much faster human breeding rates, the Yaenmahaarim would eventually be assimilated into the much larger human population, starting in the 5th century BCE but continuing all the way until around 500 CE. In Hrantask, the Yaenmahaarim would instead mix with the Hyperboreans to form the Svalbardians.

Silence of Light… again



picture: *The Death of Yaanthenia* by Elvonin artist Hans Kleiner, 1863

The Silence of Light was the deadliest, most disruptive and most destructive event to strike the whole of Dahanno, sinking four fifths of Yaanthenia and a large portion of Mahaar into the sea, together with more than 20,000 cities and towns, and 200 million people, and would completely overturn the course of history, as the balance of power suddenly shifted from the Khaldaarim to the rising human civilizations.

Tarcinine statues



picture: royal statue of Haelneill, last king of clan Helewyn (480-572 CE, r. 528-561 CE), in the Whitecliff Gardens

The Tarcinine clans of Dachain (now Ravenfield) and Dovenan had a rich statue-building tradition, which began after the legendary king Carbeil (traditionally 1542-1421 BCE) had a statue, estimated to have been 50 m in height, built in northern Dovenan shortly after his death, in honor of his 100 victories against the Snow Kingdom. This started a long period of similar statues being built in imitation, which continued throughout the Augustian period, and into the mid-7th century in Ravenfield, and into the 11th century in Dovenan. A few Old Ravenfielder kings also had statues to them built. Over 1,000 Dachain statues were built, of which around 600 survive, and around 20 have been maintained into the present day, keeping even their original colors.

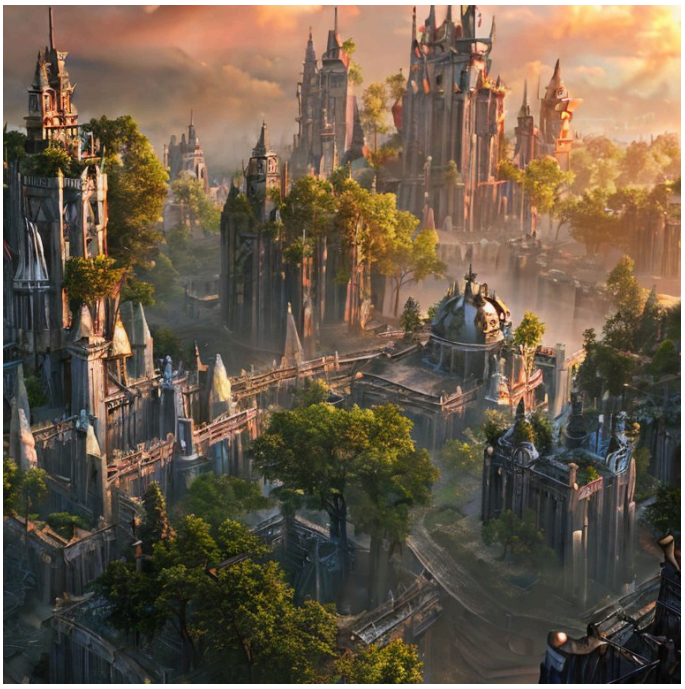
Veunorian architecture stuff



picture: Palace of the Guilds in Larrak, built 630-681 CE

The Veunorian style of architecture represents the fusion of Late Augustian architecture, influenced by Maedarian architecture, with the Caranese and Balanic building styles of the cultures of the Caranese Sea. The first buildings constructed in the Veunorian style were built in the mid-6th century, and the peak of construction is estimated to be in the early 8th century, when Veunoria was on its decline.

Late Daelmahaarim cities



picture: artist's conception of Haecan Talboren c. 500 CE

By the late Augustian Empire, the Daelmahaarim states in Elvon, now controlling little more than the territory immediately around the capital, became more isolated as threats loomed both from the inside, and from the outside, with more frequent Elvonin raids, the largest revolts ever seen in the Empire's history, and a dramatic shift in the climate, all threatening the already fragile existence of these states.

O I L



picture: Bayalda-3 oil platform in the West Tharen Sea, 2019

Regarding oil fortunes... a *lot* of people made a fortune from the oil booms of the late 19th and early 20th century, for those that could afford the equipment, and the risk caused by the wars that inevitably ensued, because oil was revolutionary, almost magical at the time. Then in the 1950s-1970s, with the mass deployment of oil platforms, and the discovery of gigantic oil fields in the Ravenfielder Bay, West Tharen Sea, the Levigorsk Plains, the Yaantheni Sea and many others, the demand for skilled technicians skyrocketed, and so did the already sky-high wages, increasing by 5-10 times to rival even executives' salaries in some cases.

Despite claims (for 50+ years straight) from certain environmentalists that Dahanno has reached (or is about to reach) "peak oil", there is no sign of oil production slowing down, even in 2023, or the number of wars fought over new oil fields either.

Space stations



picture: Frosthaven's Tsiolkovsky II Station orbiting the dwarf planet of Haaldea, built 1989-1992

The desire for pushing Dahanno's scientific advancement, and the distant yet seemingly still looming concerns about resource shortages, pushed nations to invest massive sums of money into the colonization of space. Beginning in the 1970s, a fierce competition began over who would claim the most valuable planets, moons and asteroids first, with over 100 space stations built and several mining operations ongoing by 1990. However, the Frosthaven Fallover, the Elvonin annexations and unrest in the Eastern Lands forced extreme military budget increases, thus leaving no money for space exploration. By 1998, only 39 space stations were operating, and only 23 survived to see the completion, in 2007, of the first new space station since 1992.

The story of Elvon’s unification



picture: Emperor Heinrich I von Karhiel in 1794, modern painting

By the late 1780s, the "Empire" of Dacanium (think IRL Holy Roman Empire) was a shadow of itself, having lost Tonarium, Versen and Tataron, and the Kingdom of Elvon *itself* was embroiled in a deadly succession war that wiped out many of Elvon's royal families. In 1789, an unexpected leader stepped onto the Elvonin throne - 16 year old Heinrich von Karhiel, from a minor house of Daelmahaarim descent, who proved to be among the most brilliant military leaders in history, nearly obliterating two imperial armies totalling 80,000 troops with defeat-in-detail tactics, and defeating all other pretenders by the spring of 1790.

After the reunification of the Elvonin domain, King Heinrich set off to bring the remaining 152 states of the Empire of Dacanium together under one unified state, launching an unprecedented military campaign to subjugate them, which took just over 3 years. On 21 August 1793, which also happened to be his 20th birthday, Heinrich von Karhiel was officially crowned the Emperor of Elvon. Heinrich I would rule Elvon for 53 years, until his assassination by the exiled Duke of Blauerwald on 11 December 1846.

P.S. Emperor Heinrich wasn't an elf, but did have like... 1/4 Daelmahaarim blood in him, which was 1/4 elf blood more than the Elvonin nobility was comfortable with (even 1000+ years later, the Elvonin and Daelmahaarim weren't, and aren't still, in good terms with each other).

Taigaskaya during the Frosthaven Fallover



picture: a tram on Komsomolskaya Street, 1994, modern painting

Taigaskaya, the capital of Frosthaven was, ironically, one of the cities least affected by the disintegration of Frosthaven in the 1990s. During the entire Frosthaven Fallover, only 33 bombs were successfully dropped, and 17 missiles launched, by comparison, the cities of Krasnadolina had a combined 320,000 bombs dropped and 13,000 missiles launched, and Grennel became the victim of a carpet bombing involving more than 300,000 bombs, including the only nuclear bomb dropped during the Fallover.

While life became considerably harder because of economic collapse and hyperinflation, the city did its best to ration its limited resources, managing to ensure rule of law, stability, and even the wages of most people, even as the rest of Frosthaven fell into chaos.

Tonarium’s art deco architecture



picture: Downtown Tonarium in 1952, stylized photo

Tonarium, once the heart of the Dahannian civilization before the Augustian Empire, was shaped by many cultures afterward, each bringing their own style of architecture. The city was particularly affected by the Great Dacanian War between 1904-1909, which destroyed many of its iconic buildings, and left a blank slate for nearly infinite creativity and new styles of architecture - first Art Nouveau in the 1910s, and then the Art Deco boom in the 1920s. Every one of these buildings in the image below were built between 1920 and 1940.

Yavarin the pirate



picture: Yavarin Haenthor Veldren, modern painting

In the 5th and 6th century, the trade routes of the Morvanian Sea were ravaged by the self-proclaimed King of the Seas, an Enaarim, former admiral of the Valsonian navy before its destruction at the hands of Tharetaal, and the commander of most of the pirate fleets in the Morvanian Sea afterward. His name was Yavarin Haenthor Veldren (274-690 CE), and he would practically halt sea trade between Dacanium and the Eastern Lands for the first half of the 5th century, contributing to the decline of the Augustian Empire by both cutting off major sources of income and plundering Morvania's treasury, and the instability of the Caranese Sea states by blocking their major ports.

Circle of Eternity



picture: a temple of the Circle of Eternity during a sacrificial burning, modern painting

The Circle of Eternity was a suicide cult based in the grasslands of Chenhai, consisting of three orders - Ailaak, Dushun and Gyhosa, and the Mhei Temple. Every year in the summer, their cultists would head out and raid nearby towns, doing unspeakable atrocities to kill as many people as possible. Once the raids were over, all the bodies the cultists could carry were brought to temples across the Circle's territory, and the temples, packed with thousands of rotting bodies, were set on fire. This was thought to keep the "Blood Spirits" from invading the mortal realm. It is unknown if the Circle worshipped any of the gods of the Forbidden Pantheon, and the discovery of several Amulets of Hwuu'gir (the Forbidden God of Wilting and Repulsion and the dark equivalent to Haene) in 1974 hasn't resulted in any conclusive answers. The Circle of Eternity was destroyed in 1477, by one of the Chen Empire's armies. Over 500,000 people are believed to have been sacrificed in the flames of the Circle's temples.

Ravenfield skyline



picture: Ravenfield's skyline on the south bank of the Wellham River, 1980, modern painting

The city of Ravenfield was originally an Augustian city-fort named *Castrum Corvinum*, which was based on both banks of the Wellham River. After the Augustian Empire abandoned the region of Ravenfield, and Castrum Corvinum, in 468 CE, the city was depopulated as Augustian legions and settlers returned to the mainland, and the Augustian-Tarcinine residents migrated to other cities all over the territory of clan Helewyn and other clans. After the Saxonians conquered the Helewyn clan in 561 CE, they built a new town in the location of former Castrum Corvinum, which they called *Hræfnfeld* (Old Ravenfielder for Ravenfield), which would become the capital of the state with the same name. The highly developed fortifications were slowly dismantled for building materials, by the 13th century only the bridge and the two bridge gates remained. The bridge was demolished in 1857 and a more modern one built soon after, while the bridge gates remain intact, now surrounded by skyscrapers.

Li-Jien



picture: Song kingdom troops assault Li-Jien's main keep, 1436, modern painting

The fort of Castrum Album, called Li-Jien or Liqian (驪靬) by the Zuan people, was built in 502 CE by a lost legion of Augustian soldiers who settled in the region, founding their own state that lasted nearly 1,000 years in spite of the overwhelming numerical superiority of the local Zuan states, because of their legionary training and highly fortified cities. However, even this wasn't enough to save them from a slow decline, which was practically guaranteed by their almost alien nature compared to the Zuan. By the 14th century, Li-Jien was reduced to only its immediate surroundings, and had abandoned most of its extensive forts to guard its most important cities.

In 1434, Qi Huan of the Song kingdom declared war on Li-Jien, to take its fortifications and resources to be able to defend against the rapidly expanding Chen Empire. In a span of 2 years, the Li-Jien fortresses were overrun and destroyed by large-scale usage of gunpowder cannons, which made their once-formidable walls easy to breach. With that, the last remnant of the legendary Augustian legionary army was destroyed, ending a long, unbroken legacy.

Akamura Temple



picture: Akamura Temple complex, from *The Wonders of the World: Asakahima*, 1987, photograph

The Akamura Temple in the mountains of Kojin Island, near the town of Tosukama, is the oldest surviving Asaka temple complex, with some of its buildings dating back to the 2nd century CE, however most of the complex, and the current Akamura Temple itself dates back to the 11th century, after a fire in 1063 that destroyed the original temple. The Akamura Temple holds millions of texts, inscriptions and other items dating back over 2,000 years, and during the Asaka Civil War in 1968-1974, the Akamura Temple housed the Sapphire Crown, the symbol of Asakahima's unity and power.

Mahaar’s unplanned industrialization



picture: Mahaarim industrial operations in the Naavetel Mountains, 1904, modern painting

After the unification of all of Mahaar, diplomats from Ravenfield, Elvon, Frosthaven, the Planum and Rekov visited H'Gan Mahaar in 1845, establishing embassies to ostensibly improve relations with the now-unified Great Mahaar. These embassies also introduced western ideas and industry, ironically in the belief that Mahaar's relatively conservative culture (elves are kinda stubborn) would slow the introduction of these ideas, allowing the embassies to influence, and maybe even dominate Mahaar's politics. Unfortunately for the western embassies, the Mahaarim took to industrialization like nothing else (stubborn...ly industrial), building factories, mines, railroads, ports and cities at a spectacular rate that nobody could have foreseen. By 1900, Great Mahaar had as many factories as the entire Kingdom of the Great Planum, and was the 5th largest economic power, only behind Elvon, Qar'aan, Ravenfield and Raakania.

Mahaar also radically reformed its military, turning a conscript army of 2,000,000 into a smaller, yet much more capable professional army of 400,000, and introducing new strategic doctrines, a western command structure, and modern weapons into the military.

Levigorsk’s two temples



picture: Hinryu Temple and St. Vyacheslav's Cathedral, 1939, retouched color photo

Before the atomic bombing of Levigorsk (Frosthaven) in 1944, there was the Asaka Hinryu Temple, and Saint Vyacheslav's Cathedral, facing opposite directions of the Levigora River. Saint Vyacheslav's Cathedral was built between 1079 and 1157, in traditional Taigaskayan architecture, while the Hinryu Temple was built in 1863 as part of a diplomatic mission from the Asakahima Shogunate. During the Siege of Levigorsk by the forces of the Elvonin Empire, both buildings housed and fed many residents, while also continuing to operate until the fateful day of 28 September 1944, when both buildings were obliterated by a nuclear bomb.

Levigora Dam



picture: Levigora Dam in operation, from a remaster of the TV series episode *Moderne Weltwunder: Levigorisches Wasserkraftwerk* (Modern Wonders of the World: Levigora HPP), 1990

The Levigora Dam was one of the largest infrastructure projects ever undertaken by Frosthaven, built to both generate large amounts of power, and to better control the flooding of the Levigora River. Built between 1976 and 1985, it became the largest and most powerful hydroelectric power plant in Frosthaven at 12,500 MW, and the 2nd largest in the world at the time (now 4th). During the Second Great War, the Elvonin Reich launched over 1,000 air raids in an attempt to destroy it, which would flood much of Krasnadolina if successful, but only caused light structural damage, rendering one of the four locks inoperable.

Daelaric temples in Elvon and Versen



picture: a long-abandoned Daelaric temple near Versen, modern photo

After the collapse of the Daelaric civilization in the 6th century, hundreds of temples all across modern-day Elvon and Versen were left to be consumed by nature and the elements. Once the curse of genocide was broken in 613 CE, many temples were repurposed by the Old Elvonin as housing, royal palaces, gardens, or to once again worship the same gods the Daelaric people had worshipped for millennia (and some are still in use today), but more remote ones, like the one pictured, were reclaimed by nature.

Yevorburg/Evorburg stuff



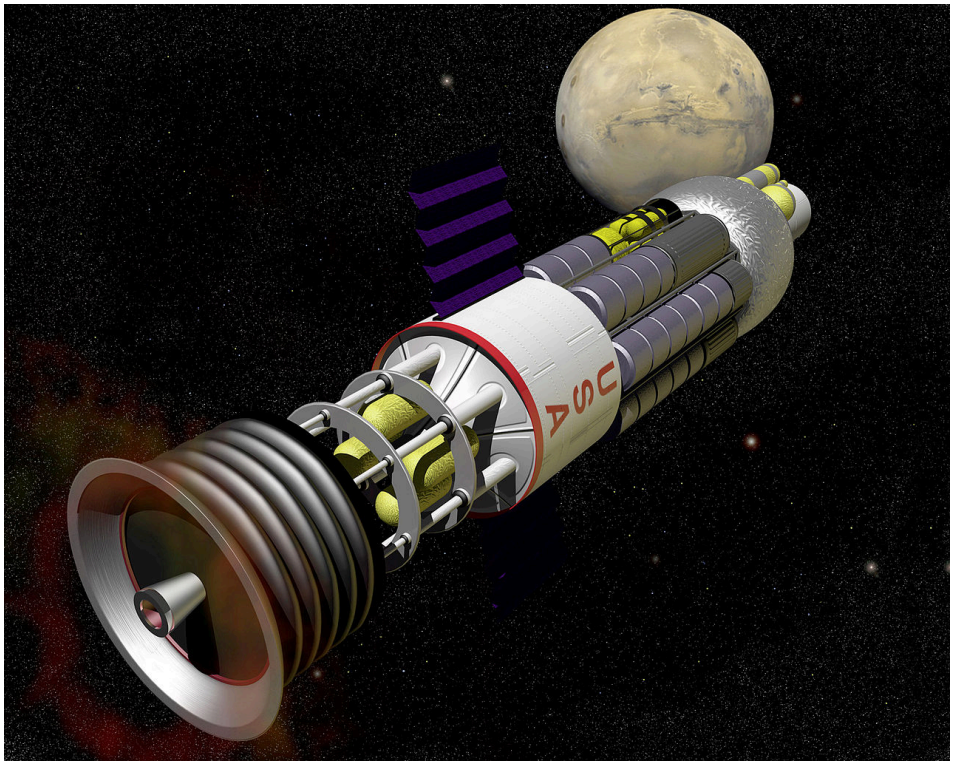
picture: Yevorburg Provincial Duma viewed from Stettberg Square (Taigaskayan: *Штеттбергская площадь*), July 1991

The Yevorburg Provincial Duma (Elvonin: *Evorburger Landtag*, Taigaskayan: *Евробургское областное правительство*) is the main government building of the federal city of Yevorburg. It was built on the order of Frosthaven's emperor, Mikhail II, between 1763 and 1794, costing roughly 30 million gold rubles - a tenth of Frosthaven's treasury. On 3 December 1973, the Brothers of Evorburg, a group of Elvonin nationalist terrorists, bombed the building, killing almost 400 people and beginning the 18-year long Evorburg Rebellion that would kill 200,000 people, and haunts the region even today. During the Frosthaven Fallover, the building was home to the government of the separatist Evorburg Republic, and was nearly destroyed in the mass shelling of Yevorburg during the final Taigaskayan offensive in 1998-1999.

The city of Yevorburg or Evorburg is an interesting part of Frosthaven, with the Elvonin being the largest ethnic group (and sometimes even the majority) in the city. In 2022, 46.6% of Yevorburg's population was ethnic Elvonin, and 79% spoke Elvonin as their first language at home. Over the centuries, many of Frosthaven's leaders have attempted to expel at least part of the Elvonin population due to fears of disloyalty, but massive protests and even armed rebellions foiled these plans, and the Treaty of Yevorburg, signed with Elvon in 1978, put an end to plans to remove Elvonin people from Frosthaven.

The coastal location and proximity to Elvon led to extensive trading between Yevorburg and Elvon, and before the Frosthaven Fallover, Yevorburg was a popular destination for citizens of Frosthaven due to the availability of advanced goods, especially electronics and high-end vehicles, that were in short supply elsewhere.

Orion drives



picture: a Project Orion-style pulsed fission spacecraft, credit for original: NASA

As space exploration recovered from the devastating effects of the Frosthaven Fallover and the Second Great War, nuclear pulse engines (a la Project Orion) became a viable means of interplanetary travel, replacing chemical, ion and nuclear thermal engines due to their high specific impulse and thrust, which offset their much higher cost. The Ravenfielder *Aryxus* was the first of this kind, launched in 1997 to explore the moons of Khothar, and to serve as a testbed for future generations of pulsed fission spacecraft. Other countries began launching similar spacecraft in the early 2010s, with the multinational Star Traverser, launched last year (2022), capable of carrying enough bombs for a theoretical maximum speed of 1% of the speed of light (~3000 km/s).

King Karl I of Blauerwald



picture: statue of Karl I von Blauerwald in Daelarburg, built 1837, modern photo

Karl I von Blauerwald, also known as Karl the Conqueror, was the first Emperor of the loose federation of states that was the Empire of Dacanium, crowned in 837 CE in Daelarburg, and the first emperor of the Charlotian Empire. Over the next 20 years, he would launch a series of conquests to attempt to unite the dozens of states that made up the Empire of Dacanium, eventually dominating the region and even being a rival to the more established Neo-Augustian Empire. Both the Charlotian Empire and the Neo-Augustian Empire were short-lived however, as they suffered a collapse just over 100 years later, and the number of states making up the Empire ballooned from 90 in 950 CE, to 561 after the Treaty of Blauerwald in 1161.

Ravenfielder commune uprisings



picture: laborers in the Commune of Crestown in 1904, postcard, part of the Moments of the Revolution collection published 1959

In the 1890s, the Kingdom of Ravenfield was hit by large labor strikes due to stagnant wages, and the worst working conditions of any Western Dacanian country, with 100-hour work weeks still being common. Fueled by the rising popularity of socialist ideology, the strikes grew exponentially in size: by 1898, nearly 16 million workers - nearly half of Ravenfield's entire labor force, were on strike, and attempts by the military to suppress the strikes led to mutinies within the army, and the beginning of a large-scale armed uprising on 18 March 1901.

Across all of Ravenfield, communes were formed in the country's main industrial centers as the Ravenfielder army's small garrisons were driven out, and the armories nearby were seized. By 1903, the number of militiamen had grown to 300,000, and the uprising turned into an all-out revolution that threatened to overthrow the government itself. In response, king Frederick I Whitehaven declared war on the revolutionary forces on 19 May 1903, with nearly all of the Home Forces, 600,000 troops, involved in crushing the revolution by any means. The guerilla war lasted 7 years and killed 1,540,000 people - 700,000 militiamen, 320,000 army soldiers, and 520,000 civilians.

The revolts would result in profound changes to Ravenfield's labor laws in 1911, establishing a minimum wage and decreasing the maximum legal workweek to 50 hours, later to 40 hours in 1928. It also inspired a number of similar revolutions, including the Taigaskaya Revolution in 1908, which would found the Frosthaven People's Republic 3 years later. (picture: laborers in

the Commune of Crestown in 1904, postcard, part of the Moments of the Revolution collection published 1959)

Daelmahaarim castles in Elvon



picture: Alfenberg Castle in the western Thalberg Mountains, modern photo

Despite an unthinkable amount of effort put into destroying the forts and castles of Daelaria by the genocidal Old Elvonin hordes in the 6th century, very few were actually successfully assaulted and destroyed. In most cases, the castles fell only after the defenders starved to death following years-long sieges, which the Old Elvonin reused for their own purposes. Thus, the vast majority of Daelaric and Daelmahaarim castles in western Elvon, which only fell during the final collapse of Daelaric civilization, remained mostly intact, and many were later restored. Alfenberg Castle (Elvonin: *Alfenberge Burg*, Daelmahaarim: *Maetan Daelboren*), originally built by the Daelmahaarim in the 9th century BCE. is one such example.

Reunification of Qar’aan



picture: *The Caranese lords pledge allegiance to Qahan Varnar Akhvana*, by Hans Kleiner (1830-1906), 1874, realism

The reunification of the Caranese states following the fall of the Empire of Qar'aan was a long and difficult, but largely bloodless process until the War of Final Unification in 1680, which was the bloodiest conflict of the entire reunification. After 3 years of war against several disloyal vassal states, the Caranese *qahan*, Varnar Akhvana, was officially awarded the position of the Ruler of all Qar'aan (Caranese: *Yavaran Qar'aana*), and crowned as *qanna qahan* (here meaning Great Consul) for the first time in 700 years, on 10 July 1683.

The Qah’sanni reborn



picture: *The Qah'sanni march to Yarmeta*, by Hans Kleiner (1830-1906), 1878, realism

For centuries, the Qah'sanni Khanate and later Empire controlled much of the East Karzan Plain, south of the Lorhar Mountains, with both Q'os Karzan and Siyyar being tributaries of the Qah'sanni Empire, until the catastrophic losses suffered during the 1662-1668 Frosthaven-Qah'sanni war resulted in Q'os Karzan ceasing to pay tribute to the weakened Qah'sanni Empire.

