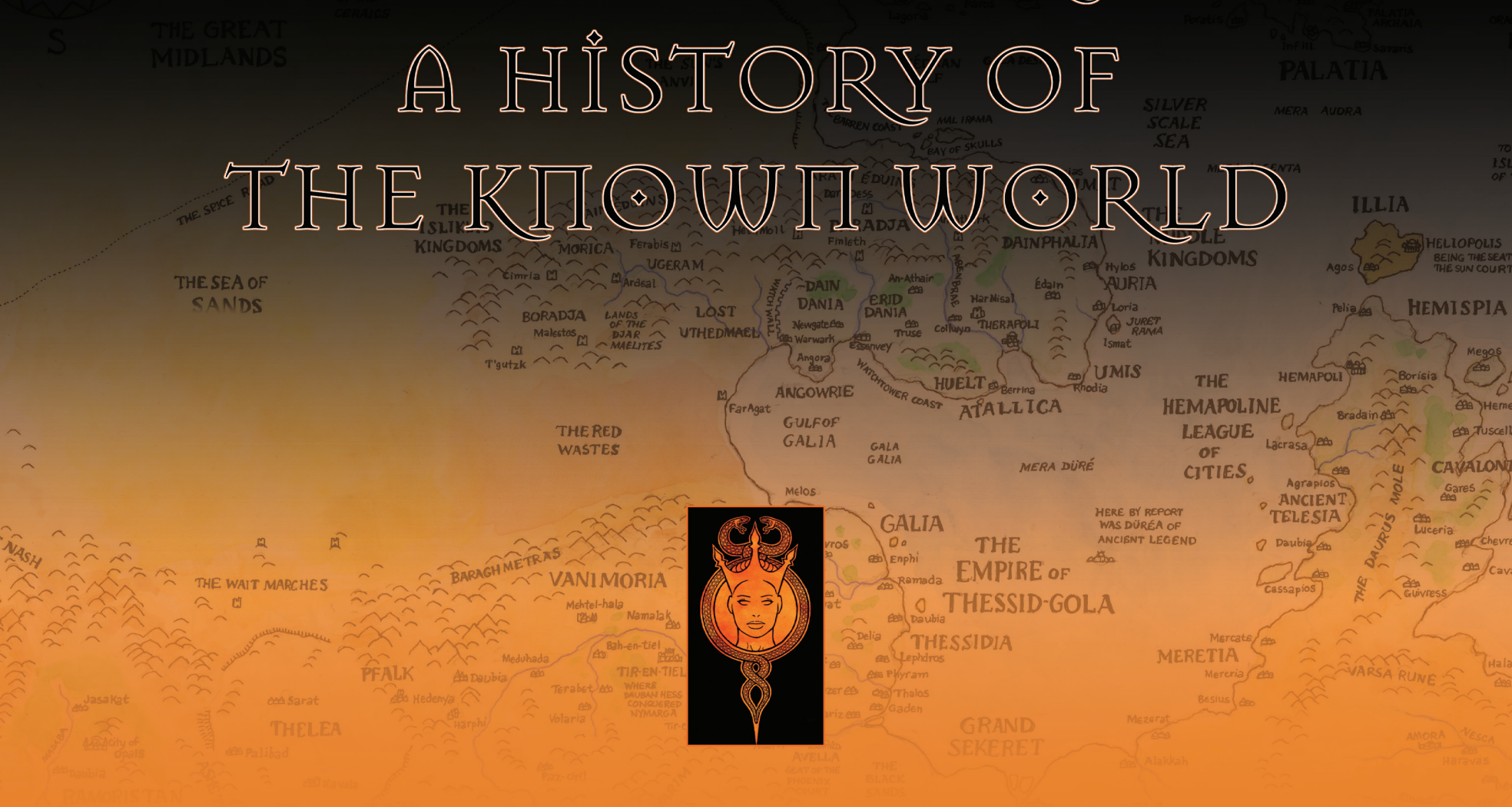


A TIMELINE FOR A HISTORY OF THE KNOWN WORLD



AN INTRODUCTION: THE AGES OF THE KNOWN WORLD

The Scholar-Magicians of the Golan Great Schools were the first to outline the Ages of the History of the Known World; in their studies and lectures they were the first to describe the period following Geniché's withdrawal from the world and the establishment of Ürüne Düré as "The Golden Age of Man," and they proceeded to draw historical distinctions with the world of the Golden Age and the time that followed Islik's ascension to the Heavens. Those Scholar-Magicians began speaking of the three Ages of Man, and believed that they (writing circa the year i900) were living in what they called the third or Bronze Age, and they successfully predicted a great change in the Known World that would usher in the fourth Age of Man, which turned out to be the current Age of Iron and Fire.