The final blow to the Qah'sanni in the region was the westward expansion of the Empire of the Great Zuan in the early 18th century, led by general Chu Xian. In 1702, the Zuan began to seize the largely undefended region, annexing Siyyar and pushing the Qah'sanni army to breaking point as it attempted to defend on three fronts at once - against Frosthaven, against the Zuan Empire, and against renewed raids from Mahaar. On 14 May 1713, the Qah'sanni finished gathering a mounted army of 240,000 near Yarmeta, where they would fight the decisive battle for the fate of the East Karzan Plain.

The Zuan army, only half the size of the Qah'sanni one, successfully used rocket artillery to demoralize the Qahsanni and shatter their formations, turning what appeared to be a clear Qah'sanni victory into one of its worst defeats, with 80,000 Qah'sanni, including the Qah'sanni king, killed and another 80,000 captured during the rout. Three years later, the last Qah'sanni holds in the East Karzan Plain were taken by the Zuan, and on 3 September 1721, the Zuan Empire captured Q'os Karzan after a siege.



picture: King Tornar Razyan, from *Legend of the Eastern Lands*, video game concept art, 2013

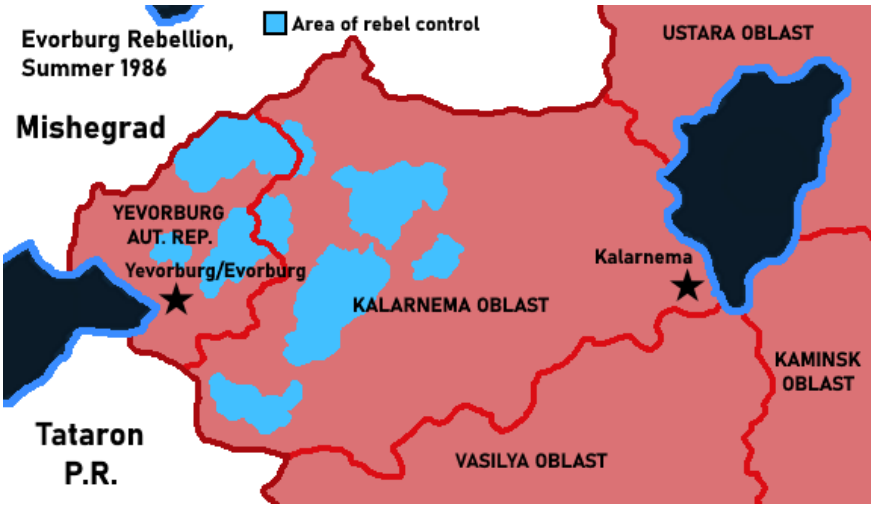
After the death of king Kavar Razyan (1680-1713, r. 1706-1713) in the Battle of Yarmeta, the Great Roundhouse (Qah'sanni: *Qahna Ardaha*/قاهنا ارداظا) declared a regency for his six-year old son, Tornar (1707-1792, r. 1721 (1713)-1792). During the regency, the Qah'sanni Empire's frontiers were ravaged by Taigaskayan and Mahaarim armies, while its own forces were fighting internal succession wars. On 23 December 1721, Tornar Razyan assumed independent control of the Qah'sanni Empire after a plot to execute the regency's leaders, and immediately took action to reunify the divided Empire and rebuild its decimated military. Within five years, the Qah'sanni military was strong enough to repel a massive invasion from Frosthaven, and solidify control over its holdings in Ralijitia, Lar Ghathi and northern Mahaar.

2. On This Day

These are relatively short items of lore from ⇦-on-this-day-⇨, which describe events that happened on this IRL day and month, in the CD: Terra universe.

A quick note on what the single-letter abbreviations mean:
b. - born (for living people)
d. - died (for people with unknown birth dates)
r. - ruled/reigned
s. - served (as specified position)

- **4 May 1991**: The Evorburg Rebellion was defeated after 17 years of fighting and over 200,000 casualties, thanks to the intervention of Frosthaven's special forces. Following this success, the Frosthaven People's Republic cut off Elvonin supplies to other separatist groups, postponing its forced dissolution by the power vacuum formed after Ivan Velotov's death.



picture: Evorburg rebellion at maximum extent, summer 1986



picture 2: 2S1 Gvozdika in Kalarnema Oblast, April 1988

- **5 May 547 CE**: A Daelaric-Daelmahaarim army, headed by the leaders of Kael Raneyen (Yosarel re Raneyen), Telonar (Kaontur Lavar), Azidora (Yennira Vastha) and seven other states, consisting of 35,000 of their finest soldiers, defeated an Elvonin horde of 200,000 (supposedly) at the Hochwen River, just east of the city of Elvon. The Raneyen missile cavalry distinguished themselves in this battle by slowing the Elvonin enough to prevent the four separated groups joining together, allowing the groups to be defeated in detail.
  It would be the 35th recorded victory of the Daelaric states against the increasingly genocidal Elvonin barbarian hordes since the fall of Provincia Daelaris in 506 CE.

- **6 May 1 CE**: The Battle of the Six Navies took place between the navies of the Second Caranese Republic and the Balanic Empire. 2,800 ships and 194,000 crew were involved, leading to a Balanic victory and the continued blockade of Qar'aan, continuing until 7 CE.

- **7 May 1838**: The main fort of Ilar Dovran fell after a 3-month long siege by the 3rd Army of the Frosthaven Empire, led by Anatoly Medvedev, ending the Frosthaven conquest of Dovran. Resistance would continue for another year before being crushed with extreme force by Frosthaven's armies.

- In other things, **7 May 1960** was the day Expo 1960 began in Rekov, the first one to occur in Maedaria. It showcased various advanced technologies, such as the new laser gun, electric high-speed trains, and complementary micrometer transistors and electron microscopes.

- **8 May 1984**: Hercules 22, a Ravenfielder lunar spaceship, landed on the Moon this day. It brought materials for the construction of the third helium-3 mine, in preparation for the opening of the first commercial fusion reactor in 1990.

- **10 May 1754**: The government of Morvanvar sent an ultimatum to the still-autonomous city of Gleffinburg, demanding that Morvanian troops be allowed to station in the city, effectively making the city a Morvanian puppet. Gleffinburg rejected the ultimatum, leading to a 2-year long siege, the destruction of the entire city, and the death of 200,000 civilians.

- **11 May 1994**: [Frosthaven Fallover] The military of Danital Slavia (one of the Frosthaven pretender states) repeatedly attempted to destroy a nuclear reactor in Chernograd in a false-flag attack, using 155mm and 203mm caliber artillery to break the containment wall and cause a radiation leak, if not a full meltdown. Due to Frosthaven's nuclear reactors being built to withstand a nuclear *bomb*, they did little than to annoy the plant workers, who kept working like nothing ever happened.
  BTW, the 23rd Artillery Regiment of Danital (the one that launched the attack) eventually had a number of 3M54 Kalibr missiles launched at them by the Taigaskaya Government in retaliation.

- **13 May 1970(?)**: One *really* superstitious king somewhere in Eydana (an obscure continent west of Westrinia) decided that the omens were all too good to attack the, at the time, weak Empire of Eydana. The king's military was defeated in less than a day. End of story, we don't know much more. Yeah, that happened in lore.

- **14 May 813 CE**: The Gelyeta Legion, led by *Qahan* (literally king, here means Consul), later future Emperor, Volyar Amarila decisively defeated the senatorial forces of the Second Caranese Republic near Luryatan (northern Qar'aan). Amarila controlled an army of 57,800, while the senate formed an army of 51,000, most of them untrained recruits and town militia. The 4,000 *zantoli* cavalry, best of the senatorial army, were driven off the battlefield by constant archer attacks, allowing the Gelyeta Legion to surround and crush the senate's army. 29,000 were killed, 10,000 captured, and only 12,000 escaped, while the Gelyeta Legion suffered only 1,000 casualties.

- **17 May 518 CE**: The Battle in the Snow occurred just north of Aymora. Due to a particularly severe aftershock of the Eternal Winter which happened 8,000 years before, freezing weather returned to Aymora (normally a tropical place!) for the first time in thousands of years, hence the name of the battle. The 11th Aymoran and 17th Mountain legions (~9,000 combined) of Provincia Aymora fought the combined forces of the

Venyel, Kolaeni and Nevieni clans (unknown, larger than the Augustian legions), holding them off through seven days of constant unprecedented blizzards.

P.S. It was retreating Daelenaarim who started the Eternal Winter to stop humans from sieging Cayethel (in modern Elvon), the capital of the Daelenaarim Realm. So blame elven magic for the Eternal Winter.

- **20 May 478 CE**: The largest battle in the last war of Augustian Elvon against the ever-advancing Elvonin tribes took place near Gaschen, near Schollin in eastern Elvon. The Augustian army, 24,000 strong after being reinforced with two extra legions, and led by Tertius Lanconius, faced an enormous 100,000 strong Elvonin army consisting of the entire forces of eleven tribes. Lanconius used the same strategy he used in the battle of Hochwen River: lighting massive campfires to lure the Elvonin in, then performing a massive ambush of the Elvonin army. 60,000 Elvonin were killed according to the Augustians, some modern historians claim it was much less.

  P.S. They couldn't defeat the Elvonin because even if the Elvonin armies were completely destroyed, they'd only take a couple of decades to raise another generation of enough warriors to completely break the Augustian army. The Elvonin only needed one major victory, the Augustians and their allies needed to decisively win a hundred times. That's how *desperate* the Elvonin were to escape the advancing climate crisis.

- **24 May 1995**: [Frosthaven Fallover] The last stronghold of the Ilgorian nationalists, Brolatinsk (*Ilar Tanenvar* in Dahannian) fell to the combined forces of the Al Tarus and Seki Governments after a 39-day siege. 363,000 people were killed, most of them civilians, and including 50,000 stubborn Ilgorian troops. The Al Tarus and Seki forces lost 65,000 soldiers, 287 tanks and 139 aircraft sieging the city.

  The reunification of Frosthaven was bloody as hell, guys and gals! And in the end the same government that ruled previously (Taigaskaya) ended up winning.

- **26 May 1942**: [Elvon-Frosthaven War] The siege of Levigorsk (on the foothills of the Nerthenian Range) began on this day. Until the end of the war in 9 October 1944, Levigorsk was sieged by 300,000 Elvonin soldiers and thousands of tanks, supported by 800mm guns and air control, but its secret supply lines allowed it to remain well-fed, and its extensive bunkers, courtesy of its enormous industrial facilities, made the city's residents bombproof. Eventually, the Elvonin resorted to launching a nuclear weapon at Levigorsk on 28 September 1944, killing 50,000 people and breaking the defensive walls, allowing the 20th Elvonin Army to enter the now-destroyed ruins of the city.
  It would be the costliest siege in all of Elvonin history, killing 276,000 Elvonin soldiers

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- **27 May 1979**: The Krasnadolina earthquake, the worst natural disaster in Frosthaven's history, kills 140,000 people. The Krasnadolina earthquake started out naturally, but was greatly exacerbated by drilling for geothermal power, causing the earthquake to strengthen to 9.3 magnitude. The earthquake also opened up capped volcanic cones, causing massive eruptions that caused 100,000 of the 140,000 deaths. 452,873 houses were totally destroyed by the disaster, and another 500,000 were left uninhabitable. More than 1 million suffered various degrees of destruction.

- **1 June 1948**: A strange weather event occured in the city of Fealhan, New Tarcine during a rainstorm, when the sky started to rain purple with a blood-like substance. This, in addition to several UFOs falling to the sky that same day, led people to suspect that alien lifeforms had died in some sort of accident, which was proven true when investigators found insectoid crew, many of whom were dead, in two crashed starships. Though the blood's content had the apparent potential to infect and kill people, no quarantine was ever declared, and no infections related to the purple blood were recorded.

- **8 June 1998**: [Frosthaven Fallover] The final offensive of the Frosthaven People's Republic (Taigaskaya government), led by Vladislav Malorich, began against the Old Frosthaven Realm, led by Gregory Whitehaven (an offshoot of the same Whitehaven dynasty that rules Ravenfield in 2022), with massive artillery barrages and the storming of Danital and Chernograd. In 3 months, the entire Old Frosthaven Realm was conquered despite inferior Taigaskaya military numbers, thanks to popular support for reunification of the People's Republic, and by the end of 1999 all of Frosthaven was under Taigaskaya government's control.

- **18 June 1946**: Following the Elvon-Frosthaven War, which was unsuccessful in destroying the Frosthaven People's Republic, the Elvonin Empire, Tonarium, New Tarcine, Augustia, Thanar and Emerghar founded the Federation of Independent Nations (FIN), an alliance ostensibly meant to mutually defend the member states, but was actually meant to destroy Frosthaven to "spread democracy" and "prevent" the spread of communism.

  The FIN failed at both tasks, with all its members turning highly authoritarian, and Frosthaven spreading its influence unhindered by the FIN, and started disintegrating with a coup in Elvon, in 1959 restoring the Third Elvonin Republic (aka Elvonin Reich), the Great War in 1963-1967 between the new Elvonin Republic, its allies in Eithona and Karmetaqa, and the Planum-Frosthaven alliance, and the formation of the socialist Frosthaven Alliance in 1968. The FIN would survive though until the Second Great War

in 2002.

- **24 June 1065**: In the southern Golden Peninsula, the sun mysteriously stopped shining for two incredibly chaotic hours (from the outside, it was several years inside the affected area). In Perlicia, half of the population, around 120,000 people, were sacrificed at the local temple of Zanus to return the sun's light, in Ilar Morvan, several ships crashed into the Lighthouse of Herageran almost synchronously, elsewhere there were massive riots, revolts and starvation as the area's grain reserves emptied. Scientists still don't know what caused this anomalous event, some outright dismissing it as another legend.

- **29 June 1994**: The Tharetaal Civil War ended with the defeat of the Royal Protection Authority, Tharetaal Salvators and the Naxhapan Uprising, resulting in the territory being split between the non-aligned Fourth Republic of Tharetaal and the Caranese-allied People's Republic of Tharetaal. Between the beginning of full-blown civil war in 1983 and 1994, an estimated 5,608,300 people were killed, just during the infamous massacre and razing of Ilar Yachaner in 1987 around 300,000 people were killed.

- **6 July 1977**: In Crestown, Ravenfield, it began raining... chunks of meat. People initially attributed it to some sort of forbidden magic, or maybe an alien attack. Turns out a food processing facility nearby had catastrophically exploded due to a buildup of methane from a leaking gas pipe and sent its thousands of tonnes of livestock flying several kilometers away in every direction. Thankfully, nobody was injured or killed as the facility was closed for repairing said gas pipe.

- **15 July 1991**: Sometimes called "the great nuclear flare-up", a serious diplomatic incident between the Elvonin Reich and the Frosthaven People's Republic, involving allegations of Elvon's funding of the Evorburg Rebellion, *very* nearly led to a massive nuclear exchange, when the Frosthaven submarine K-242 "detected" nearly 200 Elvonin missiles. However, the illogical destinations of these "missiles", and the near-impossibility of such extreme military escalation, meant the K-242 never launched its own missiles in retaliation. The "missiles" were eventually identified as debris from a re-entering satellite, and Frosthaven's entire submarine fleet was ordered to return for radar recalibration.

- **22 July 1982**: The first nuclear fusion power plant to output into the electric grid (DEMO-3) began operations in Blauerwald, Elvon, generating 250 MW of power using deuterium-tritium fusion, as a proof-of-concept for a working commercial reactor. DEMO-3 stopped generating electricity after the opening of the commercial Blauerwald Thermonuclear Station in 1993, but it is still in use in 2022 for fusion power research.

- **27 July 1968**: In Evaria, Republic of Belem-Evaria, a 1939 Duesenberg SSJ car, one of only 50 in existence, disappeared from the Museum of the New Century around 3 AM. Despite the Museum being guarded by almost 200 elite soldiers stationed everywhere in preparation for an internal display of secret military equipment, none claimed to have noticed anything unusual happening.
  On 30 July, the car was found in a random warehouse in a Taigaskaya industrial district. The government of Frosthaven was just as confused about how the SSJ ended up in Frosthaven. In 1977, the mystery was solved, when a team of Frosthaven industrial spies admitted to committing the heist as an ultimate test of their espionage skills.

- **9 August 2011**: A mysterious, egg-shaped payload was launched from the Avakhor Space Launch Center south of Ilar Vaerok, together with an otherwise unremarkable spectrographic satellite. Just minutes after reaching orbit, the mysterious payload suddenly began moving rapidly without an apparent source of thrust, accompanied by a gravitational lensing effect.
  The mysterious payload was quickly determined to be an experimental warp drive, designed by the University of Blauerwald to test exotic propulsion technologies, which moved 40 km/s (144,000 km/h) faster than normal for several hours. This was enough to start a Warp Race to become the first to build a working FTL spaceship, a race that has so far (as of 2022) cost more money than the race to fusion power.

- **21 August 1973**: The Interstellar Exploration Foundation was established to envision manned exploration of the solar system and neighboring stars. The Foundation's ambition was to have a base on the Moon by 1980, on the Khothar-Maedar rocky planets by 1990 (OOC: I'll need to detail more on the solar system), and full space colonies by 2050, using nuclear pulse rockets to cut travel times from many years to a few weeks.

- **7 September 752**: The Kingdom of Veunoria (a post-Augustian successor state), now without a king and reduced to just Larrak and Elira, was dissolved after the Yeveni Republic (ruled by Gaius Valentius, an Augustian governor) destroyed the remains of the Veunorian army and sacked its capital Larrak.

- **12 September 2008**: Across Dacanium, many national armed forces viewed the alleged photos of a flying saucer, similar in design to that which crashed in Roswell, New Tarcine, with great concern as the flying saucer would signal a complete overturn of air force doctrines, with superior agility and speed to every other plane in existence. However, the photos were soon exposed as a hoax, being generated by a relatively simple neural network running on a cheap laptop in 15 minutes.

- **21 September 1972**: Across the islands of New Eithona, thousands of people reported seeing the sunken remains of the long-lost continent of Eithona, with all its cities and buildings intact, rise above ground for two hours near the autumn equinox. No convincing scientific explanation has been found for this mysterious event, but recently unearthed inscriptions suggest that this event happens roughly every 220 years due to a rare planetary alignment.

- **6 October 1984**: The first of nine seasons of the original run of Codex Dacanium began broadcasting on this day with its zeroth "pilot" episode, *The Road to the Known Galaxy*, a prologue detailing a brief history of the events before the destruction of the ICS Aldhyen, the event setting for the first episode (of 26), *A Match Lit in Motion*.

- **19 October 1978**: The first Taigaskaya Coup began on this day, with a failed attempt by ultra-warhawk elements of the Supreme Soviet to overthrow Ivan Velotov, the (comparatively) moderate General Secretary of Frosthaven who had negotiated the controversial Treaty of Yevorburg earlier in 1978 with Elvonin chancellor Franz von Drattin to lower tensions between the two politically opposed countries and sign a set of economic deals.

- **28 October 1651**: The War of the Yeven Bay began between the kingdom of Elira and the allied republics of Larrak and Yeven. To invade Elira, the allied republics fielded 150,000 mercenaries, by far the largest mercenary army in any Caranetian war, and a massive percentage of all available mercenaries. Despite initial victories, the Elirans defeated the allied army at Ilar Galura in mid-1652, and quickly outpaced the ability of the allied republics to recruit new mercenaries. In 1654, the war ended with a white peace. The War of the Yeven Bay is considered to be the end of a long period of large-scale mercenary usage in Caranetia, and the beginning of frequent mass mobilization and permanent armies across the region.

- **16 November 708**: After unsuccessful attempts to siege Haecan Raneyen (now Raneywood) for over 100 years, duke Gronmund of the duchy of Tonaren and *kaalira* Yondel re Raneyen (reluctantly) signed a treaty to halt further hostilities, marking the end of the Great Elvonin Migration as the migrating Elvonin tribes settled down in their current territory.

- **2 December 1999**: (Frosthaven Fallover) After the surrender of the last Whitehaven Empire forces near Mishegrad, the Frosthaven Civil War, involving over 20 belligerent factions, was officially declared over by the leader of the Taigaskaya Government and the new General Secretary of Frosthaven, Vladislav Malorich. 11,300,000 people, of

them 7,500,000 civilians, were killed, over 10,000,000 fled the country, and nearly every major city was severely ruined by constant factional warfare, and in one case (Grennel, 1996), a tactical nuclear bomb.

Over 3,000,000 fled east to Dovran, and eventually northern Thalgavar, putting the Kaeroni state under immense pressure as it tried (and failed) to handle the overwhelming wave of refugees from the war-torn country. Over 1,000,000, mostly ethnic Elvonin people from Evorburg, migrated to the Elvonin Reich, where thousands were killed in nationalism-fueled massacres, and the rest fled either to Arengal or Emiron, where the overwhelming numbers caused similar severe issues for each of the governments.

The rise of tensions between the Elvon and Frosthaven caused by the Ostreich massacres, and the coming into power of nationalist governments in Thalgavar and Emergonia, is considered to have led directly to the Second Great War, though other information, perhaps from a parallel timeline, disputes the existence of a Second Great War. (yup, after a grueling grind that killed ten million Taigaskayans, Frosthaven got itself into *yet another* massive war that killed another 20 million!)

- **3 December 1973**: The Brothers of Evorburg, an Elvonin nationalist terrorist group, attacked the Evorburg Provincial Duma building, killing 391 people, including the governor of Evorburg, Alfred Hauerlitz, and declared the Evorburg Republic independent. This began the Evorburg Rebellion, a major revolt that would take over 17 years, and 200,000 lives, for Frosthaven's government to finally defeat.

- **11 December 553 CE**: The first battle of the last Daelaric offensive in eastern Elvon began near modern Morlfurt, between the forces of Telonar and 32 allied Daelaric and Daelmahaarim states, and nearly every united Elvonin tribe. The Daelaric army is estimated at 60,000 strong, while the strength of Elvonin forces is unknown, but far bigger than the Daelaric army.

  The battle of Morlfurt alone was the end of many legendary ages, with the last Hyperboreans, Yaenmahaarim and the last pureblooded Yaantheni, all once mighty nations in ancient times, all fighting and dying in this battle. It also marks the end of the Late Dahannian Period (481-553 CE) in Elvon, and is considered to be one of the events marking the end of the Classical Age. The battle ended with a solid Daelaric victory, but the united army would be decisively defeated later in 554 as the curse of genocide gripped the Elvonin people, sending the Daelaric states into a rapid collapse.

- **21 December 2020**: In what is believed to be another of University of Blauerwald's

"black projects", scientists reported temporal anomalies coming from within the territory of the university. According to what little public information is available, as well as a data leak, the University of Blauerwald was testing something called the "flexible timeline" hypothesis, in which any changes to events in the past would eventually correct themselves over a certain period of time (even if it took many years or even centuries), thus ensuring the general continuity of linear time.
Some suggest that this experiment is the cause of two parallel timelines, spanning the 2000-2020 time period, being created.

- **25 December 2002**: During the Great Truce during the Second Great War, that lasted between 22 December 2002 and 12 January 2003, military leaders from both the Elvonin Reich and Frosthaven People's Republic met at the Bridge of Resurrection (Taigaskayan: Мост Воскрешения, Elvonin: Auferstehungsbrücke), one of the only remaining bridges in Taigaskaya not blown up by the retreating Frosthaven army, to negotiate the exchange of prisoners taken by both sides, and the affirmation of the Final Decree, which prohibited the use of nuclear weapons in the war. In the end, 87,000 POWs were exchanged, including 38 general officers.

- **2 January 192 BCE**: Under heavy rain and arrow fire from the Averwen forces, the 7th, 9th and 14th Legion of the Augustian Empire, under command of Gaius Aerenius landed on Creswater Beach in southern Ravenfield, beginning a century-long conquest of the Dachain kingdoms. The conquest would eventually involve the presence of over 15 legions at its height, and lead to the biggest battles ever fought in the region since the Westrinians began to settle Dachain c. 1500 BCE.

- **12 January 1986**: Franz von Drattin, the chancellor of Elvon since 1975, announced the final destruction of the six command cells of the Sons of Mahaar, an ultranationalist Khaldaarim terrorist facton, in Elvon, with 6,000 killed or captured during the special operation that began in mid-1984. Similarly, after the annexation of Bethra in 1993, and Versen in 1996, the cells there were destroyed in turn, and after Tonarium became an Elvonin puppet in 1998, the main stronghold of the Sons of Mahaar, near Raneywood (Haecan Raneyen), was stormed and destroyed, effectively dissolving the Dacanian branch of the Sons of Mahaar as a viable faction.

- **21 January 613 CE**: The siege of Ilar Sarantha (now Serantham) by the western Elvonin tribes was unexpectedly lifted by the return of the demigoddess Vaenthil the Fire Maiden, who had saved what remained of Yaanthenia during the Silence of Light, and now, having heard the inhuman screams of the spirits of the Elvonin people afflicted by the curse of genocidal violence that the Forbidden Pantheon had given, manifested for one final time to save both the Dahannians and Daelmahaarim from extinction.

Vaenthil used her remaining powers to set off an Arcane Wind, which was reportedly so strong that the weapons of the Elvonin all over Dacanium were simply blown away from their hands, and their very souls were shaken apart, losing their will to fight.
Then, as she died on the steps of the Temple of Malkor, Vaenthil let off a powerful yell that propagated through the Underwall, finally breaking the curse of the Elvonin people. Rumors are that the statue of Vaenthil, on the grounds of the Temple of Malkor, is in fact her own petrifed body.

- **10 February 589 CE**: The last stronghold of the Daelarian civilization, Ilar Korlida, fell to a final assault by an enormous horde of (supposedly) 600,000 Elvonin warriors, accompanied by more than 100,000 (again, supposedly) cavalry. During the 3-year long siege, the Elvonin horde unsuccesfully assaulted Ilar Korlida no less than 12 times, during which a... rather unbelievable 300,000 Elvonin were killed during the last stand of the brave and courageous Korlidan army, who, despite being outnumbered 20-fold, were able to defend the city long enough for a million people to escape westward from the horror that faced them in Dacanium.

  The absurd numbers given for the siege of Korlida, as well as the battle of the Eyathil River and the various Augustian battles during the collapse of Augustian Elvon, was what inspired the Veunorian historian Arrotus Trayela (710-794 CE) to compile the *Codex Militarium Mundi* (Codex of the World's Militaries) and its companion *Codex Bellorum Magnorum* (Codex of Great Battles) , which sought to give more accurate and less biased estimates for major militaries and battles respectively. According to Trayela, the Elvonin force was a more modest (yet still huge) 200,000, with 110,000 killed during the siege.

- **22 February 197 CE**: The Battle of the Black Plain took place somewhere in eastern Frosthaven or western Ralijitia, becoming the easternmost battle the Augustian (not the later Veunorian or Li-Jien) legions ever fought in. During the battle, the two legions, Legio VII Elvonia and Legio IX Elvonia, defeated a Ralijite raiding force, and soon after Provincia Nevonis was declared secured after Castrum Martinium was built in the nearby region. Only 20 years later, most of Provincia Nevonis was abandoned, except for Krasnadolina, and the whole region was lost permanently shortly after the Augustian Succession War in 351 CE.

- **10 March 1942**: A Category 5 cyclone (named Cyclone 1942-IV, as names for Caranetian cyclones weren't introduced until 1972) made landfall directly near the city of Qar'aan, destroying nearly half of its traditional wood-framed houses, severely damaging many of its monuments and drowning the city, as well as many cities upstream on the Zavar River, under nearly 2 meters of water. The floods then damaged

Qar'aan's electrical grid, causing a fire in several districts that caused even more damage. The cyclone, and subsequent floods and fire, devastated the city of Qar'aan and killed almost 200,000 people. To prevent similar mass devastation events caused by similar disasters, the Caranese government passed much stricter building and electric codes, upgrading them to western standards.

- **24 March 1530**: The leaders of the Eriskoi city-states in Aymora, Ennithera and southern Thanar signed the Pyrokhora Charter with the countries they were subject of, which guaranteed their autonomy in light of attempts over the previous few decades to annex them. Although initially supposed to last 50 years, the charter's terms were extended, and later became permanent with the signing of the Treaty of Vixoro in 1603. The Pyrokhora Charter remains in force today, and the Aymoran city-states now make up the Autonomous Republic of Pyrokhora.

- **30 March 1989**: A joint Ravenfielder-Elvonin-Frosthaven manned expedition landed on the gas giant Maedar's largest, and lush moon, Lyerre, building a research base that was meant to be expanded by two additional expeditions, in 1993 and 1996. Unfortunately, the effects of the Frosthaven Fallover meant that space exploration budgets were cut severely, and the first expedition itself was cut short after Frosthaven unexpectedly recalled all interplanetary astronauts to Dahanno on 9 August 1991, as the country began to descend into civil war.

- **31 March 1163**: The main battle of the Noyamir War (1158-1175), the siege of Haecan Taaveyn (now Nalni Tavena), the capital of the Daelmahaarim state of Kael Taaveyn, began on this day. For 12 years straight, as many as 80,000 Dennori forces surrounded Haecan Taaveyn, which had gained a reputation for being an impenetrable fortress. The underground battle alone, between the Daelmahaarim and allies secretly supplying Haecan Taaveyn through a labyrithine series of tunnels, and the Dennori forces attempting to bury them by any means, was almost as important as the rest of the Noyamir War combined.
  On 7 July 1175, the Dennori forces finally launched a successful assault through multiple breaches made over the years. Haecan Taaveyn was burned to the ground, and around 100,000 people were killed as the city was pillaged. Following the Noyamir War, the Belhari Daelmahaarim were so decimated that they would never hold any significant influence in Belharia.

- **4 April 1992** [Frosthaven Fallover] As the Frosthaven Fallover and the civil war in Frosthaven rapidly escalated, the stock markets of Dacanium, which had held out hope that the Fallover's effects would subside quickly and allow the continent's economy to return to normal, suddenly crashed after the leak of the Black Paper, which revealed a

far worse economic forecast than what the countries of Dacanium had publicly announced.

As Frosthaven was (and is) an important and reliable supplier of a vast array of essential materials and goods, the Frosthaven Fallover, by disrupting Frosthaven's exports and thus supply to the rest of the continent, caused skyrocketing prices and serious, widespread shortages of goods across the entire continent, sending Dacanium into a major recession that lasted until 1998 in some countries. The effects of the economic crisis led the Elvonin Reich to begin a series of annexations, culminating in the Second Great War in 2002.

- **8 April 8051 BCE** (legendary, traditional date): As the Eternal Winter began to grip the entirety of Dahanno, the Old Realm of Khaldaar, which was the original homeland of all Khaldaarim near the north pole, disintegrated in a series of wars as the realm froze over. Fleeing the impending disaster that faced his homeland, *kaalira* Yaanthe Reyentan gathered 12,000 people willing to abandon the magical abilities that the Old Realm had gifted them with, and set south towards unknown waters, to find new land to settle in and found a new core of elven civilization, a New Realm (*Kaal Yenave*). During the perilous, months-long journey, a storm sank many of the ships and killed half of the 12,000 settlers, and the rest of the fleet was scattered.

  Only half of the remaining vessels managed to find Yaanthe's flagship and meet at Cape Verandel, where the remaining 50 ships would land. On 8 April 8051 BCE, Yaanthe Reyentan planted the banner of Khaldaar on the northern tip of Cape Verandel on Heyarin Island, symbolically marking the beginning of the New Realm. Over the next few years, Yaanthe Reyentan's settlers built several settlements and explored the rest of Yaanthenia, then a mere archipelago much like today, and the first city on Yaanthenia, H'Gan Verandel, was founded not long after.

  Over the millennia, the New Realm that Yaanthe had founded would eventually create an entire continent out of a chain of islands, dominate Mahaar, and exceed the Old Realm in every way imaginable.

- **18 April 1992** [Frosthaven Fallover] The last major port controlled by Frosthaven's government, Yevorburg, declared independence as Frosthaven's authority collapsed in its entire territory, capturing what remained of Frosthaven's navy. After the loss of Yevorburg, international trade between Frosthaven and the rest of the world, already seriously disrupted, was completely halted afterward, and the warlord states that rose in Frosthaven's territory, with immediate threats looming for them, had no ability or desire to resume trade. In the weeks following the fall of Yevorburg, the industry of the

continent of Dacanium, dependent on Frosthaven for many important resources, became unable to produce many of the goods that sustained Dacanium's economies, causing further supply shortages and unrest. Although new sources were eventually found, the increased prices of production caused high inflation and a years-long economic recession, ending only in 1998 in some places.

- **26 April 1651**: The largest exodus of Enaarim people from Tharetaal began on this day, after the Great Chamber of Tharetaal imposed oppressive legislation that targeted all of Tharetaal's minority groups, but especially the Enaarim, for whom continued residence in the region was nearly untenable, as all their land was to be seized and the Enaarim themselves consigned to near-servitude by new regulations.By 1654, an estimated 1,270,000 Enaarim, or almost 13% of the Enaarim population, fled Tharetaal, many to places as distant as Frosthaven, Maedaria, Raakania and even Ravenfield, becoming the so-called "Wandering Enaarim"*, as they settled in regions that weren't part of the traditional 72 Realms (*Cale***) of Great Enaar***. In Tharetaal, a large-scale revolt happened almost immediately in response to the land seizure, which eventually led to repeal of all the new laws, and the founding of the Carannim Consulate and the Senate of Alenaar.

  * The "Wandering Enaarim" (Enaarim: *Vaeltaye Enaarim*) are Enaarim who reside in regions outside of the 72 *Cale* of Great Enaar (covering Haelsania, southern Zavaria, Yevenia and most of Morvania). ***cala* (pl. *cale*) *noun*, *neut.* - kaal (elven/Khaldaarim state) in Enaarim *** The 72 *Cale* of Great Enaar were the territories of legendary Great Enaar (Enaarim: *Cayen Enaar*) under the influence of the 72 most powerful families at the peak of Enaarim power in the 2nd millennium BCE.

- **4 May 1983**: The political crisis in the Council of the Great Planum reached its peak, as the Council impeached President Alexander Walburn for allegedly making secret trade deals with Elvon that would substantially enrich the President and further weaken the Great Planum's economic strength, and elected Jackson Carter instead, who immediately worked to stop negotiations on the remaining trade deals, and denounced Elvon for attemtpting to undermine the integrity of the Planum's government.

- **6 May 1972**: 28 divisions of the Elvonin Republic's army, totalling 350,000 soldiers, entered the territory of the Daelar Kingdom and the Socialist Republic of East Elvon, which had been split off from Elvon in 1966 after the Great War. In less than 3 days, the Elvonin military effectively occupied the territory of both states, with practically no resistance from either splinter state, as the population there resented the attempt by the Allies to weaken and balkanize Elvon. Internationally, the response was muted, with one Ravenfielder MP (Henry Wickenham) describing it as "nothing more than the Elvonin

walking into their own backyard".

For the next 19 years, the southeastern splinter states of Elvon remained *de jure* independent, but were *de facto* under Elvonin control, with the control only further tightening under Franz von Drattin's government. On 12 September 1991, with the looming Frosthaven Fallover distracting much of Dacanium, the Daelar Kingdom and East Elvon were formally annexed, becoming the states of Asidören and Rähentheim respectively.

Coincidentally, 6 May 1972 was also when the last units of the Versenian Liberation Army surrendered, ending the Versenian War of Independence that began late in 1964 after Elvonin Versen was occupied by the Planum. Terrorist activity would continue into the 1990s, until Versen once again became part of Elvon in 1996.

- **17 May 1992** [Frosthaven Fallover]: Due to concerns about the security of Frosthaven's major civilian infrastructure, especially its 260 nuclear power plants with over 1,000 reactors, the first Elvonin peacekeeping forces, a company of 200 soldiers, arrived at the Yevorburg II NPP. By the beginning of 1994, there were 150,000 Elvonin peacekeepers in all of Frosthaven except near Brolatinsk, where the ultranationalist Ilgorian Insurgent Army (Ilgorian Taigaskayan/Altarian: Ілгорська Повстанська Армія, Taigaskayan: Ильгорская Повстанческая Армия) rejected all offers of protection and brutally massacred all Elvonin units that ended up in its territory (like they did everyone else).

  Taking advantage of the confusion caused by the civil war, these "peacekeepers" also collected intelligence that was previously inaccessible, which would help shape Elvonin plans for a war with Frosthaven.

- **25 May 1965**: The last forces of the Elvonin Reichsheer surrendered to the Western Allies of Ravenfield, the Planum, New Tarcine, Frosthaven (joined 17 February 1963), and Maedaria (joined 3 October 1964), marking the end of the First Great War in Dacanium, which started exactly 37 months earlier (25 April 1962).

  After Elvon's crushing defeat, the war-torn country was burdened with $1.2 trillion (in 1962 money) of reparations, of which only $9.3 billion, or 0.8% was paid when Chancellor Helmut Salenheyn rescinded all reparation payments in March 1972, lost western Tataron, Versen and Wallokia, had two of its regions (Elvonin: *Länder*) divided into two separate countries, and was subject to dozens of military restrictions, including a ban on all ICBM research (Elvon continued ICBM research under the guise of a civilian space program) and a limitation of its nuclear arsenal to 400 nukes (320

tactical/80 strategic) (Elvon simply pretended its 4,000 excess nukes didn't exist anymore, while somehow increasing it by 10x without *anybody* noticing).

In the Eastern Lands, the Haelsanian front between Qar'aan and Tharetaal remained active until 10 February 1966, when a white peace was signed in the Treaty of Larrak.

Dacanium, however, did not become peaceful with the Elvonin Reich's defeat. Instead, for the next decade, pro-Elvonin separatists in the newly annexed regions continued armed resistance, with the largest separatist army being the Versenian Liberation Army (Elvonin: *Versenische Befreiungsarmee*, VBA), which grew to 150,000 militiamen by July 1965, and had managed to briefly drive out the Planum's forces out of Versen's entire territory due to lack of local support for the Planum there, until the Planum brought more substantial forces in early 1966.

Wait... how did Elvon manage to get away with paying pretty much *none* of its reparations? Well, Franz von Drattin was appointed as the finance minister of the new Elvonin Republic in November 1965, and he invented a clever scheme (with the help of a little bribery of Allied officials) that would allow Elvon to pay its reparations in exchange bills with a very high interest rate (as high as 8%), which could be exchanged into gold as soon as the bills matured... which was supposed to be in 1 year, but turned out to be *never*, thanks to repeated extensions of the maturity period as soon as the bills expired.

Due to the favorable terms of these bills, there was no major backlash from any of the Allied states, and Elvon began issuing large quantities of these bills, backed by absolutely nothing except colossal, *highly* illegal and destructive Ponzi schemes, disguised as "development funds" (Elvonin: *Entwicklungfonds*) to cover up the real intent of the exchange bills.

By March 1972, when reparation payments stopped, Elvon had issued $200 billion of exchange bills, through a confusing web of dozens of shell companies set up to hide the scale of financial fraud that the Elvonin government was committing. In contrast, only $9.3 billion of *actual* reparations was ever paid. With the rest of Dacanium's attention turned towards rapidly escalating tensions in Haelsania, which threatened a major regional war, Elvon announced that it would indefinitely suspend reparation payments, which resulted in diplomatic protests from the Allies, but no further action was taken.

Conveniently, said Ponzi schemes were predicted to collapse by mid-1973 even with substantial intervention from the Elvonin government, so the regional crisis was the perfect time to finally dispose of the whole reparation scheme and avoid a civil war that

would have resulted from its collapse.

- **9 June 1278 BCE** (traditional): In what has been called "Yaanthenia's last stand", the forces loyal to Alandil Reyentan, the last legitimate descendant of Yaanthe Reyentan, were destroyed near H'Gan Sarcehen by the Mahaarim rebels. The battle resulted in the death of Alandil and the extinction of the Reyentan dynasty, ending both the Mahaarim Rebellion and the Yaantheni Realm. In the following few decades, the remnants of the Yaantheni Realm descended into a nearly 700-year long period of chaos, ending in 590 BCE with the region split into over a dozen *kaale*, which would keep fighting each other, and the Ghearans, until the Fall of Yaanthenia in 293 CE.

- **14 June 2005**: In the aftermath of a number of Elvonin military failures and the general collapse of its command structure, three Elvonin generals - Joachim Waldheim, Karl-Johann Stächmeier and Wilhelm Henning, began a plot to overthrow Chancellor Franz von Drattin and form an "Emergency Military Government" (Elvonin: *Elvonin Notmilitärregierung*), which would allegedly help save the Elvonin Reich from complete destruction. On 5 July 2005, the coup leaders executed the plot, gathering a small army of elite soldiers to march to Elvon to overthrow the Chancellor.

  On 9 July 2005, as the coup leaders seized the Presidential Palace in Elvon, Franz von Drattin fled to Wallokia, and the new government immediately signed an instrument of unconditional surrender to the Allied forces. This surrender was not accepted by either Franz von Drattin, or the rest of the Elvonin high command, as the Elvonin military remained powerful enough to resist the Allied advance, and had even made successful counteroffensives in Versen and Evorburg. As a result, the Elvonin state disintegrated into a civil war, and the Allied goals suddenly shifted from defeating the Elvonin Reich, to stabilizing it to make negotiations possible.

  And, after all of this, Franz von Drattin *still* returned to power in November 2005, with only a single brigade of 4,000 soldiers and a few dozen tanks, and had no trouble convincing the military to return to his side despite enormous losses during the Second Great War. In the months afterward, the Elvonin military managed to drive out the Allied forces from all of Elvon, Versen, Evorburg (despite being outnumbered 5:1 there), and most of Karmetaqa, Czerona and Tataron, in a renewed advance, before the cessation of hostilities on 18 May 2006.

- **4 July 1995** [Frosthaven Fallover]: The city-states of Gashtava, Kosmiysk, Dzhuta, Varshin, Yunomin and Koverel signed the Treaty of Novoperiansk, which united the six cities, including their economy and military, into the Krasnadolina Republic. Although the Krasnadolina Republic had a population of 70 million, a third of Frosthaven's industrial

capacity, and huge resource deposits, shortages of other important resources, especially oil and gas, and internal political conflict between the city-states, prevented the Republic from effectively using its industrial capacity, however the unification did help Krasnadolina occupy all of southern Frosthaven, until the Krasnadolina Republic was conquered by the growing strength of the Taigaskaya government in late 1997.

- **8 July 1965**: In the Battle of Malyoren, the Eastern Front of the Versenian Liberation Army, numbering around 57,000, decisively defeated two of the Planum's divisions, the 19th and 25th Division in a surprise attack on multiple military bases near the city of Great Malyor (Elvonin: *Malyoren*), installed to protect the local areas from potential uprising. In just three hours, the Versenian rebels inflicted 23,000 casualties (6,300 killed, 16,700 wounded, captured and MIA), or 60% of the two divisions' strength. The rebels also captured around 680 tanks, 1,200 pieces of artillery, 120,000 units of small arms, and, in the biggest embarrasment for the Planum, seven F-5 fighter planes.

  After this defeat, the Planum sent seven additional divisions to Versen to reinforce the remaining territory still under the Planum's control, and to repel the advance of the Liberation Army. Due to continued lack of support from the local population, the Planum's divisions in Versen, facing increasingly difficult logistics, eventually retreated from Versen, and by November 1965 the Liberation Army controlled all of Versen, until the Planum fully mobilized its army and sent almost 30 divisions in January 1966 to begin the process of systematically suppressing the Liberation Army, which took more than 6 years.

  The Planum really only had more solid control over Versen after a bunch of repressive anti-Elvonin laws, including a ban on the usage of Elvonin in official spaces in a region where 91% of people are ethnic Elvonin and 95% of people speak Elvonin as their first language (higher percentage than *Elvon itself!*), as well as deprivation of voting rights and forced disarmament, were fully repealed on 1 January 1969, and a core of insurgents continued to resist until Versen became an autonomous republic in October 1971.

- **24 July 347 CE**: After Rekovan king, and claimant to Emperor of Augustia, Nevanus Ha'arn defeated the last remnants of Dratova Kanozar's army near Perlicia, the Augustian Empire was once again united after 23 years and the lives of nearly 20,000,000 people. In the next 20 years, the Augustian Empire would launch offensives in every direction, reaching as far as Westrinia and Ralijitia, and adding Dovenan and Hrantask into its controlled territories.

  The end of the Augustian Civil War marked the beginning of the Late Classical Era

(347-c. 613 CE), which saw dramatic and catastrophic climate change, especially during the late 5th and 6th century, that led to the decline of the Augustian Empire, massive tribal migrations, and later in the period, the collapse of Daelaric and Daelmahaarim civilization as Old Elvonin hordes decimated their population, the rise of the Ralijite Khaganate, and the beginning of feudalism in Dacanium.

- **9 August 1998** [Frosthaven Fallover]: The last Elvonin peacekeeper unit, the 28th Motorized Guard Battalion of the 8th Army, left the territory of Frosthaven, ending the Elvonin military's presence in Frosthaven that started in May 1992, more than 6 years before.

  Between 1992 and 1995, more than 600,000 Elvonin servicemen were assigned to peacekeeping duty in Frosthaven, with a peak of 276,000 serving in Frosthaven at any one moment by November 1995. As the chaos of the Frosthaven Fallover slowly settled into a handful of relatively coherent states, Elvon began gradually withdrawing from Frosthaven in December 1996, a process which accelerated after the Taigaskaya government ordered all Elvonin peacekeepers to leave its territory on 10 May 1997. However, around 50,000 remained in the territory of the Old Frosthaven Realm (ruled by a branch of the same Whitehaven dynasty that rules Ravenfield today) until August 1998, when the Taigaskaya government's forces reached Yevorburg.

- **17 August 27,336 BCE** (Khaldaarim mythology): The last army of Sauwaher (Xwaahir) was defeated near the north pole by the heroic charge of the demigod Khaaltaen (Kaldan Karyan in Khayrite mythology), personally aided by Sayenna (Zanus). All relevant sources agree that 12 Titans (*khalte*) fought on both sides, as well as 30,480 dragons on Khaaltaen's side and 29,780 on Xwaahir's side, but the number of soldiers on either side is disputed, although agreed to be in the millions. The defeat of Xwaahir's invasion marked the beginning of the 4th (of 6) *Khaltanar* (eon of Titans, 36,000 years), the end of Xwaahir's 1,000-year long invasion, and the rise of a new Khaldaar from the ruins of the old one.

  The date 17 August 27336 BCE comes from the book series *Khaldaar Aranten* (The Old Khaldaar), written by the order of Avenden Velnartha in 1852 to consolidate the numerous divergent interpretations present in Mahaar, and is the currently accepted date for the end of Khaaltaen's Battle.

  At least, accepted in Mahaarim mythology. The Enaarim, based on their calculation that the collapse of old Khaldaar, which they deemed a great catastrophe on par with Xwaahir's invasion of Dahanno, happened in 7831 BCE after a 140-year transitional period, give a different year - 28,707 BCE for the start of the new Khaltanar.

BTW, if Velnartha's own calculations of the defeat of Xwaahir in 27,336 BCE are true, that means the next catastrophic event will happen on -27335 + 36000 = 8665 CE, or 6,642 years from now.

- **30 August 1944** [Elvon-Frosthaven War]: The first of seven nuclear weapons were dropped by the Elvonin Empire on the city of Chernograd, in an attempt to demoralize Frosthaven's military and break the stalemate in northern Frosthaven. The bombing killed an estimated 153,000 people, 1/5th of Chernograd's pre-war population of 760,000.

  The nuclear weapon, of roughly 25 kt yield was dropped by a modified He 277 bomber, which had been introduced into service less than a month before. Due to an unexpected electromagnetic pulse, the plane was lost, leading to the electronics of all future Elvonin military planes being shielded.

- **6 September 1908** [Great Dacanian War]: The 23rd and 28th Armies of the Elvonin Reichsheer entered the central district of Tonarium after a year-long grind of urban combat through Tonarium. During the battle up to that point, at least 354,000 Elvonin and 600,000 Allied troops were killed, and about as many wounded.

  The battle for Tonarium would continue for another 3 months, with the Elvonin Empire taking the southernmost districts in mid-December, while the Planum would remain at war with Elvon until 24 July 1909, when a ceasefire was declared.

- **23 September 1991** [Frosthaven Fallover]: A group of radical Frosthaven nationalists attempted to assassinate (interim) General Secretary Vladislav Malorich by planting large quantities of explosives in the Kazlovsky Theater in Taigaskaya, disguised as props for the upcoming speech. As the perpetrators were placing the explosives, Vahira Khelna, the leader of the Blood Sword (Taigaskayan: Меч Крови) mercenary group that was protecting the perpertrators, suddenly betrayed them, revealing the plot to General Secretary Malorich.

  The failed attempt further destabilized Frosthaven's government, and weakened its control over its provinces. Less than a year later, on 12 July 1992, Vahira Khelna took control of the 8th Army, then stationed in Dovran, and became another claimant to be the "true" leader of Frosthaven, as Malorich's position became tenuous outside of Taigaskaya.