THE CREATION PERIOD

The first Age of the Known World is not really spoken of as an Age, and certainly not as an Age of Man, as the great moving forces of the World were not men, but gods. Yhera, the Queen of Heaven, first made the Skies, the Waters of the Deep, and the Earth, and gave birth to the first of the immortal gods. How long ago this happened is a matter of debate; for what marked the difference between the Creation Period and the first Age of Man was the absence of Time. The Sun, Helios, did not rise or fall by a schedule, nor did He yet wane in the Winter; but rather, He came and went from the Skies as was his wont. This was Paradise, when the World lived in bounty and joy, only occasionally marred by the shadows of darker things to come, and the notion of days or years would have had little meaning. Some say the Creation Period lasted for a period of time equivalent to a thousand years; others say that Men lived in the Gardens of Geniché and Geteema for a thousand *generations*. Either claim is purely speculation.

Based upon the writings of the *Corpus Divinica Düréa* and the Khaelite *Oracallum*, a framework for describing the Creation Period was devised by the Oracle Queens of Khael for use in explaining their prophecies. They divided the events of the Creation Period into 22 Acts, keyed to the 22 pages of Yhera's Sacred Book: 21 pages that she wrote and numbered, and then the 22nd page that was left blank and unnumbered and only later filled in. The Creation Period ends after Yhera has completed her Work and is well satisfied, when someone from the Race of Men commits a Crime against the World, and causes

Geniché to depart and pronounce the First Law of Death, that all that are born of her Earth must follow her into the Underworld. With the First Law, a part of the World became fixed, and Time was born.

THE GOLDEN AGE

Most scholars of history say that even with the coming of the Golden Age the telling of years and dates is a haphazard thing at best; for while Time had been born, she was still a young goddess. The Düréans were the first to see a value in marking the passage of Time, and began with their Calendar to mark the passage of 13 Lunar Cycles, and called that a Year, and made History possible. The Scholar-Magicians of the Court of Hashuwaht, called the First King of Men, also saw in the Cosmos another pattern, that of the shifting of the Stars, and so they too created a Celestial Calendar that marked the Passage of Time. The Düréan and Celestial Calendars were similar, but the Düréan seemed to have the advantage of more predictability, for the goddesses of the Moon seemed to share their rule of her with equal partnership, while the Stars in the Sky were still being born and made, and they did not always follow the Celestial Path. The Constellations of the Heavens were not fixed until the end of the Golden Age, and indeed that marks one of the changes in the World that announced a new Age.

The other great changes in the World that ended the Golden Age and ushered in the Age of Legend were the destruction of Ürüne Düré, where civilization had been born; the death of Geteema and the end of her Garden; and the end of the Celestial Court in Samarappa. These were the last vestiges of the Creation Period still a part of the Known World.

THE AGE OF LEGEND

Sometimes called the Silver Age, the Age of Legend marks the transition of a World still being formed to a World ruled no longer by the gods but solely by men. It begins with the journeys of Islik and the Kings in Exile during the War in Heaven, and this transitional period results in the finalization of the Year as we know it. Agdah Helios had been bound in his daily schedule, and rose and fell with regularity during the Golden Age, and the Moon had shifted through Her many faces in a predictable cycle, but the deaths of Agdah Cosmopeiia and Illiki Helios, their sojourn into the Underworld, and their restoration into the Heavens by the intervention of Yhera, mark the transition to the seasonal year. And just as his fathers did, Islik, the Sun King after his ascension into the Heavens, now grew strong in the summer, and weaker

in the winter, when he had to perform once again his Journey into the Underworld and his Victory over Death. Islik remade the Heavens to create his Palace, and Yhera decreed that the Constellations of the Celestial Path would be finally bound to their schedule, so the telling of Time finally became its most reliable during the Age of Legend, when the Lunar, Celestial, and Seasonal Years all came together.