- **6 October 1973**: After negotiations between the Balanic Empire and Tharetaal over the

Erulazar II oil field, the largest discovered yet at that point, collapsed, both countries deployed their navies to secure control of the oil field, which escalated through all of Haelsania, and later across the Eliran Sea into Elira and Raaltar, and then expanded in scope further due to Dacanian funding of both sides, into what is known as the Haelsanian Crisis.

The Haelsanian Crisis resulted in Frosthaven, the largest exporter of oil to Dacanium, halting all oil exports, which, despite Ravenfield expanding its own oil production to ensure its energy sovereignty, led to massive fuel shortages through the entire continent, particularly in Elvon, where industrial production practically halted for almost half a year. The shortages were exacerbated by the coldest winter since 1902, which killed an estimated 100,000 people across Dacanium, and would become a heavy incentive for greatly increasing construction of emerging nuclear power.

Between October 1973 and January 1976, the number of nuclear power plants under construction grew from 130 to 600, with 230 of them in Elvon alone. By 1983, as many NPPs were being built every year (over 120) as during the entire 1953-1960 period.

- **11 October 1971**: The final, fifth phase of the Versenian Liberation War (Elvonin: *Versenischer Befreiungskrieg*, Daelmahaarim: *Anyelthana Vaersena*) that started on 22 October 1964, ended on this day with the establishment of the Versen Autonomous Republic (Elvonin: *Versenische Autonomische Republik*). Shortly after, the remaining 1,000 fighters, hiding deep in the Malyoren Range, began to surrender to the Planum, with the last group surrendering on 6 May 1972; all were pardoned unconditionally by the order of the Planum's government.

  Between 1964 and 1971, a total of 1,263,000 fought on either side of the Versenian Liberation War. During the war, 248,000 Versenian and 181,000 Tonarian soldiers were killed, as well as 2,200,000 civilians, nearly 12% of Versen's population. The war was particularly infamous for its cruel and widespread atrocities, especially against ethnic Elvonin during the Planum's 1966-1968 offensive. In some regions, particularly in the southeast, more than half of the population was killed or exiled, leading to dramatic demographic changes that are still clearly visible today.

- **13 October 1944**: Following the end of the disastrous (at best a Pyrrhic victory) Frosthaven War that practically bankrupted Elvon's economy, the Elvonin Empire, unable to pay the interest on its war bonds worth a total of 1.1 trillion marks ($250 billion in 1940 money), defaulted on its debt. Within a week, millions of Elvonin citizens, holding now-worthless bonds, and more than a million disgruntled soldiers, started large protests and mutinies in response.

With the *Reichsheer* (the Elvonin military) threatening to overthrow the Emperor, the Empire's government reluctantly accepted the demands, but with no money to pay off its war bonds, the Elvonin *Reichsbank* was forced to abandon the gold standard to print the money needed, leading to spiralling inflation, and by July 1945 Elvon had officially entered a state of hyperinflation, lasting until late 1947.

On this same day, the Provisional Council of Sinahara declared its full independence from the Elvonin Empire, revoking its vassal status. The Elvonin Empire sent the 12th and 20th Armies to bring Sinahara back into Elvonin control, but the commanders of said armies refused to fight the Sinaharan militia, with some even defecting to Sinahara's side.

- **17 October 23 BCE** [Collapse of the Balanic Empire]: Commanding a small army of loyal guerilla soldiers, Eryana Yanhayar, the *kaalira* of Kael Drenniar and self-proclaimed king of Haelsania (Sarmahaarim: *Vālhana Haliśāni*, Enaarim: *Vaeriel Haelsanien*, Old Caranese: *Kaahan Vesani*, Modern Caranese: *Qahan Khalsane*), retook Hecana Vanatta (Balanic: *Ner Vanhati*, Caranese: *Ilar Vanata*) from the Balanic Empire's forces.

  Despite being a relatively minor victory strategically, it was a much larger symbolic victory for the Sarmahaarim, whose morale was raised substantially by the return of the Sarmahaarim capital, and would inspire a number of revolts throughout the Balanic province of Seijeren, becoming one of many factors for its collapse around 40 years later.

- **19 October 1829**: Due to Thanari attacks on the city-states along the Irianto River, the Treaty of Augustia was signed between the Augustian Consulate and the city-states of Kaventió (Caventium), Menárto (Menartum), Ventáro (Ventarum) and Jágoro (Jaegorum), forming the Republic of Augustia (1829-1840), with 22-year old Aurelió Miradela (1807-1884) as its Consul, who would later become the king of Augustia after the Ascolia Crisis on 19 March 1840.

  The combined Augustian forces successfully repelled the Thanari attack, and retook the Saharolo Hills from the Thanaris in the 1831 counteroffensive.

- **21 October 2018**: After long delays due to the Frosthaven Fallover, the years-long recession that followed it that affected nearly all of Dacanium, and the Second Great War, the Ravenfield-Elvon-Taigaskaya Maglev began operating at 08:00 Ravenfield time (UTC-1), with more than 600,000 passengers transported by its 700 km/h trains on its

first day. With its completion, travel time between Ravenfield and Elvon was reduced to just 3.5 hours, and Ravenfield and Taigaskaya to 8 hours.

Construction of the Ravenfield-Elvon-Taigaskaya Maglev started in mid-1987 (expected completion in 1998), and stalled in 1994 shortly after the completion of the East Gahnar Bridge, due to the collapse of Frosthaven and Ravenfield's economic troubles. Construction was briefly restarted in 2000 until the Second Great War disrupted it, and also caused heavy damage to existing infrastructure. The Ravenfield-Elvon leg was eventually finished in 2011, and the Elvon-Yevorburg-Taigaskaya leg in mid-2018.

As of 2023, the Trans-Dacanian Maglev Company that runs the line has begun construction of a Taigaskaya-Q'os Karzan extension, to be finished by 2029, and is planning extensions to Zuancheng and H'Gan Naareyen, to be finished by 2035 and 2041 respectively.

- **28 October 1994**: Due to its mismanagement of the recession in Ravenfield following the Frosthaven Fallover, the Democratic Front, whose poll ratings had fallen to just 4% by September 1994, from the 46% of the vote it received in the 1990 elections, was decisively defeated by a coalition of left-wing parties led by the Communist Party.

  In the 1994 general elections, the Ravenfielder Laborers' Alliance received 80.3% of the vote, 304 out of 540 seats in the Royal House (upper house), 1,068 out of 1,200 seats in the House of Ravenfield (lower house), 393 out of 400 seats in the House of Levera, and all 100 seats in the Princes' Hall of Awhren, with the Communist Party alone receiving 63.7% of the vote. Henry Wickenham (b. 1940) became the Prime Minister.

  With an absolute majority of seats, the new Communist government began reversing many of the decisions that had exacerbated the ongoing recession, imposed restrictions on offshoring (a significant factor in worsening the economic crisis), nationalized dozens of strategically important companies, and implemented ambitious public infrastructure projects to keep Ravenfield's industry running.

- **31 October 1984**: The eruption of Mount Amyen (Nordian: *Ayrenborg*) in northern Eithona, combined with widespread fog across much of central and eastern Ravenfield, resulted in the formation of the so-called "Red Fog", which started on 28 October and reached Ravenfielder shores on 31 October. In the worst-affected places, visibility was reduced to only a few meters, and volcanic particulates further worsened air pollution, making it too hazardous to breathe without a dust mask. 4,200 people were killed by the effects of the Red Fog by the time it largely dissipated on 8 November, and over 1,000,000 experienced health issues during and shortly after the Red Fog.

Across northern and central Dacanium, the eruption of Mount Amyen caused the sky to turn red for almost half a year, and led to the formation of several apocalyptic cults based on prophesies given in holy scripts of the Flamekeeper's Temple.

- **10 November 1947**: The Zuan Empire and its allied warlords, despite its continued civil war with Frosthaven-backed Zuan communists, declared war on the Empire of Asakahima to retake the still-occupied Da Xia, Chentao and Kaotang prefectures. After some initial success, the Zuan Empire's forces were repelled by Asaka reinforcements, who even advanced into the prefectures of Minchao and Guoyan.

  The war would last until the collapse of the Zuan Empire in May 1949, after which the newly formed Zuan People's Republic set off to finish the task of liberating all Zuan lands, taking the legation cities of Huantao (Wantou) and Tiaochang (Tiaotschang) in early 1950, and the Asaka prefectures between June 1950 and February 1951.

- **17 November 1992** [Frosthaven Fallover]: In a revenge attack targeted at Elvon's cutting-edge communications systems, which were believed to have been used to help dismantle Frosthaven, a group of Frosthaven terrorists targeted telephone links, radio stations and military networks, using bombs and powerful jammers to disrupt communications. Although Elvon had knowledge of the incoming attack, limiting its extent, the coordinated attack still temporarily crippled Elvonin telecomms, cutting 20% of Elvon's telephone lines, destroying over 150 stations and damaging hundreds more, and forced the *Elvonheer* to use courier trucks for weeks after. The total losses were calculated to be around 29 billion Elvonin marks ($10.2 billion in 1991 standard dollars).

  But the greatest damage was caused to Elvon's newest and most advanced universal network - the *Reichsnet*, the first version of the modern Internet, first launched in the summer of 1989, and connecting more than 3 million users from Ravenfield to Yevorburg by November 1992. The *Reichsnet*, due to its poor security, had already been attacked earlier in 1992 with military leaks that led to the public reveal of Projekt Sternkrieg, but nothing compared to the devastation that would be unleashed in the evening of 17 November.

  Taking advantage of the flawed open structure of the *Reichsnet*, at 21:28 EST (UTC+1) a virus was installed in an industrial server in Krelten, designed to rapidly overload servers by generating millions of fake requests. The virus soon spread across the *Reichsnet*'s civilian segments, and even made its way into the "secure" military segment, causing massive disruption among the relatively limited userbase. 34 minutes later, the entire *Reichsnet* was shut down, but by then 91% of the servers were left

unusable, and the damage was too severe to restart operations.

Following the collapse of the *Reichsnet*, the Elvonin government began to work with international partners, Elvon's largest tech companies - Cytron, Morlfurt Semikonduktor and Daelar-Data, the *Elvonheer* (Elvonin military post-1966) and the *Sicherheitsdienst* (Elvon's intelligence service), to create the second version of the Internet, still in use in 2024.

Learning from the mistakes of the *Reichsnet*, the new Internet would be more regulated, and was designed to be far more secure, indeed, perhaps too secure. Instead of a single network shared between civilians, the military and intelligence, there would be three separate networks, largely isolated from each other: the open *Bürgernet* or Burgernet (citizen network) for civilians, the *Heeresnet* (military network) for the military, and the *Sichernet* (secure network) for the intelligence services.

The new Internet system was launched on 9 February 1993, with the few surviving *Reichsnet* servers integrated into it over the following month. By the end of 1993, the Internet had surpassed the old *Reichsnet* in number of users, reaching 10 million by 1995 and 30 million by 1996. In mid-1994, the Burgernet was joined by the *Gesellnet* (company network) and *Regiernet* (government network), forming the three main sections of the modern public Internet.

While the Internet would survive, the *Reichsnet*'s collapse resulted in investments in civilian IT, already reduced by the Frosthaven Fallover from $542 billion in 1990 to $300 billion in 1992, almost completely stopping, with an equally dramatic expansion of funding for military computing, leading to relative stagnation in civilian technology while military technology advanced even faster than before.

- **2 December 1792**: On the outskirts of the village of Niederhalen near Blauerwald, the forces of the Kingdom of Elvon, led personally by the 19-year-old king Heinrich von Karhiel, fought the combined forces of Walstria, Blauerwald, Siontin and Jalenberg, the last remaining resisters of Elvonin rule. From the very beginning, the resistance was both outnumbered and outmatched, with an Elvonin force of 200,000 against 120,000 coalition troops and 10,000 mercenaries, and superior tactics on the Elvonin side, made worse by thousands of coalition troops defecting to Elvon before the battle even started, leaving the coalition with just 80,000 soldiers.

  The battle lasted less than an hour, leading to the scattering of the resistance forces. Elvonin casualties were minimal, while the coalition's forces were totally destroyed, with 10,000 killed and wounded, 30,000 captured, and 50,000 defecting to Elvon

beforehand.

The Battle of Niederhalen effectively broke the resistance of the remaining states of the Empire of Dacanium (Elvonin: *Dacanisches Reich*), and many of the less powerful lords surrendered to King Heinrich immediately afterward. On 8 December 1792, the Imperial Diet (*Reichstag*) met for the last time, with all 378 states present (notably excluding Walstria and Blauerwald) voting to dissolve the Empire of Dacanium and *de jure* incorporating its territory into the Kingdom of Elvon.

- **25 December 1993**: In Blauerwald's city square, packed with 20,000 people visiting the annual Yuletide festival grounds, a group of Sons of Mahaar placed chemical bombs filled with liquid chlorine, disguised as stage props and background scenery, to cause chaos that would hopefully disrupt Elvon's extensive efforts to eliminate the Sons of Mahaar as an organization.

  On 18:27 EST (UTC+1), the bombs were remotely detonated, and 10,000 liters of liquid chlorine evaporated into millions of liters of chlorine gas, causing chemical burns, eye damage and lung corrosion for those in the affected area. The official report, published in February 1994, stated that 287 people were killed and 3,790 were injured, but independent reports suggest a death toll as high as 1,000.

  Contrary to expectations, the Yuletide Massacre only emboldened Elvon's goal to permanently destroy the Sons of Mahaar in Dacanium, leading to an international force being formed in the spring of 1994, in order to clear out Sons of Mahaar cells across all of Dacanium.

  (Canon Codex Dacanium's timeline gets pretty dark past the early 1990s, and goes *really* downhill past the 2020s, deal with it)

  Yeah... Merry Christmas! Just watch out for suspicious-looking elves carrying particularly heavy props if you ever time-travel to Blauerwald in December 1993.

- **2 January 1975**: The Haelsanian Crisis ended with the signing of the Treaty of Ilar Bayalta, backed by Edward Wilson (1918-2010, r. 1969-1978), the Prime Minister of Ravenfield, Ivan Velotov (1914-1991, r. 1972-1991), the Frosthaven General Secretary, and Franz von Drattin (b. 1929, r. 1975-2008), the soon-to-be Chancellor of Elvon, which established clear territorial waters and exclusive economic zones between the Balanic Empire and Tharetaal, with roughly 2/3 (284/414 billion bbl) of the Erulazar II and III oil fields ending up in the Balanic EEZ.

The unfavorable conditions of the Treaty of Ilar Bayalta led to major protests in Tharetaal and escalation of civil and ethnic conflicts, particularly that of the communist Tharen People's Revolutionary Front and the Enaarim nationalist Naxhapan Uprising, and was one of the factors for the beginning of the Tharen Civil War in 1983, which would become the deadliest civil war ever in all of Carannia.

- **10 January 1345**: The First Ravenfielder-Dovenan War ended with the humiliating defeat of the Ravenfielders, exhausted from the War of the Raven Flower, and the signing of the Treaty of An Taherain, which ceded the Duchy of Levera and the counties of Nathreade, Museltown and Nealtenn to the Kingdom of Dovenan.

  The First Ravenfielder-Dovenan War began in 1329 after the death of Erik III Svaltesen (1306-1329, r. 1320-1329), the last Nordian king of Ravenfield, and the subsequent War of the Raven Flower. While Ravenfield descended into an inter-dynastic civil war, the king of Dovenan, Alasdair (Alistair) mac Dhonncaidh (1284-1360, r. 1314-1360) launched an opportunistic invasion, conquering the last remaining independent Dovenanish kingdoms, then attacking the largely undefended northern part of Ravenfield, sacking dozens of towns in the area, and the city of Levera.

  After a pause between 1338 and 1341, the war restarted with the now-Whitehaven controlled Ravenfield attacking Dovenan... and getting beaten so badly that Ravenfield *itself* was sacked in March 1344, killing some 100,000 people in the city alone. After a series of revolts in occupied territory and the exhaustion of both sides, the Treaty of An Taherain was signed.

  Ravenfield would eventually retake the Duchy of Levera in the Second Ravenfielder-Dovenan War (1361-1363), and fully liberate the region in the Chalerayn War (1425-1431).

- **11 January 593 CE**: In the first major setback for the Old Elvonin hordes, still under the (dwindling) influence of Xwaahir's curse of genocide, an army of 17,000 Gahnaris, led by Arandar Yalthan (555-637 CE, r. 589-637 CE), the High Governor of the Gahnari Republic, defeated 200,000 Old Elvonin warriors from six combined tribes, using powerful *ballistae* to set Elvonin ships on fire, and finishing off any that managed to land on the eastern coast.

  Until the curse was broken in 613 CE, the Old Elvonin would continue launching smaller invasions to try to land on Gahnar, which were all defeated much quicker than the first one. Through the Dark Ages and all the way to the 16th century, Gahnar would remain the last independent Daelaric Dahannian state in Dacanium, until influence from the

west led to the population culturally assimilating into the Ravenfielders.

- **23 January 1570**: On this day, the famous Raakan explorer, Haldhanna (Haldan) Ghezatar (1538-1610) landed his fleet of 39 expeditionary ships on the island of Thaghraan, in the Haldan Chain, which was, at the time, controlled by the Kasihani kingdom of Vusituan (Vuzwir in CD: Terra Beta 1.0). After negotiations over the price of trade goods collapsed, on 29 January Haldan ordered all of his guards, around 500 troops, to seize Bandar Nasurana (later Ilar Nasuran), the largest city of Vusituan, which was accomplished without much violence due to the unstable situation in the kingdom. Haldan Ghezatar was crowned the new king of Vusituan, which would later be named Haldania in his honor.

- **11 February 1993**: In a show of their digital warfare capabilities, the Elvonin hacker group *Silberstern* (Silver Star), supposedly funded by the Elvonin government (although there is no reliable evidence for this claim) launched a massive cyberattack on Ravenfield's main television networks across central and southern Ravenfield. For almost 40 minutes, normal programming was replaced by a series of messages, supposedly from aliens, threatening an invasion should Dahanno fail to hand over "the secret of the Spire of Light". The hoax caused a brief public scare, before the Ravenfielder government clarified that no aliens had contacted anyone in Ravenfield threatening any sort of invasion, and that radio telescopes detected nothing out of the ordinary from anywhere in space.

- **29 February 1996**: In a referendum widely considered to be illegitimate, the Versenian Autonomous Republic voted to declare independence from the Tonarian Republic, with 96.77% of the population voting for independence. On 7 March 1996, the Versenian *Landtag* voted unanimously (397-0) to join the Elvonin Republic, which was approved by a parallel vote in the Elvonin *Bundestag* the next day.

  For many decades, despite being forced to give a high level of autonomy to Versen due to continued armed resistance, the Tonarian Republic did everything to (unsuccessfully) prevent Versen's development, depriving it of needed funding for developing infrastructure, industry and services, leading to resentment within the Versenian population. Even after the surrender of the last Versenian rebels in 1972, groups of terrorists would continue to attack buildings and units connected to the Tonarian government, and these attacks further intensified in the early 1990s as Elvon once again asserted increasing political dominance over the continent of Dacanium.

- **31 March 1148**: The Great Daelmahaarim Massacre began in the duchy of Blauerwald (modern day Daelaria, Elvon), largely precipitated by accumulation of both massive

amounts of money and influence by the Daelmahaarim elves, who were on the verge of putting the *kaalira* of Kael Raneyen (a place outside the jurisdiction of the Empire of Dacanium!), Haelveren re Khalonel, as Emperor of the Empire of Dacanium (the equivalent of the IRL Holy Roman Empire). More than 50,000 people participated in the massacre, killing anyone who appeared vaguely elven, or who hid Daelmahaarim in their houses. The victims were killed in the most brutal ways, ranging from burning on the stake, to breaking wheels, to impalement, and in just two weeks 11,000 of the 13,000 Daelmahaarim, as well as 40,000 others, were killed.

Contrary to the expectations of the Blauerwalder population, the massacre was the final spark that led to the formation of the Sons of Mahaar, which would covertly, and later overtly influence the affairs of the Empire of Dacanium for the next 650 years, and would attempt to establish a Daelmahaarim ethnostate in Elvonin territory, until the Sons of Mahaar were systematically destroyed by a coordinated international effort between 1984 and 1998.

- **13 April 1987**: In the East Gahnar Strait that separated Gahnar (a Ravenfielder autonomous state at that point, fully annexed in June 1996) and Versen (part of the Tonarian Republic until 2 March 1996), a war between Ravenfield and Elvon was nearly triggered when the Ravenfielder artillery battleship (BB-A) HMS *Invincible* (in service in 10th Fleet from 1980) of the 10th Fleet (f. 1944, still in service in 2024, currently on patrol near Rekov since late 2022) "detected" anti-ship missiles coming from the north, which happened to be the location of the Elvonin 4th Fleet (*4. Kriegsflotte*, 1968-2005) led by the missile battlecruiser (BC-M) KFS *Lottenheim* (in service from 1977, in *1. Kriegsflotte* from 2007), roughly 80 km away.

  In a rush to respond, the *Invincible* fired a volley of shells from its 18-inch (457 mm) cannons towards the 4th Fleet, including at least 3 nuclear shells with 25 kt yield, before the "missiles" were eventually determined to be actually several flocks of birds, but not before the *Lottenheim* prepared to launch its own *actual* anti-ship missiles in response to the mushroom clouds that were detected.

  The incident caused a diplomatic crisis between Ravenfield and Elvon, which was only resolved after a meeting between the chancellor of Elvon, Franz von Drattin, and the prime minister of Ravenfield, Steven Eldhouse (b. 1936, s. 1986-1994).

- **16 May 1993** [Frosthaven Fallover]: As the economic crisis in Ravenfield deepened, the Ravenfielder People's Army (Dacanium's largest paramilitary group, both in 1993 and today, officially a mercenary group since 1987, and the militant branch of the Communist Party) began mobilizing its 1,000,000 strong force, in response to

increasingly numerous reports of violence by the Ravenfielder Armed Forces against striking Ravenfielder workers.

The same day, the People's Army founded the parallel Revolutionary Government, with Henry Wickenham, who would later become Ravenfield's prime minister, as its Chancellor. The Revolutionary Government would organize resistance, both peaceful and violent, against the government, and would continue to exist until shortly after the 1994 general elections, being disbanded on 22 November 1994.

- **31 May 1789**: On this day, 15-year old Heinrich von Karhiel (1773-1846), from a minor noble family in western Daelaria (southern part of Elvon), made his claim to the throne of the Kingdom of Elvon, which had fallen into a civil war after Wilhelm IV Hetterheim (1761-1814, r. 1783-1787), the last Elvonin king to actually originate from the region of Elvon, was deposed by a group of Daelarian nobles.

  Heinrich von Karhiel was crowned king of Elvon on 23 June 1789, with Karl Albert Ennerbaum (1753-1856), one of his most trusted and competent subordinate commanders, serving as his regent due to being underage (though Heinrich would soon prove he needed *no* regent to rule). Over the next seven years, King, and later Emperor Heinrich would launch a campaign of unprecedented scale to unite every last Elvonin-culture state under one banner, including the long-lost former Imperial (Elvonin: *Dacanisches Reich*) regions of Versen, western Tataron, Hannertown (Elvonin: *Hannestadt*), and bringing the duchies of Sinahara, Cherony (Elvonin: *Tscherona*) and Drozavá (Elvonin: *Drösawen*) under Elvonin hegemony, in the bloodiest series of wars since the collapse of the Augustian Empire, with more than 5,000,000 dead by 1796.

- **28 June 1953**: The first orbital satellite, Polyot 1 (Taigaskayan: Полёт-1) was launched by Frosthaven on this day using a modified R-9 ICBM, later launches (1953-1956) would use an R-7 based launch platform.

- **12 July 1993** [Frosthaven Fallover]: In one of the worst military incidents before the rapid escalation of the Frosthaven Civil War, units of the 3rd Guards Army of the Taigaskaya government attacked the 19th Division of the same government due to miscommunication among mass desertion and defection of the Frosthaven military. 24 were killed and 170 injured in the incident.

- **26 July 1997**: In the Rezinsk incident (Elvonin: *Remmenburg-Vorfall*), an Elvonin diplomatic convoy was attacked by a squad of Tataroni militia in the city of Rezinsk (Elvonin: *Remmenburg*), injuring five officials and forcing the convoy to return to Elvon. Immediately after, the Elvonin foreign minister, Anders Braun (b. 1948, s. 1987-2008)

accused the Tataroni People's Republic of attempting to provoke an Elvonin response and pressure Ravenfield and the Planum (the latter of which had lost Versen last year) into waging an extremely costly war against Elvon.

The Tataroni attempts to convince the Planum to wage war against Elvon were dismissed there, while they outright backfired in Ravenfield, with Prime Minister Henry Wickenham (b. 1940, s. 1994-2002) and King Frederick II Whitehaven (b. 1935, r. 1976-2019) both *endorsing* an Elvonin intervention in Tataron to prevent further escalation.

On 5 August 1997, 62 divisions totalling 900,000 soldiers and 6,500 tanks crossed the Tataroni border to both secure core Elvonin territory and ensure that the buffer zone between Elvon and Frosthaven (which was still in civil war) was maintained. The Tataroni resistance was relatively light, with only 4,000 Elvonin casualties by the end of the intervention in 12 September, in which western Tataron was annexed and the city of Tataron was turned into a neutral zone.

- **17 August 1969**: In response to the assassination of Ravenfielder prime minster Harold Cassius (1917-1969, s. 1966-1969) by Gahnari ultranationalists, who planted a bomb inside his limousine while in Fort Marianne, the Ravenfielder government ordered a blockade of the Republic of Gahnar with six whole fleets totalling 300 ships, demanding that Gahnar hand over the assassins, pay around $300 million in reparations, and withdraw its claim on the island of Deirailen.

  After the Gahnaris rejected the ultimatum, on 19 August, 06:28 Ravenfield time (UTC-1) the Ravenfielder navy began attacking Gahnar's military bases with conventional, and later with at least 50 tactical nuclear weapons. By 21 August, the Ravenfielders had only lost one destroyer to an ambush, while all of Gahnar's military infrastructure was utterly destroyed, leading to its surrender. In the aftermath, the Republic of Gahnar became a Ravenfielder puppet state, and was fully annexed in 1996 in response to the Elvonin Republic annexing Versen.

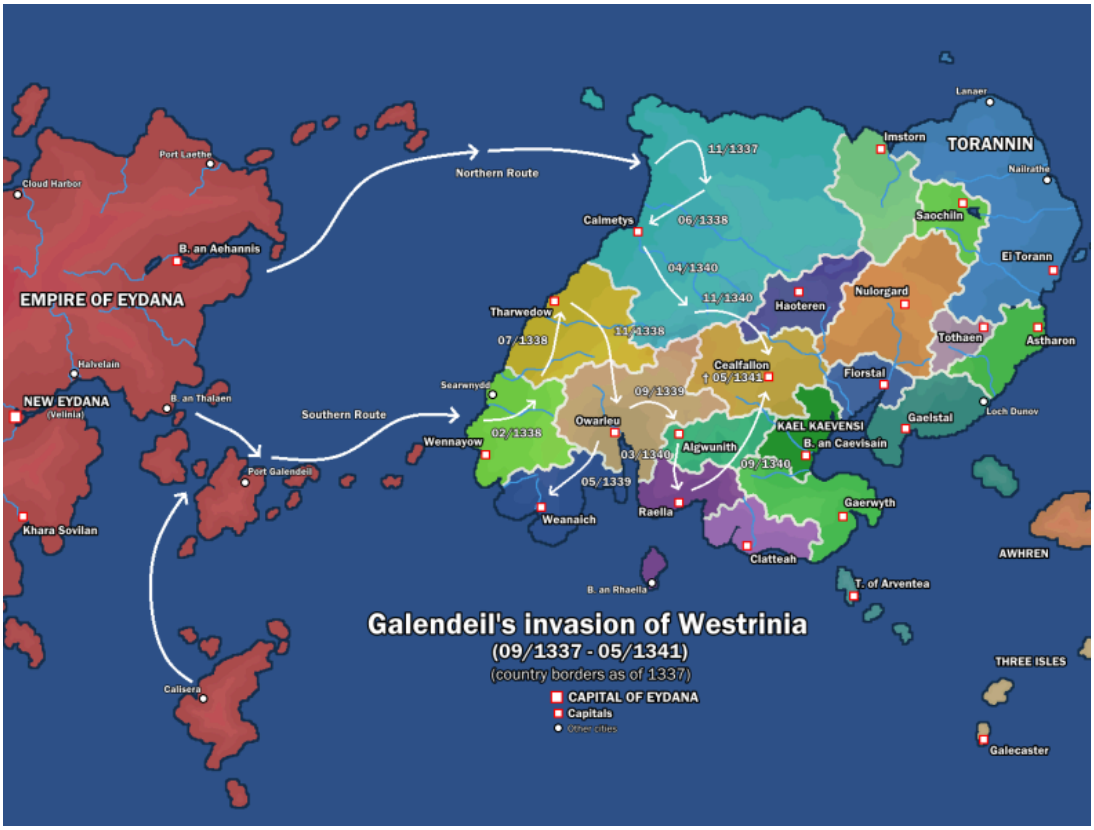
- **3 September 1993**: Due to a dispute, which had started in late 1992, between the Elvonin Republic and the Republic of Bethra over the rights of Elvonin merchant ships to operate from the city of Ilar Bethra, the Elvonin Republic imposed crushing economic sanctions after MV *Star of Daelaria*, one of the largest merchant vessels in the world, was seized by the Bethran government for failure to pay docking fees. Six days later, after negotiations between the two countries collapsed, 9 Elvonin military divisions were sent on a special military operation to both recover *Star of Daelaria*, and enforce an economic agreement on terms favorable to Elvon.

The operation ended on 25 September 1993 with the full annexation of Bethra, becoming the 22nd region (Elvonin: *Land*) of Perlküste.

On this same day, Veralen re Yoraviel (1730-1993), the wealthiest Ravenfielder at the time (net worth $85 billion in 1992 money, $163 billion in 2020 money) and chairman of General Dynamics (the largest Ravenfielder military company), was assassinated (with an IED) in his office by Ravenfielder communists, after being accused of (quite substantiated) claims of deliberately funding both the Tharen civil war and the ongoing unrest of Ravenfield, to further increase GD's profits.

- **10 September 1337**: The emperor of Eydana (continent to the west of Westrinia), Galendeil mac Avaíraich (1259-1341, r. 1290-1341), who had united almost all of Eydana following the First (1292-1296) and Second (1306-1318) Barons' Wars, set off with the largest oceanic invasion force in medieval history, consisting of 7,500 ships (equal to the combined military fleets of *all of Dacanium*) carrying 257,000 infantry, 33,000 cavalry and 1,200 artillery, in order to launch an unprecedented invasion of Westrinia (the second in recorded history, after king Erilbeir of Aehannis (c. 460-522 CE, r. 493-522 CE) conquered the duchy of Tharwedow in 498 CE).

  The invasion was launched from two directions through the notoriously dangerous Sea of Storms - the larger, southern route from Baile an Tharaen through the Anurian Isles, later supported by Caliseran reinforcements, and the northern one from Baile an Aehannis. In October 1337, the forces landed on the shores of Wennayow and Calmetys, where the massive forces completely overran the far smaller Westrinian armies sent to oppose them. For the next four years, the invasion forces would see considerable success, until emperor Galendeil died from disease during the siege of Cealfallon in May 1341, leading to the retreat of the remaining invasion forces back to Eydana.



(picture: rough sketch of Galendeil's invasion of Westrinia, including major Eydanan cities)

- **20 October 554 CE**: On a cold, cloudy evening in eastern Elvon, the sky suddenly turned from grey to red. Scouts reported seeing unusual creatures coming out of the Arandau Valley, patrols began disappearing in the twisted Krelten forests, and Daelmahaarim mages struggled to hold off strange magic storms near Lake Gulona (Cherony).

  The following day, nearly the entire united Daelaric-Daelmahaarim army was ambushed in western Tataron by a horde of Elvonin warriors, and reportedly *literally* torn apart into pieces and eaten by cursed beings, with only 100 of the 50,000 escaping the encirclement thanks to a hidden passage. As it would soon emerge, the annihilation of the combined army was the final rite needed to unleash the powers of Xwaahir's "blessing", which gave the Old Elvonin (and the Bloodfolk, a group of traitorous Daelmahaarim) incredible arcane powers at the cost of their souls and an insatiable hunger for Dahannian (for some reason) blood. The end result was the near-destruction of Daelaric civilization, but not before millions of Old Elvonin were killed, and the curse would be lifted by Vaënthil the Fire Maiden in 613 CE

- **28 October 1981**: On a related note, during a routine land survey in the Krelten forests,

five crew from the cartographic team that were mapping out coordinates for the 1982 map of Elvon, entered an area that had been declared an exclusion zone back in 1794, due to a number of rangers disappearing in the area. Contact with the detachment was suddenly lost on 15:28 EST (UTC+1), and rescue teams sent out to rescue the surveyors encountered strange, monstrous entities that the relatively weak MP5s wielded by the team couldn't deal with.

The team immediately called for heavy reinforcements, and in response, the Elvonin military sent the 280th Armored Battalion into the exclusion zone with far heavier weapons, including 12 APCs and two Marder IFVs, with orders to kill any unusual beings, and authorization to burn down the forest in the exclusion zone if needed. The 280th Battalion spent three days clearing out the area (with no casualties!), eventually rescuing one of the crew, who was hiding in a bunker that dated from Emperor Heinrich's conquests.

During the operation, 119 of the 780 km² of the exclusion zone was burned down to clear out areas the battalion had difficulty reaching, and after no reports of any anomalous entities for a whole month, the exclusion zone was declared clear on 3 December. In the 43 years since, no anomalies have been reported in the area, and it is now part of the North Arandau National Park since 1983.

- **17 November 1256**: On this day, the first reports, from New Yaantheni settlers, were made of the mineral-rich Spire Caves (western Pacifica) (Yaantheni Mahaarim: *Kathale Aethren*) suddenly bursting out millions of venomous Scorpids, wiping out every settlement on the western coast of Pacifica, both Yaantheni and native Pacifican, out of existence in only two months.

  In 1259, the Scorpid banners attempted to attack the Kalindaren Islands (the core of New Yaanthen) using seized Yaantheni ships, their attacks were repelled, but not without heavy casualties and the sacking of H'Gan Venalien.

  No more information is available as to the fate of the Pacificans or New Yaanthen, but just 17 years after the Scorpids were first spotted on the shores of Western Pacifica... the entire Far East, from Yaanthenia to Raaka, would be faced with the full might of the four banners of the Scorpid horde, and only by a narrow margin were the Scorpids driven out of the Far East and prevented from expanding their rampage to the rest of the Known World.

- **8 December 2049** (canon timeline): On this day, nearly 1,000 gigaton-scale orbital nuclear weapons, launched in the years before the (restored) Elvonin Reich's collapse

to devastate the world in case of its fall... detonated simultaneously over every corner of the world, in an event known as "The Shimmer". In a few milliseconds, all electronic equipment that wasn't either shielded or deep underground was destroyed - that meant practically *all* civilian machinery, almost all post-1970 vehicles, and the vast majority of military equipment, which had become increasingly loaded with advanced electronics during the early 21st century.

Across the entire world, economies ground to a halt, logistics collapsed, and anarchy broke out in much of the world. In just the days leading up to 2050, an estimated 30 million died from the immediate consequences of the Shimmer. By 2054, six *billion* were dead in the aftermath of the Shimmer, and the ability to produce and maintain advanced electronics was permanently lost in many regions.

In this time of chaos, extreme totalitarian regimes rose to power, promising salvation from the apocalyptic results of the Shimmer, which they *did* partially deliver, but at what cost? The most (in)famous of these regimes was the Maedarian State, founded in 2054, which eventually conquered most of western Dacanium.

- **17 December 1993** [The Black Year]: On this day, at 11:10 RST (UTC-1), the western wing (there are two, the western and eastern) of the Ravenfield Security Corps, the intelligence agency responsible for maintaining government integrity against foreign infiltrators, was leveled by a massive explosion, likely a tactical nuclear weapon. At least 3,347 people were killed and about 9,000 injured as a result, and emergency teams attempting to rescue victims later experienced symptoms of radiation poisoning, forcing the recovery operations to be postponed for several days while all acute radiation dissipated.

  More than 30 years later, the identity of the perpetrator is still not fully certain, but it is very likely that the bombing was done by a team of Ravenfielder People's Army agents, using a backpack nuclear bomb acquired from the rogue state of Augustia and transported by a ship with disguised identification, which then docked at the RPA-controlled Royal Navy port of Crestown. Afterward, the device was smuggled through one of the checkpoints of the heavily guarded perimeter around the city of Ravenfield, set up at the beginning of the Black Year, and into the premises of the Ravenfield Security Corps.

- **30 December 1793** [Unification of Elvon]: To finance the mounting costs of fielding a military of more than 600,000 (which would double in size by 1797), equalling more than 1.3 billion gold marks ($63 billion in 2020 money) between 1789 and 1793, on this day the Emperor of Elvon, Heinrich von Karhiel ordered the seizure of assets from all

nobility (some 20,000 out of 160,000) and banks (for the latter, that would be *all of them*) suspected of cooperating with the **Bloodfolk** of the Sons of Mahaar, who had allegedly *caused* the civil war that (inconveniently for the **Bloodfolk**) led to Heinrich's rise to power.

In the centuries before the unification of Elvon, strange elves would offer a huge sum of money (usually in the range of 500,000 to 5 million marks, and they actually delivered on it) to lesser Elvonin nobles to perform some sort of subversive activity that would weaken and further divide the Empire of Dacanium. In 1787 though, the Sons of Mahaar offered a much larger sum - 200 million marks ($9.7 billion) to the Daelarian count Alfred von Dürrer (1761-1793) to overthrow the already weak Elvonin monarch and trigger a bloody civil war, which was accomplished without much opposition.

The von Dürrer estate, near Daelarburg, was Emperor Heinrich's first target. 300 soldiers stormed the palace grounds (which had been fortified in the years after the plot), arresting (and executing) all members of the family and seizing the money, almost none of which had been spent yet. Later, in early 1794, the Elvonin *Reichsbank* and 28 other banks were also stormed, with the seized assets amounting to 5.2 billion marks ($252 billion), enough to both fully fund the military for the next five years *and* finance Heinrich's planned military conquests of Tataron and Versen.

- PS: Although the **Bloodfolk** were originally a group of traitorous Daelmahaarim collaborating with the Old Elvonin in the 6th century, they are not exclusively elves (there's *a lot* of **Bloodfolk** humans as well), being a **Bloodfolk** is more a trait characterized by subversive (and sometimes violent) behavior towards non-**Bloodfolk**. Although **Bloodfolk** can reproduce, the most common way that someone becomes a **Bloodfolk** is by being forced by a **Bloodfolk** master to consume a mix of elven blood and... something else that's not said in polite company. The subversiveness of the **Bloodfolk** is how they came to run all the major Dacanian (and many of the Eastern Lands) banks and a lot of major companies... and also why they were expelled over 1,000 times in Dacanium *alone* (mostly for usury) by people tired of their trickery. Most relevant to this story is Emperor Heinrich's order, on 29 June 1794, to expel all suspected **Bloodfolk** from the Elvonin Empire, which eventually amounted to 680,000 "people" (out of a population of ~48,000,000) by the end of 1797.

- **30 January 1983**: On this day, the Purple Palace in Lar Kvorin was blown up by terrorists of the Tharetaal Salvation Forces, loyal to the deposed king Miron III Kanritar (b. 1938, r. 1961-1970, 1994-), leading to the escalation of the multi-group insurgency that started around 1969, into a full-scale civil war that lasted until 1994, resulting in the death of an estimated 5.6 million people.

Also: **30 January 2025**: (end of martial law in Ravenfield following RPA coup)

(more WIP)

- **8 February 1994** [The Black Year]: The 28th, 29th and 35th Wings of the Ravenfield Air Force launched a carpet-bombing campaign on the important industrial town and Ravenfield People's Army stronghold of Stormvalley (southeast Ravenfield), which contained Ravenfield's largest iron mines and 15% of its steel production. For 12 hours straight, the town was subject to ~3,200 bombs, many of them specifically designed to blow up concrete buildings - most of which were deliberately targeted against densely populated apartment buildings.

  The campaign led to the destruction of 693 buildings, and more than 4,000 were severely damaged, including Stormvalley's steel factories. More than 5,000 people were killed in what the International Judicial Court deems an act of terror meant as a (failed) attempt to intimidate the population into abandoning support for the RPA. In a House of Ravenfield session the next day, opposition leader Henry Wickenham called prime minister Steven Eldhouse the "Butcher of Stormvalley" due to the bombing campaign, echoed by millions of anti-government protesters soon after.

  Yes, the Ravenfielder Armed Forces used Israeli bombing tactics against *its own people*. Essentially the Hannibal Doctrine, except there's nobody being held hostage by the RPA to """justify""" the senseless bombing of a town filled with 70,000 (mostly) civilians.

- **23 February 1962**: Despite being denied access to nuclear technology due to its reputation as a rogue state after defying political influence from all the major powers, the People's Republic of Augustia, after years of espionage in Elvon, successfully tested its first nuclear weapon, *Folgró-1* (Lightning-1) in the Great Ocean, with a yield of 25 kt according to Ravenfielder estimates. Eight years later, Augustia would repeat its success by testing its first *thermo*nuclear weapon, and building enough nukes to threaten any country that dared invade Augustia with nuclear retaliation.

  By 1985, the seemingly unassuming state of Augustia had about 2,000 nuclear weapons, and was, according to the major powers, making progress on gigaton-scale nuclear weapons designed to unleash tsunamis hundreds of meters high. Evidence of use of these kinds of weapons was found in...

- **23 February 1989**: On this day, the city of Fealhan and its surroundings were

devastated by both an 8.3 magnitude earthquake from the west, *and* a mysterious tsunami more than 100 m tall, which was responsible for most of the 80,000 deaths of the disaster. Although Fealhan receives frequent earthquakes, almost all originate eastward from it due to collision of the Malletan and Daelarian plates, not westward. Furthermore, seismograph readings showed only a single large pulse, not the primary and secondary waves expected of a regular earthquake, suggesting that the disaster was caused by a nuclear weapon with a yield of about 5,000 megatons of TNT.

- **18 March 1994** [The Black Year]: After the mishandling of the fallout of the collapse of Frosthaven, leading to a political crisis between mainstream parties and the rapidly growing communist faction, which escalated to *de facto* civil war, particularly the Stormvalley massacre the month before, the prime minister of Ravenfield, Steven Eldhouse was unanimously impeached by the House of Ravenfield. (more info TBD)

- **4 April 1995** [Tharetaal Civil War] On this day, the last 3,000 soldiers, from the 128th Mechanized Brigade of the Ravenfielder People's Army, left Tharetaal, ending a decade-long (since 22 February 1984) Ravenfielder presence in the country, meant to maintain peace in the country (a task it *spectacularly* failed at, by massacring over 500 towns and villages and bombing Tharetaal with no less than 7 *verified* (estimated up to 20) nuclear weapons, as well as toxic defoliants and napalm). The Ravenfielder Land Forces had left one and a half years ago, immediately after the imposition of martial law in Ravenfield.

  In the 10-year period, as part of Operation *Silver Arrow*, both the Ravenfielder Armed Forces and the Ravenfielder People's Army were stationed in Tharetaal, with a total of 368,592 soldiers present, and a peak of 81,304 in early 1992 - the largest since the Chimca (Kolhatanw, Southern Lands) colonial revolts between 1953-1977. The Ravenfielders built more than 200 fortified bases, including the primary one, Port McMillan, a full-fledged city in itself, named after the then-Prime Minister (Alexander McMillan, b. 1933, r. 1982-1986), which is still used by the People's Republic of Tharetaal today, though the Ravenfielder *Cloudstriker* SAMs have been replaced with more serviceable S-300s (upgraded to S-400s in 2011).

- **19 April 1796** [Unification of Elvon]: (siege of Versen)

- **10 May 2003** [Second Great War]: On this day, the derelict Frosthaven satellite *Kosmos 3065* (launched 22 April 1986, defunct c. November 1986 due to technical issues, mass: 106,000 kg), supposedly a weather satellite but actually a weapons platform with a megawatt laser, was deliberately redirected by an Elvonin Space Forces ion tug toward, fittingly, a missile factory near Gashtava, causing severe damage to the main facility

and killing 383 people. Given the unpredictability of spacecraft reentries, the precise hit is considered one of the luckiest accomplishments possible, with the spacecraft hitting its target no more than 20 m from the center (out of an expected accuracy of 500 m).

Elvon would deliberately deorbit 11 other satellites (8 Frosthaven, 3 Planum) between 2003 and 2006, achieving 4 successful hits. Following the end of the war, the tugs were moved into lunar orbit to serve as vessels for delivering cargo between Elvon's two lunar space stations, where they remain to this day.

- **1 May 1978**: During negotiations towards what would become the Treaty of Yevorburg (signed on 10 June 1978), a cell of Sons of Mahaar terrorists attempted to assassinate both the Chancellor of Elvon, Franz von Drattin, and foreign minister Erwin Meulsinger (1936-2013, s. 1975-1997) by detonating a manhole cover underneath the vehicle convoy. Due to a mistiming in the circuits, the explosives detonated prematurely while they were being assembled, resulting in the collapse of the underground facility from which the attacks were prepared, and the presumed death of all terrorists involved.

- **26 May 1936**: The worst natural disaster to ever strike Ravenfield happened on this day, when a 9.1 magnitude earthquake hit the western and southwestern parts of the country. Along the west coast, tens of thousands of buildings were utterly razed to the ground by the earthquake, with the city of Nerinbury, near the epicenter, worst affected, with not a single building left habitable after the quake, tsunami and subsequent fire. The cities of Staed Dowena, Elirnoe and Gwaleath were also severely affected, with at least a third of buildings destroyed and many more damaged. 365,000 people (240,000 out of 400,000 in Nerinbury alone) were killed during, and shortly after the earthquake, making it the 5th deadliest earthquake in recorded history.

- **23 June 2025**: On this day, the combined forces of the (reformed) Ravenfield Armed Forces and the Ravenfield People's Army launched an invasion of Dovenan after the Dovenanish government entered a political crisis.

- **16 August 1318**: [end of Second Barons' War in Eydana]

3. Fun Facts

Here are less relevant, more miscellaneous sorts of CD: Terra facts, from ⇦-fun-facts-⇨.

NOTE 18/04/2026: Some entries in this section should be considered non-canon, I haven't decided which ones so far.

- Around 1999-2000, the flow of time in the Known World splits into two parallel timelines. In one of them, the Second Great War, the biggest war waged to date, happens, while in the other timeline, the world's events take place as if the Second Great War didn't happen during that time period. In either case, both timelines begin to converge by the end of 2005, and are fully identical by 2020.

- As Khaldaarim (that's the Mahaarim and Enaarim, the elves, if you didn't know) *generally* don't drink alcohol, and, being the snobs that they tend to be, consider coffee a drink for humans (aka Venlarim), they are the biggest consumers of tea per capita, but they have to import most of it from the south, as the biggest producers of tea are Kallava, southern Tharetaal, and Raakania... where most of the tea plantations are owned by those same Khaldaarim. In fact, they control half of all tea production in the Known World.

- The modern residents of Yaanthenia are just Mahaarim with ambiguous Yaantheni ancestry, as nearly all Yaantheni were killed in the Fall of Yaanthenia in 293 CE, and the rest either fled east, or assimilated into the larger Mahaarim population.

- Eyoris Island is the only region of lost Yaanthenia that was (mostly) unaffected by the Silence of Light, as it was a place for training elite mages and therefore had no Spires of Light, so students could more easily acquire familiarity with spells without interference. It was once just mere kilometers from the major city of H'Gan Kaldaner, which was one of the *most* utterly annihilated ones, and is now one of the deepest ocean trenches in the world.

- The world of WotEC almost seems like our own at first... but there's always something just slightly off about it, such as the rather extensive presence of magic (that is sometimes indistinguishable from technology), screwed-up timelines, destruction left behind from previous failed attempts by crazed elven kings to achieve godhood... you get it.

- On 23 April 561 CE, the Elvonin hordes began sieging the Daelaric capital of Ilar Telonar (today Elvon), launching a massive assault after 16 days to wipe out the 80,000 or so Daelarians hiding there... only to find the whole city completely deserted. Although many were still discovered and killed during the attack, most of the population had fled

underground into secret fortresses, built during the 5th and early 6th centuries. They continued a fierce resistance against the Elvonin invaders, even long after they had starved to death, through the very power of their spirit.