The Scholar-Magicians of the Golan Great Schools first referred to the second Age of Man as the Silver Age, and the one that followed it the Bronze Age, as they believed that the Ages of the Known World reflected a loss of divine power and presence in the World, a growing distance between the Earth and the Heavens, and a decrease in the strength and longevity of Men as the divine blood in their veins grew thinner.

The Silver Age became more popularly known as the Age of Legends, as the figures that moved across the Earth during that Age – such as the Spring Queens of An-Athair, the Black Arrow Queens of Palatia, Nymarga the Tyrant, and Dauban Hess, the Golden Emperor of the World – still had the mark of the divine upon them, and seemed to belong to or come from an earlier Age than the one they lived in. Dauban Hess sailed into the East to find the Isles of the Dawn and greet his legendary father, Islik the Divine King, with the Empire he had forged on Earth in his name, and when he did not return the Golden Empire fell into squabbles and then finally into blackest magic, when Successor Kings sought unnatural long life and became the Worm Kings. The death of the Oracle Queen of Khael and the Catastrophe that swallowed the capital of the Golden Empire mark the end of the Age of Legends, and the beginning of a new time for Men.

THE BRONZE AGE

The Scholar-Magicians of the Golan Great Schools characterized the third Age of Men as one without the direct intervention of the gods; it begins with Hathalla holding her Veil over the Sun, so that even the Heavens seemed to draw further away from the Earth in shame at what the greed and avarice of Men could produce. And the Heroes and Heroines of the Bronze Age, though they often came from divine lineages, nevertheless had a distinct air of the mundane about them, as they used tools and not divine power to shape the world. The line of the Dragon Kings ended in war with the Worm Kings, the Black Arrow Queens passed into history, and those that were left turned to building and making with hands and sweat and furrowed brow. The ships and metalwork of Palatia, the invention of alchemical fireworks by Akine Mog, the world of trade and finance; the work of Men for an Age of

Men. Or at least that's how the Scholar-Magicians of the Great Schools described it. They predicted a fourth Age, though they were unsure whether it would be marked by a return of the gods, as some hoped, or a further march away from them; and the rise of Akkalion, the Emperor of Thessid-Gola, seemed to signal that change of Ages was about to happen.

THE AGE OF IRON AND FIRE

And indeed almost all agree that the fourth Age of Men begins with Akkalion's Gray Dream; the Emperor of Thessid-Gola had been on the verge of recreating the Golden Empire of Dauban Hess, when he fell into a dream from which he has not, after over four hundred years, awakened. And Akkalion's sleeping body has been the mark of this Age, the specter hanging over it, an Age in which rather than stepping forward into an Age of Men entirely without gods, or backward into another Age of Legend, the World "stepped sideways," as the Lord Mott of Palatia put it once. Strange things are afoot: heralds of the Islikidae, dark memories of Islik's time on earth, are moving in the halls of power of the Empire with hidden aims; the Lokhite barbarian hordes have appeared from out of the Unknown World to cast a long and horned shadow over the north; the Usurper and the Lord Mott of Palatia have ruled that city for almost a century, blending the Old Religion of Yhera with the state-of-the-art arms, armor, and ships of the Arsenal and minds of keen scholarship; and everywhere hidden Cults of forbidden things and desires are spreading, and they all seem to be whispering: something is coming, something strange and wonderful and never seen before, and *the Emperor knows what it is*.

A NOTE ON ACCURACY

Given the complexities and indeed sometimes the contradictions of historical records, any attempt at a complete and accurate Timeline of History is bound to have errors in chronology, narration, and description. Any such errors are purely that of the compiler of this Timeline, and will be corrected as soon as new data comes to light or arguments over dates are settled.

READING ENTRIES IN THE TIMELINE

THE DATE

The first date in an entry gives the year of the event described in the entry, at least as commonly agreed to by the culture in which that event occurred. Different cultures of the Known World use different calendars dated to different start years, and the letter that precedes the year of an entry is used to distinguish which calendar is being used by that culture:

d indicates a year of the Düréan Calendar, the oldest in the Known World and based on the Lunar year of 13 Moons. Used only rarely in the modern World, but still of academic value as a benchmark measurement for the passage of Time.