When Duke Heinrich of Elvon ordered the construction of the Imperial Diet of the "Empire" of Dacanium in 1297, the workers dug into one of these secret fortresses, releasing thousands of vicious ghosts onto the streets of Elvon, which haunted the city for many months. The following cleansing of the whole Elvon underground lasted until 1714, and cost tens of thousands of lives and nearly 200 million Elvonin marks (in 1714 money), or $3 billion in today's money, and had the same Daelmahaarim the Elvonin had spent the 6th century ruthlessly destroying, working on it.

- The Elvonin tribes that almost annihilated both the Dahannians and Daelmahaarim, as a result of a curse brought on by a deity of the Forbidden Pantheon, may have committed genocide with unreasonable cruelty, and burned every house they could, but one thing they *wouldn't* touch was their religious buildings. During the siege of Haecan Marenden, the Daelmahaarim housed over 10,000 people in the colossal Caryantel temple complex for this reason, and over 3,000 Daelaric and Daelmahaarim temples survive in Elvon.

- The same Forbidden Pantheon, headed by Xwaahir (real name unpronounceable), that even the Yaantheni wouldn't touch with a 2,000 foot pole. In fact, they devoted almost as much effort to strengthening the Underwall that protected Dahanno from incursions from the forbidden gods, as they did trying to achieve divinity. The Yaantheni may have chased proficiency in magic arts that would be considered evil today, but they weren't explicitly evil, merely reckless.

- For 60 years and counting, various scientists kept, repeatedly and wrongly, predicting that Ravenfield's population would peak "soon" and enter a catastrophic decline due to a declining birth rate, to either delight or despair. First, in the 1962 *Notes on the Demographics of the Continent of Dacanium*, which predicted that Ravenfield's population (96 million in 1962) would peak "before 1980", which didn't happen, as Ravenfield's population was 120 million and steadily growing. Then, the date was pushed back to 1990, then 2000, then 2015, and now Ravenfield's population is expected to grow until at least 2050, to 181 million.

- Despite both the Sons of Mahaar *and* the Sons of Enaar being elven (Khaldaarim) ultranationalist terrorist groups seeking to found an ethnostate in their respective operating regions, they are bitter rivals, and hate each other almost as much as they do humans. In fact, they sometimes give colossal bribes to their human enemies to take

out cells of their rival.

- In addition to the human and elven races, there are also mixed half-human, half-elven people. The most numerous are the Carannim (Caranese-Enaarim), the Svalbardians (Hyperboreans-Yaenmahaarim, now both extinct) and the Raacanim (Raakan-Enaarim or Mahaarim). There are also the Serrenim (Seijerian or Kallavian-Sarmahaarim), the Ellianos or Eliyanim (Rekovan or Belhari-Daelmahaarim), and about a dozen others with separate names.

- Despite their relatively small numbers, the Daelmahaarim, Sarmahaarim and Enaarim retain immense political and economic influence wherever they are present, in part because the usual cycle of attempting to suppress elven political power goes: elves have a lot of influence, land and money -> human leader passes laws to seize land to reduce elven influence -> elves buy up everything in sight -> human leader passes laws to seize elven property -> elves assassinate human leader -> elves regain influence, land and money, repeat *ad infinitum*.

- Some, more "clever" leaders thought up of ways to break above cycle of elven influence. Naturally, their methods all converged on genocide. The resulting anti-Khaldaarim pogroms were absolutely enormous of scale, and the methods brutal. During the attempt to remove the Daelmahaarim from Blauerwald in 1138, allegedly 50,000 people participated in the massacre. The poor were burned on the stake, the rich had their heads cut off and their bodies cannibalized, or have gold poured down their throats *while alive*, the soldiers skewered on a pike, and no man, woman or child was spared - anyone who looked vaguely elven, or hid elves in their homes, were a valid target.

  11,000 of the 14,000 Daelmahaarim in the duchy of Blauerwald were killed during the 1138 massacre, as well as tens of thousands of humans through "friendly fire". And after all that, the massacre failed at its task of removing elven influence from Blauerwald, because the remaining Daelmahaarim simply became more armed, and started an insurrection in western Elvon, Versen and Tonarium that lasted 40 years, and would lead to the founding of the Sons of Mahaar.

- On 9 September 1981, the Chancellor of Elvon, Franz von Drattin, officially and openly denounced the Sons of Mahaar for the first time. Soon after (actually immediately after!), the assassination attempts began. Almost 100 of them, in just two months. What did Franz von Drattin do in response?

  He fired all of his bodyguards on suspicion of them being agents of the Sons of Mahaar,

and replaced them with Enaarim, many of whom were *verified* agents of the Sons of Enaar! Surprisingly, this wasn't an insane choice, as the Sons of Enaar absolutely hated the Sons of Mahaar, but had no real conflict with the Elvonin, and the rate of assassination attempts by the Sons of Mahaar dropped almost to zero.

- The climate of Dacanium and Mahaar are loosely opposed to each other, undergoing significant fluctuations, especially in temperature but also in precipitation quantity and patterns. These fluctuations allow for two regular climatic periods to be discerned: a "cold" period, during which Dacanium has mild winters and cool summers, while Mahaar has very cold winters and hot summers; and a "warm" period, during which Dacanium has colder winters and warmer summers, and Mahaar has mild winters and cooler, but still warm summers. Usually, one climatic period lasts around 60 years before gradually transitioning to the other one.

  In rare circumstances, a third sort of climatic period, a "hot" period, can occur. During a "hot" climatic period, both Dacanium and Mahaar, despite being on the opposite sides of the planet Dahanno, experience mild winters and warm summers. This occurence happens roughly every 1,000 years, and can last twice as long as the regular periods.

  As of 2023, the world is in the rare "hot" climatic period, which started around 1980. Due to increased industrial activity, some predict that the current "hot" period will last much longer, perhaps as much as a few centuries. A permanent "hot" period is expected to be especially favorable for agricultural activity in Mahaar, the fastest-growing developed country in the world (2010-2020 growth rate: +2.37%/year).

- "It was an elf* who united the human Elvonin nation, and it was a Ravenfielder of Frosthaven origin who restored Elvon to superpower status." - *A brief history of the Elvonin Realm (Elvonin Reich)*, Charles Tanner, 1997

  * well, more like 1/4 elf

  What this means is that neither Heinrich von Karhiel nor Franz von Drattin were actually of native Elvonin (or Daelarian) ancestry. Heinrich von Karhiel's (paternal) grandfather was Volandel re Karhiel (Elvonin: *Wolfgang von Karhiel*, 1482-1754), the last pureblooded Daelmahaarim leader of Kael Karhiel, one of the 38 *kaale* to survive the Daelaric genocide in the 6th century, and previously the rulers of Haecan Marenden (now Mosenheim) during the late Augustian Empire.

  Franz von Drattin, on the other hand, was born in Evorburg the year after the city and all Elvonin territories east of Tataron, which stretched as far as Vasilya (Elvonin:

Wasiljaburg) were sold to Frosthaven, and moved with his family to Ravenfield in 1931. There, he would later become deeply involved with the Ravenfielder Socialist Rifleman's Association (Ravenfielder People's Army after 1955) under the pseudonym Francis Hatherley, and become one of its most important commanders. In 1957, Franz von Drattin arrived in Elvon under obscure circumstances (probably with Ravenfielder support), and the rest is history.

The von Drattin, or Dratinov (Taigaskayan: Дратинов, pre-18th century) family actually originates from Krasnadolina in central Frosthaven, and was first recorded in the mid-11th century as the lords of the hold of Ilar Drathan, then an important castle near Dzhuta. If the (rather unreliable) 13th-century *Codex Arengalensis* is to be believed, the Dratinovs (*dynastia Drathea* in the Codex) are directly descended from Dratova Kanozar (*Flavius Dratheus Calurius* in the Codex, 290-345 CE), which would make the Dratinovs of Ilgorian Dahannian origin.

- The unusual climate caused by the Ravenfielder Mountains leads to some *spectacular* rainfall (or in case of Elirnoe, snowfall) in the winter, which is kinda annoying to those who have to deal with it.

  As a note, western and southwestern Ravenfield have a Mediterranean climate because of the blocking effect of the mountains to the east, leading to very low rainfall (<100 mm) in the summer, and very *high* rainfall (~2,000 mm in New Delwen, Gwaleath and Elirnoe, and >3,000 mm in Nerinbury) in the winter. Which translates to about 20 meters (or almost 7 stories) worth of snow in Elirnoe, sometimes resulting in devastating effects when compounded with avalanches from higher up, as happened on 24 January 1971 when a blizzard high in the mountains caused a massive avalanche that almost completely buried Elirnoe, killing almost 3,000 people.



(picture 1: Elirnoe city street, December 2004)



(picture 2: Gwaleath city street on a typical day, also December 2004)

- If the Yaantheni (and especially Kaal Eyoris) distrust the Mahaarim and are fairly hostile

to everyone else, then the *New* Yaantheni (Kalindaren Islands, northern Pacifica) beat them in the xenophobia department - they barely even tolerate the Yaantheni and viciously attack (with some warning though) all other elves and humans.

And the Yaantheni of the Yenedarim Islands take it to the next level - in name of "purifying" the world of "impure" (mostly elven) blood, they brutally slaughter, and raze the cities of, every other race of people on contact - (New) Yaantheni, Mahaarim, Pacifican, Khay'yuk (Pelted Folk), and every other Dacanian, Astlander, Sarlander, Westrinian, Draconian, Eydanan, Australis and Eternan people, with no warning, and with a ferocity that exceeds even the Nordians, Old Elvonin and the warriors of Owihit.

The only thing keeping them in check is *literally* Yaantheni nuclear weapons (lended from Mahaar) periodically blowing up their cities, Spires of Light and fleets as soon as they significantly build up. And indications are that the Yenedarim have already reverse-engineered a dud nuke and reverse engineered it to develop their own.

- (copying from Commentors' Lore):

  Expanding on:

  > **Geyer II#5421:** All of the others civs follow one of these "templates" of nobility or are there some isolated cases?
  >
  > **Valixor:** Sorry for the late response. The states of Draconia (except Vattara, which has standard Caranese noble hierarchy) have an unusual system where noble ranks are determined not just by a clearly defined government hierarchy (baron -> count -> duke etc.), but by military power, religious power and wealth. For example, the Do'zhoyr rank for a duke-equivalent with a strong military is *raat'wun* (*raat'* - duke, *wun* - warrior), while a king-equivalent with strong religious influence and economy is *vorgu Tariin* (*vorgu* - king, *Tariin* - Tari, the Do'zhoyr god of labor, in the accusative case).

  The Draconian states (except Vattara, which has standard Caranese noble hierarchy) have six country, and leader ranks (equivalents baron -> count -> duke -> king -> emperor -> high emperor (provisional, not used yet)), and six types of leader (regular, warrior, priest, merchant, warrior-priest and merchant-priest).

  Note: Although none of the Draconian languages have a masculine-feminine(-neuter) grammatical distinction (usually it is animate-inanimate if that, non-Draconian Vattaran has three genders; masculine, feminine and neuter), the translations are based on the succession policy of the culture. The Mul'zhoyr have strictly agnatic (male-only/Salic)

succession, while the Teghi'tayman, Mah Schaakanu, Hurzumutunih, and Vattarans have male-preference succession.

Mul'zhoyr leaders

Rank	**Title (Leader/Country)**
Baron	taha, tahanar
Count	khu, khunar
Duke	raat', raat'nar
King	vorgu, vorgunar
Emperor	zhaynu, zhaynar
High Emperor	ya'zhaynu, yaakh zhaynar
Warrior leader: +wun	
Priest leader: +viya	
Merchant leader: +turu	
Warrior-priest: + Khalag'in	
Merchant-priest + Tari'in	

Example: *vorgu Tari'in*: merchant-priest king (or consul)

Teghi'tayman leaders

Rank	**Title (Leader/Country)**
Baron	huw, huwadun
Count	huw'ak, huw'akun
Duke	varta, vartadun
King	kharan, khardun
Emperor	yurak, yurdun
High Emperor	yurak Haymanah, yurdun Taymanah
Warrior leader: tug+	
Priest leader: nur+	

Merchant leader: kada+
Warrior-priest: + hu Kaa'lage
Merchant-priest + hu Terih

Example: *tugyurak Taymanah*: warrior emperor/empress of the Teghi'tayman (and of all Draconia)

Vattaran leaders

(Standard Caranese)

Rank	**Title (Leader/Country)**
Baron	yovan, yovar
Count	anvaran/ilarin, anvar/ilar
Duke	varan, var
King	qahan, qahanar
Emperor	qanna qahan, qanna qahanar
High Emperor	imperata Koheri, imperatar Koheri
(Vattara does not have additional affixes for leader types)	

(Vattaran Caranese)

Rank	**Title (Leader/Country)**
Baron	yutan, yutar
Count	naataran/yilarin, naatar/yilar
Duke	vaaran, vaar
King	qaa'tan, qaa'tanar
Emperor	qanne'tan, qanne qaa'tanar
High Emperor	imparaata/qanne'tan Kohyeri, imparataar/qaa'tanar Kohyeri
(Vattara does not have additional affixes for leader types)	

- During the first few centuries after Yaanthe Reyentan's landing, the Yaantheni settlers

drove over a dozen sentient species and races on the highly diverse Yaantheni Islands to extinction - including (according to the *History of Mahaar*), but not limited to, faeries, centaurs, catfolk (allegedly fled to Pacifica), purple wyverns, winged folk, and yes, a civilization of seafaring humans.

Despite efforts and even direct intervention by Yaanthe *himself* to prevent hostilities between the Yaantheni and the species they encountered, no less.

4. Achievement Bits

Placeholder

Achievement 1: Regnum Augustiae

5. The Lost Encyclopedia

Placeholder

6. Commentors' Lore

This is a collection of all lore that Valixor has written in the #⇦-wotec-general-⇨ channel on Discord, in response to various questions. Most of the text is shown here as it was, unchanged, except for maintaining continuity. Some lore items may be outdated by now, due to updates.

Update 23/02/2023: This document will eventually encompass all the lore ever written for the CD: Terra world, including the currently defunct WotEC wiki.

Update 15/09/2024: Where *very* recent dates are mentioned for the existence of certain things, assume the situation remains unchanged in 2024, as well as in the immediate future.

Mythical cities (28/05/2022)

. . .#0279: what's exactly a mythical city? how they got created?

Valixor: Mythical cities were built either on large sources of unique arcane powers, or were enchanted with such arcane powers (that's not an easy task), giving them special advantages over their common counterparts. For example, Ilar Zaari has a mysterious, still not well-studied ability to attract people to it, strengthening the magical power of those that come there.

For obvious reasons, most of the mythical cities are very old, some of them over 10,000 years old. Only Ilar Raaka is relatively new, at 3,000 years old, and only because it's situated in hostile terrain where the animals that don't kill you in some brutal way are easier to count than those that do.

It took many centuries for Ilar Raaka's people to finally tame the deadly wilderness... by literally burning a lot of rainforest.

The Achilles heel of Qar'aan (01/06/2022)

ArkLander69#1657: I have a question
Why did Qar'aan fall apart around 1000ce

Valixor: When consul Volyar Amarila conquered Qar'aan in 814 CE, he was granted the position of Qanna Qahan (lit. Great King), aka Emperor by the Senate, which would pass hereditarily to his heirs, and control of the entire territory of Qar'aan and Ilar Sanadan. The main condition was - in case there were no direct heirs to succeed the last Emperor, Qar'aan would revert to a republic, with the two consuls again in control of Qar'aan.

Unfortunately for this plan, Volyar Amarila's successors spent almost their entire rule gutting the Senate's power, until it was little more than a symbolic legislature. Once the last Emperor died in 960 CE, the sudden shock of the return to republic of a country that had its republican functions nearly eliminated caused chaos and territorial fracture, with nearly all the provinces declaring independence. It took until the 18th century to fully reunify Qar'aan.

The Caranese senators really put a lot of trust that the new emperors wouldn't turn on them. Unfortunately, the emperors *did* turn on them.

Actually holding your claimed territory is hard, y'all (01/06/2022)

. . .#0279: why in modern world scenario there are tribes

Valixor: Their territory is claimed by the surrounding states, but they can't easily control it because even the vast resource potential don't make the possibility of unknown, deadly diseases, hostile nature and unpredictable weather worthwhile. So the territory is simply left to the tribes to keep living the same way they have for thousands of years.

It's actually worse than the Raaka situation, at least Raakania is solidly under control despite its own hostile fauna and flora and its own technical challenges.

Extreme geographic stuff (01/06/2022)

. . .#0279: what are the most coldest areas in the world rn?

Valixor: The coldest by far is Yernsania (far to the north), the map doesn't show the entire island (it extends to 85°N). In the northernmost parts, the temperature easily reaches -80°C, and still only reaches -30°C in high summer. Then followed by Mahaar, whose temperature depends on how united the Khaldaarim (elves) are. As they're extremely divided and small in number outside of Mahaar right now, the land is very cold, with winter temperatures of -35°C.

. . .#0279: what's the most high mountain?

Valixor: Mount Tanlaparupa, just east of Chenhai, at 9,111 m tall. It is infamous for being one of the deadliest mountains, with its peak well above the death zone (>8,000 m), constant avalances, rock falls, and more. Only 300 have successfully climbed it so far.

Various assorted questions (01/06/2022)

(Note from Valixor: conversation edited for continuity)

ArkLander69#1657: Has draconia had any major events happen, like the creation of the draconian empire

Valixor: There are (unconfirmed) rumors that western Draconia suffered a catastrophe in the late 18th century, in the style of that which destroyed most of Yaanthenia in 293 CE, with nearly every town in western Draconia ravaged by massive blazes of fire. Some skeptical historians claim it was invented to explain the relative shortage of information coming from western Draconia, and they say it is most likely a simple matter of language barriers and lack of trade with the rest of the world.

. . .#0279: there are dragons in draconia?

Valixor: Duh, that's why it's called Draconia, they're still extant in mountainous regions of eastern Draconia where the human inhabitants haven't had a chance to extirpate them. But most of the dragons nowadays are on the island chain of Kouhara, where they have been wreaking havoc on Tharetaal for over 3,000 years.

. . .#0279: there were nuclear explosions somewhere in the world ?

Valixor: Elvon dropped 6 nuclear weapons on Frosthaven during the inconclusive Elvon-Frosthaven War between 1940 and 1944, to attempt to break the stalemate, which worked to some degree. One of them was dropped on the fortress city of Levigorsk, which destroyed the unbreakable wall (and most of the city center).

. . .#0279: what's the most sacred place in the world? there are religions? how are them?

Valixor: 1. Depends on *who* it is sacred to. To the Khaldaarim, that's H'Gan Mahaar by far, to the Maedarians *(ed Valixor 15/09/2024: Carannians)* (Caranese, Balanics, Karzanis, Qah'sanni, Rekovans, Karmetaqans, Dahannians, Raakans) it's Ilar Zaari, to the Tarcinines and Searwennians it's the Temple of Arventei, and to the others it's either a really tall mountain, some ancient temple complex, or just a random town they decided was culturally important.

2. There are four known major religion groups, each with a primary deity: Zanusian (Flamekeeper's Temple/Aethorian, Khayrite and Zaarite), Thorian (Nordian), Khaldaarim (Mahaarim and Enaarim), Kouhite (Dragon Temple and Kouharan) and then there's hundreds of other religions and cults.
I'll detail on all of those religions later.

. . .#0279: what was the most big empire that existed?

Valixor: That was the Augustian Empire, between 324 BCE and 516 CE, stretching over 10 million km^2 and home to 240 million people at its peak.

. . .#0279: is elvonin reich a reference to germany and frosthaven a reference to russia? why you put that?

Valixor: Yes, and they were made so for an almost but not quite real world - much of the cultural aspects are very similar to IRL cultures, you'd notice only slight differences even from a relatively close look. Until the first time you pick up a map (or listen to a political conversation) and realize that you don't recognize any of the places mentioned.

With regard to those references - Ravenfield is a mix of Great Britain and northeast USA, the Planum is based on the Great Plains, Versen/Corlide is France with a decent injection of German and English culture, Zapadia (Tataron, Cherony and Drozava) is all West Slavic, Augustia is Rome (obviously), Rekov, Aymora, Belhar and Dennori are based on Italy, mixed with a cursed combination of East African and South American native cultures, Kansaria and Azuria is much like Spain, Qar'aan and Balan have elements of various Perso-Arabic states, the colonies of Azagir and Qerhdara are inspired by ancient Phoenician colonization, it goes on...

Continent stuff (02-06/06/2022)

. . .#0279: there is a "south america" and "north america"?

Valixor: Wait, do you mean the closest WotEC equivalents to those continents?

. . .#0279: yes!

Valixor: There's no equivalent to North America, but there very much is one to South America - it's the western and northern portion of the Southern Lands, featuring the states of Xapaloto (Aztec), Chargolis (Maya) and to the west, the states of the Tawuteli Hannaq (Inca).

ArkLander69#1657: I thought westrinia would be based on north America, especially in the modern world scenario with the United states of westrinia

Valixor: The US of Westrinia is based on the US to a slight degree, in that it's a federal state with "United States" in its name. Otherwise there's no relation, and I should probably make an actual lore page on the United States of Westrinia someday... *(ed Valixor 15/09/2024: I never did...)*

. . .#0279: what about antarctica, it exists?

Valixor: That's Eterna, once home to its own advanced civilization, but now largely a wasteland, sometimes even colder than northern Yernsania, except for a small stretch of temperate and boreal land home to a small republic first inhabited by stranded Caranese merchants, and now an important stopping point for transoceanic journeys through the Southern Passage.

ArkLander69#1657: What would be an equivalent to Africa in this world, specifically Egypt

Valixor: There's not really a region that is based on any particular African region, in a geographic sense that'd be the Southern Lands (though half of it is based more closely on South America), and pretty much every region in a stretch from Kansaria to Morvania, including Azagir and Qerhdara have at least some African influences in them.

As for WotEC's equivalent of Egypt... In the "cradle of civilization" sense, that's Qar'aan, though it's based more on Persia and Arabia, and in a "great wonder" sense that's Morvanvar,

complete with its ripoff of the Lighthouse of Alexandria and the Great Pyramids, though it's set in a savanna not a desert.

. . .#0279: is draconia based on south america and westrinia in north america?

Valixor: Draconia is a wholly other thing and not based on any real continent, it's the western part of the Southern Lands that's based on South America.

Age of Colonization and other stuff (02-06/06/2022)

. . .#0279: when the era of colonization began... which countries colonized which? if you can specify as if they were in the real world (example: united kingdom colonizes africa)

Valixor: In the WotEC world, the "Age of Colonization" was mostly limited to Dacanian powers using immense naval strength to force less powerful Eastern and Southern Lands states to give up lucrative ports, which was far safer (needed less military forces as long as the neighboring country was relatively friendly, or submissive enough) and actually more profitable than forcing the locals into forced labor to make rubber or something. The only real colonies were in Kolhatanw (the Chimca Colony) by Ravenfield, the Bauthol colony by Elvon (off-map to the south), and the puppet Daprati Government, also by Ravenfield. The Chimca colony was particularly infamous for its brutal handling of the natives, killing around half of the 12 million people that lived there.

. . .#0279: there are currently unclaimed lands or conflicts? (modern scenario)

Valixor: Nope, every inch of land is claimed in 2021, even if the control is in name only (and not shown in the scenario map), and there are currently no major conflicts in the game map's area, though there are some smaller, mostly inter-ethnic conflicts in the Eastern Lands.

. . .#0279: hmmm, there was a "cold war"?

Valixor: Yes, actually since the beginning of the 20th century and continuing into the beginning of the Second Great War in 2002, with a few large-scale wars in between, with Elvon and its allies as one faction and (Frosthaven or the Planum, one of the two) and its allies as the other faction.

. . .#0279: there was "napoleonic wars"?
or something like that.

Valixor: No, the revolutionary ideals that were spread in the French Revolution and Napoleonic Wars IRL coincided with a period of general instability in Dacanium, allowing them to spread fast through popular revolts that erupted Dacanium-wide, to a more or less successful result. *(ed Valixor 15/09/2024: Heinrich von Karhiel's conquests do resemble the Napoleonic wars in their scale and pace of expansion though)*

The origin of the Caranetian names for "city" (12/06/2022)

ArkLander69#1657: I've noticed many named cities across the world has ilar in it. Is there a reason behind this? I'm thinking it may have to do with khaldaarim, but it could be an entirely other reason.

Valixor: No, that's a term in Caranese, Rekovan, Dahannian, Karmetaqan, Karzani, Raakan, Vattaran, and a lot other related Caranetian languages for city, or more generally settlement (the equivalent in Balanic is *ner* and in Qah'sanni and Tharen is *lar*).