C indicates a year of the Celestial Calendar, the second oldest in the Known World, and based on the Celestial Year of the 12 Constellations of the Path of Heaven. Also used only rarely in the modern World, but still the primary Calendar of Golan Great-School Scholars.

p indicates a year of the Palatian Calendar, which is essentially the Düréan Calendar. But the Palatians measure the start of their Calendar from the building of the Seven Gates of the city of Palatia Archaia, a well-known event of the Golden Age, and so some argue that it is the most accurately founded of the ancient Calendars.

i indicates a year of the Illian Calendar, instituted in Islik's Court after his ascension, and apparently based on an esoteric version of the Celestial Year adapted to reflect the Ten Victories of Islik on Earth. The primary Calendar for Divine King lands, whether of the Sun Court or Phoenix Court, and therefore the most widespread Calendar of the current Known World.

THE TEXT

Each event during a year receives a full sentence of description. If an event is part of something ongoing - for example, a war or a political trend - then that sentence will begin with the name of the continuing event and a colon. The first entry for a dated year determines the Calendar used; the entries that follow may come from different cultures with different Calendars but for space considerations only one date will be shown, except for:

(THE DÜRÉAN YEAR OF THE ENTRY)

If the Düréan Calendar is not the one used as the initial date of an entry, it will be included in parenthesis at the end of the entry as a point of reference.

i1372 Hurias of Truse, the last great scholar on the life and death of Githwaine, writes "On The Last Worm." The Assassin Cycles: Duke Pelemachus is assassinated; Meleas becomes Duke and ruler of Palatia. Gray Dream Cultists are uncovered in Pythariz by the Inquisition of the Phoenix Court (d2516).

THE CULTS OF THE GRAY DREAM

Secret cults claiming to know the truth about the Emperor's Dream have spread throughout the Known World, particularly in the last century, offering to reveal the Mysteries of the Gray Dream to the worthy (and in some cases, unworthy alike).

p1541 The Assassin Cycles: Hamellus of the House of Devarra becomes Captain-General of the Palatian Legions (d2517).

COLOR-BOXED TEXTS

Every now and then there will be a box of colored text; this is a general entry that will describe a historical trend or phase that isn't necessarily tied to one date, or will provide background information for the events of a period.

MAP KEY

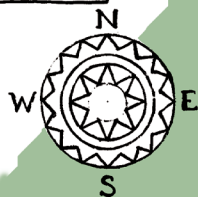
The Gardens of
Geniché,
Goddess
of the Earth

The Gardens of
Geteema,
Goddess of
the Dark Earth

Possible
Locations of
The World
Mountain*

THE KNOWN WORLD
DURING THE CREATION
PERIOD

Scale in miles
0 100 200 300 400 500 600



GENICHÉ'S
GARDEN

Dess Ürüne

Mount Baras

Mount Pfiör

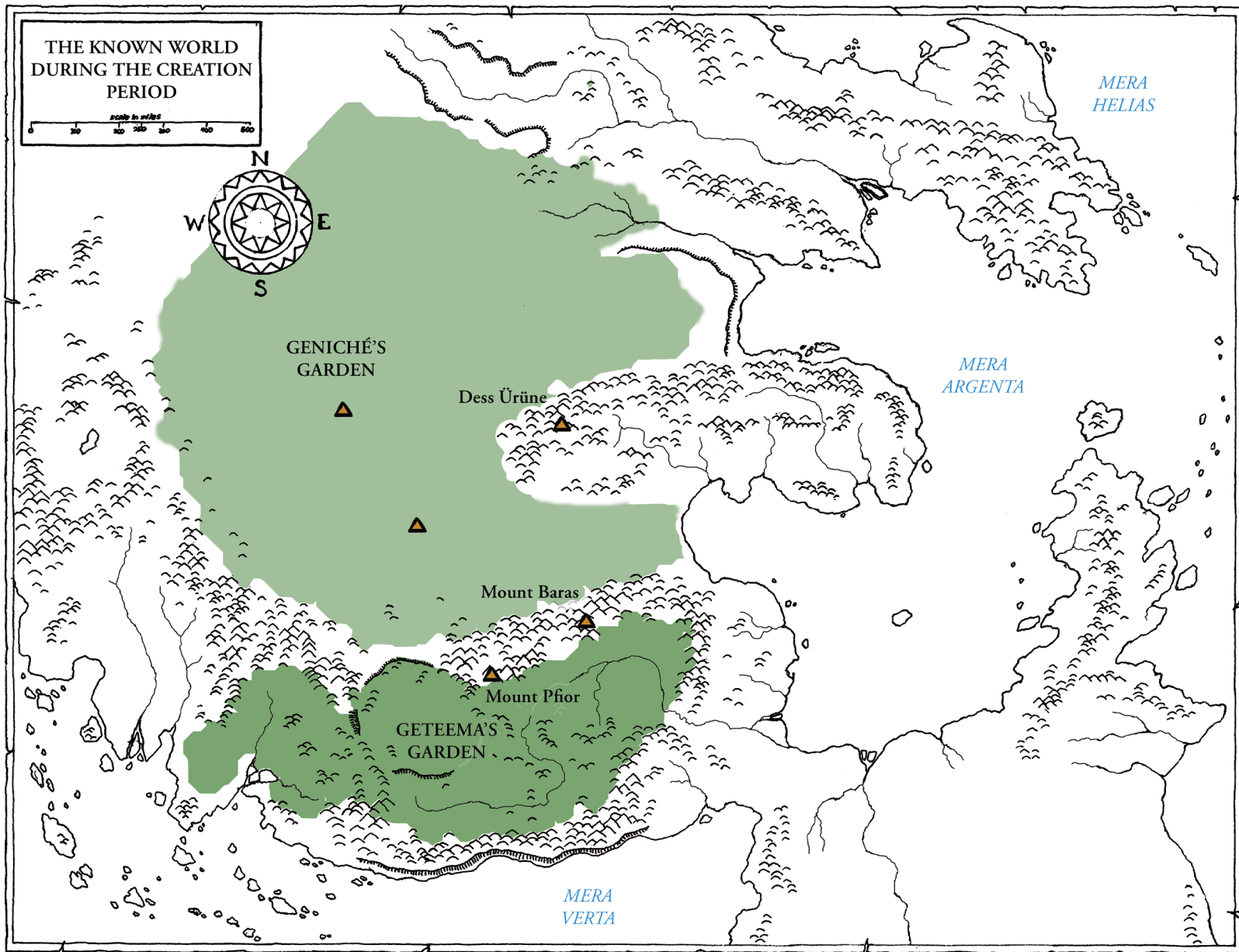
GETEEMA'S
GARDEN

MERA
HELIAS

MERA
ARGENTA

MERA
VERTA

*purely speculative



THE PARADISE OF CREATION:
THE GODS BEFORE TIME

Act I Yhera dreams, and in her dream she struggles with the Darkness, which becomes a Great Dragon. She overcomes the Dragon, and from its blood and skin begins to write a Book. She creates 22 pages to her book, and holds them in her hands, and from the book grows a Sacred Tree.

THE SACRED TREE OF YHERA

The Tree that grew from Yhera's Book had two great branches intertwined, one made of gold and the other of silver. The fruit of the golden branch granted immortality, while the fruit of the silver branch granted wisdom and knowledge.

Act II Yhera creates the sky over the Sacred Tree, and begins to place the stars in the Heavens of the Night. She makes a cauldron, and breathes life into her sisters Adjia and Djara, and together they place more stars and create the Moon. Yhera tips over the cauldron and pours out the waters of the world, the endless Deep, to match the Night. Yhera begets the Graces, spirits of Wonder, and they begin to sing. Yhera begets the Ashaliel, who guard Adjia's virtue. Djara begets the Kheribéal, the guardians of Yhera's Sacred Tree. The stars beget the first Archai: celestial spirits that become Yhera's first messengers.

Act III Yhera raises the Earth up from the Deep. She breathes life into her sisters Geniché and Geteema, and they give shape to the world, and raise mountains and high peaks, and make the oceans and seas. At the center of the world they make the World Mountain, and on that mountain Yhera plants her Sacred Tree. Yhera begets the Ariel and the Urfanim, who watch over her Throne and Mount. Yhera begets Urige, the First Queen. Geniché begets the Mountain Spirits, the Muses, and they begin to sing. Geniché begets the first Nymphs, the spirits of earth and stone that breathe life into the world; the Nymphs become the first Companions of Adjia, as she bounds through the world unfettered. Geniché begets the Seraphi, and they begin to sing.

Act IV The songs of the Muses and the Serpahi fill Yhera to the brim, and she begets Helios in pain and agony. Helios scorches the earth as it bounds, until Yhera commands it into the Heavens as the Solar Lion. Yhera begets Agdah, and he becomes her First Consort to soothe and comfort her. Yhera begets Heth, who becomes her Consort in the Deep.