Khaldaarim cities are *h'gan* (Mahaarim), hecana (Sarmahaarim), haecan (Daelmahaarim) and haecen (Enaarim and Daelenaarim).

The Caranetian languages spread very, very far, west to Vattara and east to Raaka, giving thousands of settlements their names, even where they are now no longer the dominant language (as in Dacanium where Dahannian was almost driven extinct after the end of the Augustian Empire).

ArkLander69#1657: Oh ok, yeah I've seen many cities with the same intro word. Though is there an English translation to them(since it is used to represent a settlement I'm guessing it's town or something.) Also thank you for this mod. It has pretty interesting history and fun to play

Valixor: The definition of *ilar*, *ner* and *lar* is the same, it is "city", "town", or the specific "a settlement consisting of a concentration of buildings with a marketplace in the center". The former two are used in translation, the latter one is what someone from a Caranetian culture would call an *ilar*, *ner* or *lar*.

So those words describe anything from a village with a market center, to the largest megalopolis with an all-encompassing variety of commercial facilities that have every good imaginable.

And when used before another noun, it means [noun] city (or town), so Ilar Nehalet (Belemi dialect of Dahannian) means Valley City, as it was originally built in a steep, highly defensible valley. It also applies to proper nouns, e.g. Ilar Paeraven (Caranese) means City of Paerava, who was an ancient noble lord in the Caranese Republic in the 4th century.

The Eternals (19/06/2022)

ArkLander69#1657: There is a nation called "The Eternals" that appear in Zuan from the Sack of Tonarium scenario to disappearing in the gunpowder Era scenario. I have some questions about them.

1. Who were they
2. What did they do
3. Why did they dissappear

4. What did the people of Zuan think of them
5. What did others outside of Zuan think of them

Valixor: 1. They were a relatively large cult following the so-called Dark Pantheon (Valixor's note: now Forbidden Pantheon), a set of gods (including its highest one, Xwaahir) expelled from the Sky (or cultural equivalents of heaven thereof) for trying to subvert and destroy it from the inside.

2. The Eternals' main goal was to summon these forbidden gods for a yet-unknown purpose, for which they raided towns and sacrificed tens of thousands in enormous temples, to a dubiously successful result. Though, given how long they lasted in the face of overwhelming Jin and Chen military forces, maybe their sacrifices were effective to some extent.

3. They were obliterated by the Empire of the Great Chen in 1454 during its rise to power for the above reason. It took an army of 250,000 led by Wu Yinlong, the Chen Empire's best general and one of the greatest generals ever, plus 2,000 cannons, plus hundreds of volunteer Mahaarim mages, to finally crush them.

4. Not too positively, given the Eternals slaughtered entire towns and even whole armies sent to destroy them.

5. It was pretty much obscure outside the Zuan lands, though rumors (often exaggerated for dramatic reasons) spread basically everywhere in the known world of a mysterious cult in the Zuan hills that wiped entire towns away and left without a trace.

The climate! (11/08/2022)

ArkLander69#1657: I have some more weather inclined questions as I am interested is some meteorology.

1. What is the most tornadic place in the world? The best place I could think of is Shay'yan, as it could work if the mountains far north don't block off the cool air.
2. What region receives the most rainfall?
3. What were some major historical events the were affected by the weather?
4. What areas are prone to hurricanes/cyclones?
5. What is a type of weather that happens on Wotec that doesn't in the real world?
6. Finally, what is the largest storm/hurricane to occur?

Valixor: 1. Your guess isn't far off, the "Tornado Alley" of the WotEC universe is in northeastern Qar'aan, northern Shay'yan and southern Q'os Karzan.

2. The top 3 are southwestern Ravenfield, Emiron, and the rainiest of them all is Yevenia, all very rainy because of orographic lift, and Yevenia especially so because of warm currents and its 15-30°N tropical latitude. Surprisingly, 10,000 mm of average yearly rainfall in hilly parts of Yevenia doesn't affect travel through it much, partly because of the living bridges (a real thing!) that such weather allows.

3. The already inevitable collapse of the Augustian Empire was accelerated by aftershocks of the Eternal Winter which brought severe cold and snowfall as far south as Rekov and Dennori.

4. Tropical cyclones are most frequent in Haelsania, southern Caranetia, Yevenia and Raakania, all near large warm currents and relatively open seas.

5. The aftershocks of the Eternal Winter, formally known as frostwaves, and arcane winds, that tend to form when either humans or elves are nearly extinct to restore balance.

6. Cyclone Kalyana, with a speed of 330 km/h, that made landfall on Tharetaal in 1993... just after the Tharen Civil War ended.

Last time the arcane winds blew was in 611 CE, saving Ilar Tonaran (now Tonarium) from certain destruction by the Eracones (an Elvonin tribe).

New Tarcine (11/08/2022)

ArkLander69#1657: Something weird I've noticed is that fealhan turns into new tarcine after the Whitehaven empire declines, who were the people before they were replaced by the tarcinians and why did new tarcine get founded.

Valixor: Before the Tarcinines invaded western Dacanium in the 7th century CE, it was inhabited by Malletan Dahannians, to whom roughly half of New Tarcine's population today can trace a significant degree of ancestry.

Then in the early-15th century, Ravenfield began a new period of conquest, conquering both Versen and most of today's New Tarcine, leading to spread of Ravenfielder culture and common usage of the Ravenfielder language across much of northwest Dacanium, including Versen, Tonarium, and of course New Tarcine. Even after the end of the Whitehaven Empire, its legacy still greatly influenced the region even to this day.

And New Tarcine was founded for a simple reason: because most of New Tarcine's states had been unified.

More assorted questions (13/08/2022)

(Note from Valixor: conversation edited for continuity)

ArkLander69#1657: I've noticed thaarenia and qah'sanni/ralijite have the same "lar" name system for cities, is it long lost brother situation, or caranetian language family coincidently using the same city name.

Valixor: Tharen and Qah'sanni are part of the same Caranese-Qah'sanni language family, so they're distantly related, but them having the same word for "city" is coincidental - Tharen is a divergent member of the Haelsanian language group, which also includes Balanic and Insular

Eliran, while Qah'sanni is... part of Qah'sanni language group, and Ralijite isn't even related, it's a Taigaskayan (think: IRL Balto-Slavic) language.

P.S. Thanari (south of Augustia and north of Ennithera) and Azagiri (eastern Southern Lands) are also Haelsanian languages.

ArkLander69#1657: What language does the people of arengal use? It is kinda the strangest place of dacania as it sits in between karmetaqa and nerthenia, and with frosthaven to the north.

Valixor: Southern Arengal speaks Arengali, part of the Neicaranese languages (Caranese-Qah'sanni family), the west speaks Emerghari (also Neicaranese), and the east speaks Western Altarian (South Taigaskayan, think IRL Serbo-Croatian), which confusingly calls its own language Arengali.

ArkLander69#1657: Does kansaria and azuria have lots of rekovan influence, even though they a considered dahannian.

Valixor: To say that Kansaria and Azuria were "influenced" by Rekov is an understatement, the Kansari Dahannian language that existed in both regions went extinct in the 9th century, and its population fully assimilated into the Rekovan and Callistian (latter being Augustian people fleeing the (aftershock of the) Eternal Winter in the north) population. Yeah, that's how the Dahannians fell from the most powerful culture in Dacanium to near irrelevance in 200 years - by a thousand cuts of bad luck and a climate catastrophe to help out.

ArkLander69#1657: In the 1791 scenario, the empire of great zuan vassalized much of mahaar. I'm guessing a much more unified zuan got their revenge of over a hundred years fighting between the mountain passes with each other.

Valixor: The consolidation and increased unity of the Empire of the Great Zuan certainly helped to subjugate Mahaar, but the Chen, also strong and united, tried that in the 16th century... and failed, because the Mahaarim pulled off some crazy weather magic that made life for the Chen army a hell. The real secret to the success of the Zuan offensive was how divided the Mahaarim were in the mid-18th century, and even then the Zuan Empire only held Mahaar for just over 50 years before being kicked out by a major revolt.

ArkLander69#1657: And finally, what group of people do the Terra australian's belong to?

Valixor: There were no large ancient populations in Terra Australis (as far as anyone can tell), unsurprisingly due to the mind-boggling hostility of everything in that continent that even surpasses Raaka, but currently Terra Australis is populated by Daran, Asaka and Raakan people, overwhelmingly in the coasts where some sense of normality exists.

Kingdom of Heaven, the Circle of Eternity and Thelratia (14/09/2022)

ArkLander69#1657: While playing right now, I've noticed a few more strange civs, Kingdom of Heaven, The gateway, Order of Dushun, Order of Ailaak, and Order of Gyhosa. Are all of them in the same situation as The Eternals, or they're a separate cult, or just a normal civilization.

Valixor: The Gateway and the three Orders are unrelated to the Eternals, they are a different kind of cult that has been as devastating to Chenhai and Xanadu in general as the Eternals were to the Zuan lands.

The Kingdom of Heaven is just a regular landed temple that thrived during the chaos of the Turban Rebellions.

ArkLander69#1657: Also who are the Thelratia Guard?

Valixor: Thelratia Guard is the common name for the Duchy of the Thelratian Pass, and it's named Thelratia Guard for its formidable walls, built over thousands of years and stopping countless invasions from both the west and east.

Neo-Augustian Empire (10/10/2022)

ArkLander69#1657: The neo-augustian empire is a very interesting nation. Why and how was it formed? Who are the varangii guards? What was its height(territorial or strength)? When and why did it fall? And how much did the mahaar play a part in its fall(sack of tonarium and the likes)?

Valixor: The Neo-Augustian Empire was the conclusion of a gradual process of re-centralization in the former province of Augustia during the 7th century CE, culminating in massive military campaigns in Thanar and Karmetaqa.

The Varangii Guards are elite Nordian soldiers (think: the IRL Varangian Guard) that made up the core of the Neo-Augustian military, the same ones who founded the Varangian kingdoms in Frosthaven.

At its peak in 880 CE, the Neo-Augustian Empire controlled Augustia, Thanar, Karmetaqa, and parts of Belemia, Tonarium, Versenia and Ennithera, and an army of over 400,000, as large as every other army in Dacanium combined.

The final collapse of the Neo-Augustian Empire happened in 1039 CE after many decades of decline, the loss of Malyoria and a coup that led to the formation of the Kingdom of Corlide.

The Sack of Tonarium and subsequent Daelmahaarim control split the already weakened empire in two, and the eastern portion (including the capital Augustia), with virtually no legions in the area, disintegrated into independent states as the government lost all authority there.

The fate of Kouharan dragons (05/11/2022)

ArkLander69#1657: As playing as kouhara, it made me have a few questions about it's lore. What are the dragon armies. What was the toreaanet kouhite. Are the people of kouhara related to those of the people from draconia. And are the dragons related to those in those in draconia. Does any country from Terra Australis descend from kouhara. And how far does their influence reach?

Valixor: The Kouharan military extensively used dragons to raid places as far as Qar'aan, Qerhdara and the Zuan lands, and conquer much of Tharetaal, until the 3rd (753-766 CE), 6th (1452-1470) and 7th (1553-1558) Toreaanet Wars with Tharetaal decimated its irreplaceable dragon population, reducing it from 2,000 in the 7th century to less than 100 by 1600 CE. One Kouharan dragon has the combat capability equivalent to over 200 soldiers, and were practically unbeatable until long-range ballistae capable of lethally injuring a dragon were developed in the 8th century.

Toreaanet Kouhite is Kouharan for Dragon Homeland (*toreaanet* - homeland, *kouhit* - dragon), aka Draconia. The territory controlled by Toreaanet Kouhite in the earliest scenarios (Dawn of Civilization and Age of Legends) represents the Great Migration after the defeat of ancient Kouhara by the kingdom of Do'zhoyr in the legendary past.

The people of Kouhara are related to the inhabitants of Draconia, with the region of Tayghe'ran (southern Draconia) inhabited by direct descendants of the remaining Kouharans who remained in Draconia after the Great Migration. The same applies to the Kouharan dragons, which are descended from the dragons that fled Draconia in the Great Migration.

None of the countries of Terra Australis originate from Kouhara, all countries in Terra Australis are inhabited by people of Dara, Raaka, and more recently Asakahima.

Today, Kouhara is only a minor player in politics, and more of a (very popular) tourist destination where people come to see the few living dragons that remain, which have miraculously defied extinction by the birth of the first new dragons in over 1,000 years.

Dovenan's chance of surviving Ravenfield (11/11/2022)

. . .#0279: Can dovenan survive against ravenfield?

Valixor: In modern times, no, but it would be a costly victory for Ravenfield given Dovenan's dense forests and quite hilly terrain.

The last time Dovenan was a real competitor against Ravenfield was 600 years ago.

The rest of the world, and Pacifica (12/11/2022)

(context: Valixor posted a satellite map of the rest of the CD: Terra world.)

ArkLander69#1657: Wow! Insane on how much there is outside of the playable area
What is that landmass east of gawantia?

Valixor: That landmass is Pacifica, named because the seas east of Gawantia are quite calm, and also because they are eerily devoid of ships coming from the west, aside from the occasional Haldanian deep-ocean ship. Until the 18th century, there were more rumors and legends of great journeys to an "eastern continent" than there was evidence for its existence, and little of this mysterious land is known even now.

Elvonin Empire nukes (12/11/2022)

. . .#0279: who had nuclear bombs first?

Valixor: The Second Elvonin Empire, which tested its first nuclear weapon in late 1942... and then dropped several of them onto Frosthaven in 1944 to attempt to break the stalemate that ensued during the Frosthaven War.

The mystery of Eterna and Heaven's Nation (15/11/2022)

. . .#0279: there are similar states in other continents @Valixor (CD/WotEC) what about that and tell me more about the eterna glacier and heaven's nation

Valixor: The Eterna Glacier covers the whole continent of Eterna, burying whatever evidence of great civilizations existed under kilometers of ice, and until recently Eterna was believed to be completely unsettled except for the northern coast.

Heaven's Nation is the provisional term for a baffling, mysterious and illogical region that seems to contain an entire planet's land within its relatively small area, that in turn has a planet of land in itself, and so on... but satellite imagery show none of this anomalous expansion or any trace of the mythical civilizations, only an unremarkable rainforest.

Lost colonies (15/11/2022)

. . .#0279: there are similar states in other continents @Valixor (CD/WotEC) what about that...

Valixor: Between the 18th and early 20th century, Kolhatanw was the Chimca Colony, controlled by the Kingdom of Ravenfield. Similarly, the Kaciral Republic was a Tonarian colony, and the Kingdom of Bauthol (native name *Bayalo Uttola*) was officially independent, but the Elvonin Empire held all of its major trade ports until the First Great War.

There are also rumors of a lost Frosthaven colony in southern Eydana, a nation formed by the descendants of a Nordian expedition (Jensen's Fleet) in Draconia, and the kingdom of the last true Yaantheni in an "eastern continent" (presumably Pacifica).

The existence of any of the three rumored colonies is under question, with most historians considering a "New Frosthaven" so far away to be completely impossible, genetic studies on Yanai'hya Island residents revealing only a small contribution from the Nordians, and the absence of characteristic Yaantheni vessels suggesting that that the true Yaantheni are long extinct.

But even these refutations of legendary events by historians are themselves being seriously challenged with new evidence that support not only the past, but present existence of these "lost colonies".

Elvonin migrations to Dachain (19/11/2022)

ArkLander69#1657: How did the elvonin migration into dachain play out? What were the pre-ravenfield "ravenfield" clans. And when did Hraefenfeld turn into ravenfield?

Valixor: The Elvonin migration into Dachain began almost immediately after the Augustian Empire abandoned Provincia Dachanis in 468 CE, and lasted over 300 years. Over this period, the proto-Ravenfielder kingdoms (collectively *Dacanna riċe*) partially replaced the Tarcinine people in the east, but had relatively little influence in the more mountainous west and southwest, where the native kingdoms successfully resisted the migration.

Before the Elvonin migrations, the Ravenfielder Islands were inhabited by numerous Tarcinine kingdoms, of which Helewyn, Lenerdow and Gwalith were the most powerful, as well as the Daelaric kingdoms of Krenadar and Mareann, and a slowly declining number of Daelmahaarim elves on the coast of Lake Elirnoe.

Hræfnfeld came to mean "the entire region of Ravenfield" roughly around the time that the Old Ravenfielder name *Hræfnfeld* evolved into Ravenfield (both mean the same thing), that is, around 1100 CE.

What is a *kaal*, and what is an elf, and what does killing them do? (04/12/2022)

Sheikh Saul al Gutmani#4454: What is a "Kaal" govmnt

Valixor: "Kaal" is a type of government only available to Khaldaarim (elven) states. Higher max taxation than most other governments and lower goods & and investments, as well as reduced research cost and a combat bonus, but higher administration and military upkeep.

Sheikh Saul al Gutmani#4454: Elves exist?

Valixor: Yup, even after 10,000 years of attempts by various human countries to get rid of them. There are two major groups of Khaldaarim, the Mahaarim (Mahaarim, Daelmahaarim, Sarmahaarim, and the now-extinct Yaenmahaarim and Yaantheni), and Enaarim (the Enaarim and Daelenaarim).

And the most infamous attempt to annihilate the Daelmahaarim (in western continental Dacanium) in the 6th century by the migrating Elvonin tribes was so cruel that it caused an Arcane Wind to form, which practically stopped the Elvonin in their tracks.

Sheikh Saul al Gutmani#4454: Oh ye
90 m kills i read

Valixor: 90 million is the combined death toll of the Elvonin genocide of Dahannians (humans inhabiting continental Dacanium descended from the ancient Caranese), and the Daelmahaarim. The total Daelmahaarim death toll is estimated at 14 million.

Sheikh Saul al Gutmani#4454: Dayyum
Those guys really took "Kill on sight" to heart

Valixor: And it actually started in the mid 5th century, when the rapidly worsening climate and the threat of the Ralijite Khaganate forces forced the Elvonin tribes to migrate west... straight into the territory of the Augustian Empire.

Sheikh Saul al Gutmani#4454: So like the turks but on a blood frenzy
Like the remaining turkish tribes in central asia mostly ran away from the threat of the mongols

Valixor: At first, the Elvonin migrations weren't explicitly genocidal, even though they still raided and looted every settlement in sight, but sometime in the 6th century, who-knows-what unholy curse caused the Elvonin to all flip into "kill them all!" mode, and the rest is history.

Minor states and major football wins (18/12/2022)

King Of The Sky#4351: What era did achedon rised? And when did it fall?

Valixor: Achedon was a small Rekovan state in southeastern Rekov, founded in the 2nd millennium BCE, and conquered during the Augustian invasions of Rekov in 375-306 BCE. There isn't much interesting history about it beyond that.

. . .#0279: who won the 2022 world cup in WotEC?

Valixor: The 2022 International Football Cup (WotEC's equivalent of the FIFA World Cup) was won by Frosthaven with a score of 4-3 against Kansaria, its fourth win and the first since 1990.

The Balanic Empire (15/01/2023)

(Note from Valixor: conversation edited for continuity)

Edos#5430: When did the Balanic empire form?

Valixor: The Balanic Empire was officially founded in 372 BCE, but Ner Balan had dominated large parts of Seijeren, Tharetaal and several of the countries across the Caranese Sea for about 100 years before.

Edos#5430: What was it's greatest extent and when?

Valixor: The Balanic Empire reached its maximum extent in 41 BCE, when northern Qar'aan was incorporated into the province of Caranna. At that point, the Balanic Empire controlled all of Haelsania, all of Yevenia, most of Qar'aan, southern Zavaria, Shay'yan, and the western Zuan coast.

Edos#5430: Relations with the Augustian empire?

Valixor: Highly tense, as by the time frequent contact began between the two empires in the 2nd century BCE, the Augustian Empire was already powerful enough to rival the Balanic Empire, and would soon surpass it.

Edos#5430: When did it collapse and how?

Valixor: The Balanic Empire collapsed between c. 7 BCE and 16 CE in a chain of events, starting with massive Sarmahaarim and Enaarim rebellions that forced the redeployment of a third of the army, causing a death spiral of more and more revolts across the far-reaching Empire.

Edos#5430: Notable wars which it was involved in?

Valixor: The most notable Balanic war was the Third Enaaren War (118-109 BCE), an attempt to conquer the rest of Enaarim-held Tharetaal that became one of the most infamous military disasters in history, nearly leading to the loss of the whole province.

Assorted questions part 3 (19/01/2023)

Edos#5430: What event marks the beginning of 1 AD and does wotec have a calendar different from the Gregorian calendar?

Valixor: The event that marks the beginning of the Common Era is the Battle of the Eyathil River, on 23 April of 1 CE, in which the Balanic Empire's army was decisively defeated by the rebels of the Caranese Republic, thus symbolically marking the end of centuries of Balanic dominance and the beginning of a new era.

The standard calendar of the WotEC world is identical to the Gregorian calendar, although the equivalent of the Julian calendar is also used, mainly in a religious context.

Edos#5430: Do the elves use a different calendar since this event doesn't seem to have much significance to them because of distance from the Balanic Empire.

Valixor: The Khaldaarim (the elves) used to have different calendars - the Enaarim and Sarmahaarim used a lunar 348-day calendar, and the Mahaarim and Daelmahaarim used a solar 365-day calendar. The lunar calendar was out of use by the 10th century CE, while the Mahaarim solar calendar remained in use until Mahaar's unification and subsequent westernization and industrialization in the mid-19th century.

ArkLander69#1657: What is difference about the tarcinines and the searwennians, and the real-life equivalent of the searwennians

Valixor: Although modern genetics cannot determine a clear difference between the Tarcinine and Searwennian people, legend says that the Tarcinines and Searwennians came from two groups of people who lived in Westrinia after the collapse of the Snow Kingdom and fought an ethnic conflict against each other, leading to the division between the two cultures.

The Searwennians are based on the Welsh people, just like the Tarcinines are based on the Irish.

Edwin 🗿 #4014: What does Envar Ilgori mean? And what happened to the ilgori, do they still exist today or did they disappear?

Valixor: Envar Ilgori literally means "Ilgori Union" (*envar* - union), or more precisely "Ilgori Confederation".

The Ilgorians were slowly assimilated beginning in the 10th century, by the dominant influence of Arengali and Taigaskayan cultures, in a process that would last for almost 900 years, ending with the annexation of the last two Ilgorian states (Tanenvar and Veralatha) in 1803. The country of Emiron was technically founded by the Ilgorian republic of Durkhanet in the late 16th century, but its culture has been influenced so much that it is no longer considered a "true" Ilgorian state, even by mainstream historians.

Edwin 🗿 #4014: so tohinar is a cross between ilgori and arengali?

Valixor: Pretty much.

Assorted questions part 4 (08-10/02/2023)

Geyer II#5421: What are the nobility titles (King, Duke, Earl..) and fiefdom types (Kingdom, Duchy, Earldom...) used by the Caranese, Mahaarim, Zhonguo, Augustiae and everybody Else?

Valixor: I'll do it for each culture, with the title of the person holding each nobility title in parentheses: The Caranese noble ranks are *anvar* (*anvaran*), equivalent to a rural county, *ilar* (*ilarin*) for an urban county (city), *var* (*varan*) for a duchy or province, *qahanar* (*qahan*) for a kingdom, and *qanna qahanar* (*qanna qahan*) for a large, powerful kingdom (an empire). The Mahaarim noble ranks are *kaal*, plural *kaale* (*kaalira*), loosely equivalent to county or duchy, *hawer*, pl. *hawri* (*hawrena*) for a federation of *kaale*, and *vaaleha*, pl. *vaalehe* (*vaaltha*) for a kingdom. The *modern* Augustian noble ranks are identical to standard "Western" ones, except more Latin, and the Zuan noble ranks are identical to historical Chinese ones.

Geyer II#5421: Mahaarim doesnt have a title for a emperor or some more specific titles?

Valixor: It does have a roughly equivalent rank - *kayvaaleha* or *kayen vaaleha* (literally "great kingdom"), ruled by a *kayvaaltha* ("great king"). Only the ancient realm of Yaanthenia before

the Silence of Light in the late 14th century BCE, and the modern state of *Kayen Mahaar* (Great Mahaar) before the Mahaarim Worker's Revolution of 1951, had the *kayvaaleha* rank.

Geyer II#5421: All of the others civs follow one of these "templates" of nobility or are there some isolated cases?