Act V Yhera begets Daedekamani. Daedekamani becomes the First Priest, using word and gesture to imitate his mother's power. He borrows her cauldron, and learns from her the Art of Words.

Act VI Yhera lies with the Solar Lion and begets Ami and Dieva, the Stars of the Morning and Evening. Geniché creates her Garden, and beautiful trees and flowers spring from its black soil. Geniché begets the first creatures of the Earth: spirits and fairies that sing songs to the trees and tend them. Ami and Dieva beget the Acreffim, who watch over the fairies.

Act VII Geteema in jealousy creates her own Garden in her Mountains, and fills it with beautiful trees and flowers. Geteema begets the second creatures of the Earth: dragons, titans and giants; great misbegotten creatures, ill-formed and not yet ready for the world. Yhera begets Irré, the Black Goat, who roams outside the Gardens. Ami and Dieva begin walking separate paths. Ami lies with Aghdah, and begets the Dhuréléal. Dieva lies with Daedekamani, and begets the Ghazharab.

Act VIII Yhera begets Ariahavé, her brightest daughter. Yhera begets Bragea. Ariahavé begins to shape and spin the world around her. Bragea makes the first forge, and makes the first salamanders and lets them live in the fire. Bragea forges a great chariot, and gives it to his brother Agdah.

Act IX Geniché begets Seedré, her most devoted son. Dieva lies with Irré, and begets Hathhalla. Hathhalla fashions Nemesis. Dieva lies with Seedré, and begets the Glodriel.

Act X Djara begets the Fates. She makes for them a cauldron and a spinning wheel, and the Fates begin spinning a binding for the pages of Yhera's Book.

Act XI Geniché begets Ammon Agdah, who looks after the creatures of her Garden. Geniché lies with Irré, and begets the Sharab Deceal. Geteema lies with Ammon Agdah and begets vulture-headed Vani, who becomes King of the Mountains. Geteema lies with Irré, and begets the Bharab Dzerek. Ami lies with Agdah, and begets Illiki the Bull.

Act XII Djara has a dream about the future, and doubles the world, and makes it Other. In the Shadows of the Other World, Djara begins to give birth to a Dark Brood: Death, Dream, and Sleep come first, and they begin to sing. Djara lies with Seedré, and begets Lifare.

Act XIII Death meets Geniché and Geteema in the Garden, and whispers to them a secret. Geniché begets the first animals, and fish of every stripe and size, and soon her Garden is busy and full. Geniché begets the first mortal women. Geteema begets the first mortal men. The first Daughters of Geniché and the first Sons of Geteema have children, and The Race of Men begins, and spreads far and wide in the Gardens of the Earth.

Act XIV Yhera tries to heal Geniché and Geteema of the touch of Death. Geniché begets Cyrus, who develops a fondness for drink. Geteema begets Ligríd. Agdah lies with many mortals, and they beget satyrs and centaurs. Agave lies with Ammon Agdah and begets the first mermaids.

Act XV Djara begets the Sphinx. Geniché begets Thula, who becomes a Queen amongst the Snakes. Geteema lies with Daedekamani and begets Amaymon, who would become his father's rival. Agave lies with Irré and begets the first sirens. Ligríd begets the Nephilim. Ligríd lies with Irré, according to some, and begets Ishraha the Beautiful.

Act XVI Djara's Dark Brood grows darker, and she begets Din and Discord, spirits of doom, nightmares, furies, and lamias. Djara begets three Mad Sisters, made and mad before their time: Médüre, Halé, and Mogran, who in turn beget spirits of fury and madness, who in turn beget lions, wolves, and hyenas. Geteema begets Leviathan. Geteema begets Rahab. Ligríd begets a horde of spirits, the succubi and incubi who tempt the flesh of men. Ligríd lies with Irré, and begets the Gamezhíel.

Act XVII Ariahavé asks Yhera to allow some of the Race of Men to eat of the fruits of her Sacred Tree, and Yhera allows them to do so when they have proved themselves worthy.

Act XVIII Yhera, Adjia, and Djara make the Moon into the Door through which the Other World can be reached. Adjia adopts the fairest of the mortal children of Geniché, the Améans, and calls them the children of the New Moon. Urige begets the Numéans, and calls them the children of the Full Moon. The three Mad Sisters beget the Galéans, and call them the children of the Dark Moon.

Act XIX Hathhalla tames the Solar Lion, and harnesses it to Agdah's Chariot. Agdah takes up the mantle of the Sun and becomes Agdah Cosmopeiia.

Act XX Yhera looks about the world, and is content. The whole of the world comes to her Mountain one by one, and greets her with joy, and their names and deeds and wants and dreams are scribed into her Book. Geniché begets her youngest son, who would become the Black Hunter.

Act XXI The Fates finish the binding of Yhera's Book, and Yhera closes it, and with a great cry begets a Great Dragon, the World Dragon. Djara lies with the Four Winds and begets Four Daughters, the Witch Queens of the Compass: Annaft, Hemwayne, Memyra, and Urgrayne. Djara sets her daughters as the Guardians of Yhera's Book.

Act XXII The Race of Men, favorites of the gods and goddesses of the world, commits a grievous crime.

THE CRIME

Different cultures have different myths of the Crime that ends the Age of the Gods, but most believe it was Theft, Rape, or Murder: something that was taken, rather than received as a Gift. Geniché, Yhera, and Hathhalla curse the criminal with Horns as a mark of his crime, and he is thereafter called The Horned Man.

MAP KEY

Early Düréan-style
Great Palace Culture

The Kingdom of
Hashuwaht,
and the
Hundred Kings
that followed him

Realm of the
King of Brass

Düréan colonists
and explorers

Earthly travels of
Bragea the Smith

The War Path
of Agall

Battle of Agall

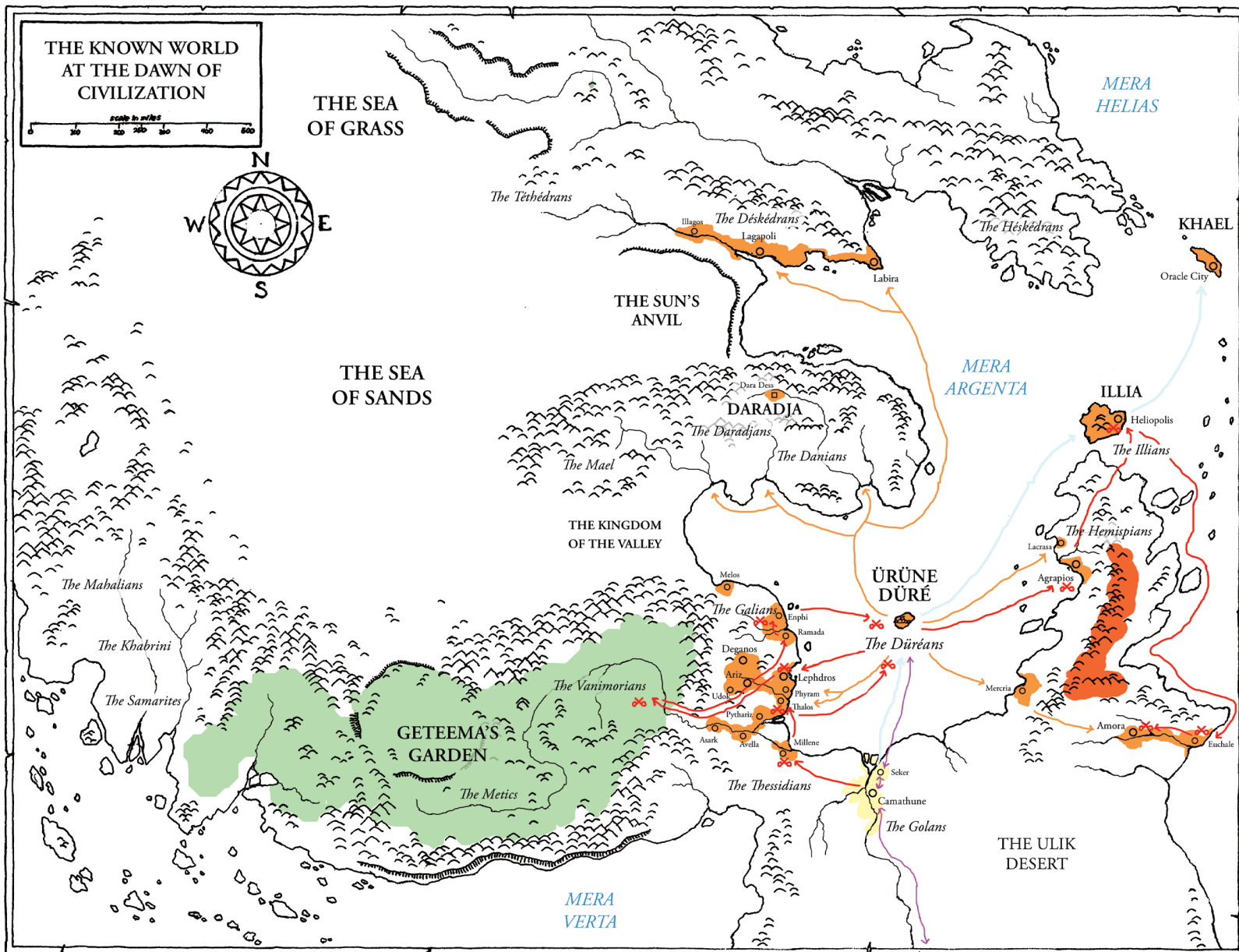
Travels of
Oloma,
Queen of the
Sabutans

City

Large City

Citadel or Castle

The Gardens of
Geteema,
Goddess of
the Dark Earth



THE GOLDEN AGE MAP ONE:
ÜRÜNE DÜRE AND THE DAWN OF
CIVILIZATION

Geniché leaves the Known World and descends into the Underworld, pronouncing the First Law, that of Death. Her Garden becomes the desolate wasteland of the Sea of Sands, and its inhabitants are scattered to the Four Winds. The Reign of the Black Hunter begins, as he leads the Wild Hunt unchecked through the World. Geteema reigns in her own Gardens in the Mountains of Vanimoria. Ammon Agdah shepherds the people of the world through the harsh wilderness.