Valixor: Sorry for the late response. The states of Draconia (except Vattara, which has standard Caranese noble hierarchy) have an unusual system where noble ranks are determined not just by a clearly defined government hierarchy (baron -> count -> duke etc.), but by military power, religious power and wealth. For example, the Do'zhoyr rank for a duke-equivalent with a strong military is *raat'wun* (*raat'* - duke, *wun* - warrior), while a king-equivalent with strong religious influence and economy is *vorgu Tariin* (*vorgu* - king, *Tariin* - Tari, the Do'zhoyr god of labor, in the accusative case).

ArkLander69#1657: Were the augustians at one point related to the caranese/dahannians, or are the augustians considered their own people?

Valixor: The states that would eventually form the Augustian Republic, and the Augustian Empire, were settled and founded by Daelaric Dahannians around 1600 BCE. Indeed, the *city* of Augustia wasn't even called Augustia until 437 BCE, before then it was *Ilar Hannora*, or *Hannorum*, after the legendary Daelaric king Hannor (c. 13th century BCE).

Geyer II#5421: What are the Dushuwaakh, Vrekalwit and the Doomsrealm?

Valixor: The Dushuwaakh and Vrekalwit were hordes of undead Yernsanis who succumbed to the bitterly cold weather of the land, with their souls taken by the mortal lords of the Forbidden Pantheon to, one day, summon one of the lesser forms of Xwaahir. In addition, they were commanded to constantly attack the civilized regions of Yernsania during the winter. The Doomsrealm is not actually a "country", but the name for the former region of Yernsania after the fall of Ilar Yernsan in the early 5th century, and it consisted of the remaining undead of the Dushuwaakh and Vrekalwit before their bodily functions deteriorated too much.

sevensiul#6380: What are the Daelarians and the Mahaarim supposed to be exactly?

Valixor: The Daelarians are Dahannian people who were mostly present in Elvon, Versen and southeastern Ravenfield, until they and their civilization were nearly driven to extinction by the migrating Elvonin tribes (with a touch of forbidden gods laying curses of genocide upon said tribes) in the 6th and 7th century CE. Afterward, they continued to live in Westrinia and the island of Gahnar, being slowly assimilated in Westrinia by a much larger Tarcinine population, and culturally replaced in Gahnar by Ravenfielder influence.

The Mahaarim are the largest extant group of Khaldaarim (elves), mostly present in Mahaar (in the northeastern Eastern Lands). Traditionally, they originated from the second group of people fleeing the ever worsening climate that beset the Old Realm (Mahaarim *Kaal Aranta*, Daelmahaarim *Kael Alaende*, Enaarim *Cala Alathya*), around 7000 BCE. Between 4500 and 1300 BCE, the Mahaarim states were dominated by the Yaantheni Realm, until after the Silence of Light and Mahaarim Rebellion broke Yaantheni control of Mahaar. After that, the

Mahaarim states were divided into dozens of warring *kaale*, and the region wouldn't be fully united until 1845.

Assorted questions part 5 (10-12/02/2023)

sevensiul#6380: Also, does Walstria have any background or is it just there for centuries?

Valixor: The duchy of Walstria was the remnant state of the Charlotian Empire, and ruled by the same dynasty that had ruled the Charlotian Empire. It was one of the permanent High Duchies of the "Empire" of Dacanium (like the IRL Holy Roman Empire), and one of the most stubborn opponents of the Kingdom of Elvon. That is, until Elvon got together an actual force, and rolled Walstria in like... 6 weeks (bit more on the unification of Elvon here: https://discord.com/channels/861300483779592212/861549079417847818/1064674222573629541)

sevensiul#6380: Had the Walstrians hypothetically managed to unify Dacanium instead of Elvon, what would it be called? Still Elvon?

Valixor: I'm interpreting this question to say - if the Charlotian Empire, or its succesor duchy Walstria had managed to unify the region of Elvon, would the region/country still be called Elvon?

And the answer is: probably. In fact they'd move the capital to Elvon anyway, given how strategically and culturally important the city is.

ArkLander69#1657: I would like to know more about these "living bridges" in Yevenia and how they evolved to be

Valixor: The living bridges of Yevenia are based on the *actually existing* root bridges of Meghalaya in India, and both are only possible because the regions get so much rainfall. Read more about the IRL equivalents here: https://en.wikipedia.org/wiki/Living_root_bridge

ArkLander69#1657: Wow I never knew they were an actual thing, looks interesting

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Fall of the Elvonin Empire (17/02/2023)

Edwin 🗿#4014: How did the elvonin empire fall? A revolution or some war? And how was fascism created in this world?

Valixor: Sorry for the *very* late response. The Elvonin Empire fell in 1959 to a coup by the far-right Radical Front, led by Helmuth Drachlen (1908-1965, r. 1959-1965), which overthrew the Elvonin Empire's last Emperor, Heinrich III von Karhiel (b. 1931, r. 1953-1959). The new government would, in 3 years, start the First Great War (the in-game scenario is out of date with lore), which would result in the loss of Versen, western Tataron, and even southeastern Elvon was torn into two independent states. And one of the people involved in the 1959 coup

was 30-year old Franz von Drattin, who would himself take power 16 years later, in 1975, and is often considered responsible for the Second Great War.

Fascism, as an ideology in the CD: Terra world, was invented in 1911 by an Augustian, Amadeo de Mosella (1886-1940), in response to both the apparent failures of Dacanium's monarchies during the Great Dacanian War, and the rise of communism in Frosthaven and elsewhere, and evolved to... pretty much the same thing as IRL fascism.

Edwin 🗿 #4014: So the "Dacanian Powder keg" scenario was the first world war but now it isn't anymore because the lore changed?

Valixor: No, the Dacanian Powder Keg scenario is just before the Great Dacanian War, which *isn't* the First Great War.

The Great Dacanian War and First Great War are two different things, the Great Dacanian War encompassed "merely" all of Dacanium, while the First Great War was more global.

Edwin 🗿 #4014: What happened in the great Dacanian war? Who fought in it and why? and is it closely related to the events of the "Dacanian Powder Keg" scenario?

I always confuse the before and after of the English XD, the great Dacanian war is seen in that scenario. What caused the great Dacanian war?

Valixor: The Great Dacanian War (1904-1909) was caused by the rapid expansion of the Elvonin Empire's economic and military capacity through the late 19th century, upsetting the balance of power that was, ironically, created *by* the rise of the Elvonin Empire, and had existed for the last 100 years.

The two main sides of the Great Dacanian War were the Elvonin Empire, its vassal Wallokia, and its minor allies Augustia and Sinahara, and the Tonarium Entente, consisting of Ravenfield, the Great Planum, New Tarcine and the Frosthaven Empire. The western Entente's forces were slowly ground down in brutal trench warfare by Elvonin air and artillery supremacy, while the already unstable Frosthaven Empire collapsed late in 1907, leading to the Bolsheviks under Vladimir Lenin seizing power in Taigaskaya, and the Elvonin Empire (temporarily) taking much of western Frosthaven.

The Treaty of Blauerwald, signed on 3 May 1910, ceded parts of northern Tonarium, including some of (the city) Tonarium's suburbs, Frosthaven-controlled Tataron, and the city of Evorburg, to the Elvonin Empire. Evorburg was eventually returned to Frosthaven in 1928, and most of Tonarium's ceded regions, except Hannertown, were returned in 1946.

(yes, *those* Bolsheviks and *that* Lenin, IRL historical figures find their way into the CD: Terra world sometimes)

Edwin 🗿 #4014: Epic, fantasy lenin

It has its resemblance to the first world war. Hannertown is something like alsace-lorraine?

Valixor: Sort of, but with more elves (Daelmahaarim specifically).

Edwin 🗿#4014: alsace-lorraine with elves, lol. Thank you for sharing your infinite wisdom with me, great valixdor

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Can’t believe I haven’t explained how CD magic works till now (17/02/2023)

Geyer🌜#5421: How does magic works in this world? 🧐

Valixor: All magic spells in the Codex Dacanium universe work by channeling arcane energy from either the air (weak, generated by the continuing divine influence on the universe), natural arcane hotspots (very powerful, formed during the mythical War of the Pantheon, once harnessed by Spires of Light), or very rarely, from occasional releases of "dark" arcane energy not blocked by the Underwall (powerful, but very dangerous). Magic spells are usually used by applying them onto an item (similar, but not the same as, enchanting an item), using a thaumatograph to "record" the action, another object, or external effect used to activate the spell, though they can sometimes be used directly, using thoughts or a literal finger snap to activate it.

There are three magic casting types - passive magic, active magic, and continuous magic.

Passive magic is the simplest, most intuitive, but least powerful of the casting types - it only needs to be casted once and runs until turned off, or until arcane energy runs out. Passive magic works by constantly draining arcane energy from the surrounding area, and as long as the energy is replenished faster than it is consumed, it can run indefinitely. A magical deflector that stops bullets is an example of passive magic.

Active magic is more complex, and most powerful per spell casted, but can only perform one (set of) action at a time. Active magic works by concentrating arcane energy, and needs to be focused while it charges. If not enough energy is accumulated, the spell fails, sometimes spectacularly. An icy fireball spell is an example of active magic.

And continuous magic is by far the hardest, most demanding, yet most powerful and versatile one of all. Continuous magic works by continuously (duh) concentrating arcane energy while the spell is being casted, requiring a very powerful arcane energy source for all but the simplest continuous spells. The Spires of Light (rip), and the liftbolts that kept Yaanthenia's space stations in space (elves were ancient astronauts), are (or were) both examples of continuous magic.

Assorted questions part 6 (25/02-15/03/2023)

Edwin 🗿#4014: I don't understand something. Is Tonarium a reference to France but its culture is more like the American Great Plains?

Valixor: Tonarium is what you get when you (geographically) mix central France with a bit of Colorado and Arizona, and everyone speaks a Texan accent when they're not speaking either

elven (looking at you, Kael Raneyen) or German (the Nehale has a significant Elvonin minority, basically an exaggeration of the case with the Midwest US, which has a lot of people who have German ancestry).

With that in consideration, New Tarcine is a hotter Cascadia with more Irish people, Azuria is basically California (including Baja California), and Ravenfield is the Northeast states with more English weather (and culture, in northern Ravenfield). All that mixed up with more European history than one should mix for their sanity.

ArkLander69#1657: In Cd: Terra, what would be the "universal" language, like how irl English is the universal language

Valixor: There's no real "universal language", even with increased globalization in the modern day. In most of Dacanium, Elvonin (aka German) is the *lingua franca* (despite the country having discredited itself by exporting major war after major war continent-wide), except in Maedaria where it's Rekovan Callistian (aka Italian with some Persian influence).

Across all of Aranalla (the Golden Peninsula, Haelsania, Zavaria and Caranetia), Karzania, Casania, the western Zuan coast and Raakania, Caranese is the common language, in Mahaar and Yaanthenia it's Mahaarim (duh), and the Zuan language (aka Chinese) is the common language in the Zuan lands and Great Brahma.

Edwin 🗿 #4014: How powerful is the United States of Westrinia compared to the USA?

Valixor: The United States of Westrinia is a mere regional power, on par with the main powers in Dacanium and the Eastern Lands, i.e. not exactly as powerful as the IRL United States.

ArkLander69#1657: Just like Rome had, how many countries claimed to be the successor of the Augustian empire?

Valixor: Firstly there were the rump states of the Alpine Kingdom, Islanea, Meridia and Regnum Morvanum in the immediate aftermath of the collapse of the Augustian Empire, then there was Veunoria, the Neo-Augustian Empire and the Charlotian Empire, and finally the "Empire" of Dacanium (like the IRL "Holy" "Roman" "Empire"), of which Augustia *was* a part of, which claimed to be the legitimate successor to the Augustian Empire as late as the *18th century*, 1,200 years after the fall of the Augustian Empire!

Assorted questions part 7 (15/03-24/9/2023)

(by god, it's been a *long* time)

Edwin 🗿 (centralamericannapoleonenjoyer): Has the state of maedaria genocidalized elves?

And if so, did they destroy the elven plague in dacanium?

Valixor (mortheus_valixor)**:** The Maedarian State in the 2086 scenario?

Edwin 🗿: Yes

Valixor: No, not for lack of trying though. Instead, the elves (specifically Daelmahaarim) would end up controlling most of the megacorps that scoured the Maedarian State's dominions, and they used that influence to gain powerful government positions and eventually undermine the State's institutions, and bring on the downfall of the Maedarian State around the year 2100 by inciting a civil war in the Rekovan State and wars of independence elsewhere. Well, those same megacorps *did* also contribute to launching the first FTL colony ship in 2093, securing the future of humanity and elvendom, so there's that.

Edwin 🗿: I understand that elves are always portrayed as master manipulators and political experts, but damn XD

Valixor: Well, CD: Terra elves are *not* hippy little isolated environmentalists who all live in trees, like they're too often depicted as in many fantasy settings.

Edwin 🗿: Well, at least this is better than some sadomasochistic sex addicts who spend their time destroying entire planets, torturing and raping entire populations, etc.

Nikola (.___nikola___.): Who was the first historian in cd terra?

Valixor (after a long delay)**:** Arguably, the first historian who left at least surviving fragments of any works was Yaanthe Reyentan, the legendary founder of Yaanthenia, who documented the decline of his homeland, Old Khaldaar, in the 34-volume work *The Last Song of Khaldaar*, which survives in full to this day thanks to Mahaarim efforts to preserve it. However, as Yaanthe Reyentan *is* a semi-legendary figure, that claim is disputed by the Mundane Branch of modern historians.

Evelgent (evelgent): I just realized that Silence of the Light is basically what would happen if the Carrington Event occurred in modern era

Valixor: It's far worse. A Carrington event, even in the modern world, wouldn't cause massive thermonuclear-scale explosions with so much magic potential that they sink an entire continent and cause a decade-long nuclear (or volcanic) winter that chokes the whole world in dust and starves a third of the world's population to death.

Evelgent (evelgent): Goddamn. Right..forgot about that fact

CrazyItalianGuy (crazyitalianguy000): I love how you put modern disputes for past events even if they 100% have happened, it makes the lore more realistic.

About that anti-Reyetan historians tho, do they do it for understandable reasons or for some nationalistic or conspiracy bullshit?

Valixor: As translated Mahaarim texts became available in large numbers to Dacanium in the mid-19th century, two branches of Mahaarim historiography developed - the Mundane Branch, which critically (even obsessively) scrutinized every part of Mahaarim and Yaantheni history, seeking to fit it into the accepted world history, and the Radical (or Revisionist) Branch, which did the opposite, seeking to revise the then-accepted history of the world to include the semi-legendary events that happened before the first human civilizations were founded.

Today, the Mundane Branch is a small minority, and archeological and new historical evidence has generally supported the Radical Branch's findings.

In short, the Mundane Branch disputed (and still does, to some extent) the actual existence of Yaanthe Reyenthan because the idea that Khaldaar's history was far older than believed was not yet widely accepted in the 19th century.

Nikola: Was there ever a pangea-like continent and what was it called?

Valixor: Modern tectonic research suggests at least 9 supercontinents existed in Dahanno's 4.5 billion year (according to those silly scientists) history, the latest one is called Velathia (after the Mahaarim demigod Velath), and existed between 300 and 80 million years ago, when it suddenly broke up into four continents.

Nikola: And are there people in modern day cd: terra who believe the earth is flat?

Valixor: There are two kinds of people in Dahanno: those who believe that Dahanno is round, and those who want it to be flat for whatever reason.

JOE (jajanny76), 12/02/2023: Why did Versen change its name to corliden

Valixor, 8 months later**:** Oh, here's your answer to that question... 6 months late (what is wrong with me).

The name *Versen* comes from the Versenae, an Old Elvonin tribe that settled in the region late in the 6th century CE, after the Daelaric and Daelmahaarim people were driven out there. It is the name used for the region (and country) in both West (incl. Ravenfielder) and East (incl. Elvonin and Nordian) Elvonin language groups, as well as East Taigaskayan.

Korlida, *Corlide* and its other variations, on the other hand, come from the Daelaric kingdom of Korlida and the city of the same name (Daelaric Dahannian: *Eylar Korlida*, usually written *Ilar Korlida* in modern research), that existed before Old Elvonin settlement. This name is used in all Callistian (IRL Romance), Tarcinine (IRL Ins. Celtic), Caranetian (except Karmetaqan), and West and South Taigaskayan (IRL West and South Slavic) languages.

TL;DR - it depends on which culture is dominant in the region at the time

ГИТЛЕРЮГА (hitlerjugend): Okay. But "Frosthaven" is somehow in English (Ravenfielders). Maybe Frosthaven will have a Russian (taigaskayans) name?

Valixor: The Taigaskayan name for the region of Frosthaven is, well, Фростхавен (*Frosthaven*), which comes from Old Nordian (Old Norse) *Frosthǫfn*. Before that, the region was called **Slaveniskŭ* in Archaic Taigaskayan (1000 BCE-600 CE), Yernsania in various Caranetian languages, and Nevonia in Common Dacanian.

Tol (tol0320)**:** What country is supposed to represent United States?

Valixor: There's no real equivalent to the United States in CD: Terra. There *is* the United States of Westrinia, whose only resemblance to the USA is having "United States" in its name. Also see my older post [link], for which regions of Dacanium resemble certain regions of the

US in a geographical (and *way* more loosely cultural) sense. *(ed Valixor 15/09/2024: there is now a United States of Dacanium in CD: Terra Beta 1.0)*

Tol: Also which country is representing france , spain , Portugal?

Valixor: Corlide is the CD: Terra equivalent of France... unfortunately its territory happens to overlap *exactly* with Versen (the less landlocked and slightly less mountainous analog of Switzerland), and the Corlidians haven't done a great job of resisting Elvonin expansion... so while they were dominant in much of Versen during the Dark and Middle Ages, they're now limited to parts of southwest Versen and northern New Tarcine by 2023.

Azuria and eastern Kansaria are the rough equivalents of Spain (and Mexico), while western Kansaria is based on Portugal, at least culturally.

kakagos☭ (kakagos#2095): Where is Iran in this map?

Valixor: The entirety of Caranetia, Zavaria, Haelsania, Yevenia and Morvania (basically everywhere from Morvanvar to Shay'yan) is representative of the (Perso-Arabic) Middle East, though Qar'aan is definitely the one region most culturally similar to Persia/Iran (aside from the language, but that was also partially inspired by Persian).

TheHigherUp2 (thelowerdown)**:** Ravenfield is the CD: Terra equivalent of the UK (or more specifically England) and the northeast US, while Asakahima is the (pretty obvious) Japan analog.

Sternkrieg and Sunrise Maedaria (10/10-12/10/2023)

Dg5 (. . .#0279): What is the "Sternkrieg" project?

Valixor: Projekt Sternkrieg is the CD: Terra equivalent of Reagan's Star Wars (SDI) program, but more advanced and slightly more effective.

(this is the SDI that I'm referring to: https://en.wikipedia.org/wiki/Strategic_Defense_Initiative)

The idea for a nuclear defense system to protect Elvon from potential nuclear strikes was first considered in 1958, shortly before the overthrow of the Elvonin Empire. The original idea, back when ICBMs were still in their infancy and thermonuclear weapons were not yet common, was to use high-caliber, high-velocity anti-air weapons to shoot down nuclear bombs, and preferrably the planes that were carrying said nukes, before they reached the destination.

After the end of the Great War, Elvon was forbidden from doing any further research into nuclear weapons (even defensive technology related to it), so planning for what would become the *Sternkrieg* project was done in utmost secrecy, without even the Chancellor knowing, while innovations in ballistic missile technology, thermonuclear weaponry and the introduction of lasers made the original defense plan untenable.

From 1968 to 1976, the officially-named Special Research Group for Advanced Scientific Technology (Elvonin: *Sonderforschungsgruppe für fortgeschrittener wissenschaftlichter*

Technologien, SoFWiT) researched various solutions for the goals set out for the *Sternkrieg* project, eventually deciding on a combination of a huge megawatt laser array throughout Elvon, EMP grids and hypersonic anti-air missiles. Assembly and construction of the laser platforms began in spring 1980, disguised as research facilities, and the project itself was revealed in 1993 after Frosthaven, the main opponent of *Sternkrieg*-like projects in Elvon, disintegrated into warlord states in the Frosthaven Fallover. The last laser platforms were finished in 1997, in total 1,638 platforms with 6,552 lasers and a peak power of 9.8 GW were constructed.

Dg5 (. . .#0279): What is "Sunrise maedaria" scenario?, like, how did rekov get to that point, and why there are many wasteland provinces?

Edwin 🗿: If I'm not wrong, the wastelands are because of chemical warfare.

Valixor: And they'll still be cleaning up all those chemical weapons a thousand years later, when the now-interstellar civilized world falls into yet another major crisis on the scale of what happened after the Third Great War.

BTW, after 2086 things get way, way worse in the canon timeline. After the Maedarian Realm collapses in the last years of the 21st century due to it running out of the slave labor that powers its cruel megaprojects, the warlords that take over in the anarchy of western Dacanium begin using chemical, biological *and* nuclear weapons against each other, ensuring that western Dacanium will not be home to another human, elf or other sapient being (or really, any complex life) for thousands of years onward. Only a few years after *that*, anarchy takes over the whole world, and so does the WMD craze, bringing the wonderful desolation of western Dacanium to every other place on Dahanno, and killing 99% of the remaining population in just ten years.

If it wasn't for an all-encompassing effort that evacuated hundreds of millions of people to other solar systems, there wouldn't be a Codex Dacanium: Cosmos to announce and then never develop.

The fun doesn't end there: by 2094 there's also a horrific plague killing almost everyone in the Eastern Lands and *nobody* knows how to stop it, the Mahaarim decide that they've found the perfect time to execute **V E L Y A T H A** (the Day of Vengeance) against literally all of Dahanno, the Yernsani have reawakened the spawn of Xwaahir that killed the Yernsani 1,700 years ago, and Draconia is once again a top vacation spot for Kouharan dragons.

Valixor: And finally... how did Rekov end up controlling western Dacanium?

Well, because the Rekovans promised to bring stability and security to a Dacanium torn apart by the Third Great War. Of course, they also brought totalitarian rule and oppression with them, and later planned to bring an Orwellian, 1984-style superintelligent surveillance system named simply "The Eyes" to every dominion under their control.

The Maedarian conquests started in 2054, when the Maedarian Resurrection Front marched its armies into Aymora, and conquered it in about 1.5 years, announcing the formation of the

Maedarian State on 13 March 2056. Then, the Maedarian State conquered Azuria in 2057, Kansaria in 2059, Belhar and Dennori in 2062, Belemia and Malleta in 2064, Thanar in 2065, Tonarium in 2067, Versen (Korlida) in 2070, Daelaria in 2071, and finally, after much resistance, western Elvon in 2075. After the conquest of Elvon, the Maedarian State began building the Great Barrier, a border wall so absurdly fortified it made the Maginot Line look like a picket fence, in order to protect from poorly-armed Elvonin raiding groups, sacrificing about 4 million forced laborers by 2088 to finish the Great Barrier.

The Great Barrier was not pretty to look at. At all.



(picture 1: unfinished secondary wall of the Great Barrier near the ruins of Thalberg, 2078)



(picture 2: defensive platforms in the buffer zone of the Great Barrier, 2086)

Oh yeah, here's the main part of the Great Barrier itself. One MILLION infantry, tens of thousands of artillery and the most advanced laser and plasma defense systems, were permanently deployed at the Barrier, just to stop a handful of ragtag raiders from attacking the long-depleted mines nearby.



(picture: main wall of the Great Barrier on the southern end looking towards Daelar Lake, 2083)

Edwin 🗿: Based

Edwin 🗿: So what happened? Did Mahaar dominate what was left of the planet? Did the Yernsani make the world end? Did humanity survive in exile on another planet?

Fucking elves, I hope Xwaahir extinct them

Valixor: When they heard that **V E L Y A T H A** was being seriously considered as an option, the less unhinged Mahaarim ordered the construction of a bunch of colony starships, just like the rest of Dahanno did, to escape their mentally insane counterparts. In fact, in just 2 years (2092-2094) they built enough starships for 100 million people - enough to bring all the other elves along for a ride into the final frontier, and finally settled on Veleth Valderel (quite a bit further than Ahladar) in 2120. About as many humans managed to successfully flee Dahanno, and follow in the path of the *Nevanus* (the Maedarian State's first colony ship) to Ahladar.

Those that remained on Dahanno, of course, didn't fare well. New Yaanthen enjoyed all of a decade of world domination before its own people went crazy and killed each other, and the reawakened undead Yernsani army wiped out what little was left in Dacanium and the Eastern Lands, with nothing to stop them and extreme winters making them stronger than ever before.

Endnotes