d1 Ariahavé gathers the Three Tribes of the Moon (the Améans, the Galéans, and the Numéans) on the isle of Ürüne Düre, and they found Düréa, barring the Black Hunter from entering its gates. The Düréans make the first sacrifices to the gods, and Ariahavé gives them the gifts of civilization in return: fire, forge, kiln, and spinning wheel. The Great Palace Period begins; the Düréan Calendar is created.

THE GREAT PALACE PERIOD

The Düréans built their cities in a style that came to be called the Great Palace Style, full of columns, arches, arcades, balustrades and plazas, and that style of building was exported from Ürüne Düre and spread throughout the region of the Mera Argenta.

d101 First temple to the Gorgonae built in Ürüne Düre. Ariahavé makes the first sword.

d126 Ariz the Hessite founds the city of Ariz under the guidance of Ariahavé, and bars the Black Hunter.

d157 Ariaza, daughter of Ariz, founds the city of Udok.

d169 Dariza, daughter of Ariz, founds the city of Deganos.

d178 Ariaza founds the city of Pythariz.

c1 Hashuwaht, the First King, founds the city of Camathune and bars the Black Hunter; creates the Celestial Calendar (d184).

d190 Harmuz, son of Ariaza, founds the city of Asark.

c17 Daedekamani moves amongst the peoples of the Gola, teaching them alchemy and letters (d200).

c24 Ehkmet, son of Hashuwaht, founds the city of Seker (d207).

d211 Lereus, King of the Galian, founds the city of Lephdro.

d215 Düréan colonists led by Heleana found the city of Mercria.

d226 Uzkhem, son of Harmuz, founds Avella.

Oloma, least of the Queen of the Sabutans, visits Hashuwaht in Camathune, and he is dazzled by her.

d234 Düréan colonists settle amongst the Galian and found the cities of Phyrum and Thalos.

d235 Delamon, son of Lereus, arrives in Ürüne Düre to receive his education.

d238 Oloma comes to Ürüne Düre and is seduced by Delamon. Delamon steals her magic mane and flees.

d240 Delamon founds the city of Ramada.

d242 Uzkhem founds Millene.

d243 Delamon founds the city of Enphi.

d244 Founding of the city of Heliopolis by the Illians.

d252 Düréan colonists found the city of Lacrassa.

d256 Delamon founds the city of Melos.

c86 Bragea (Brage) establishes his first earthly forge in Seker and Daedekamani appears in Camathune (d269).

c87 Birth of Agall, son of Agdah Cosmopeia and Lyra, daughter of King Lereus of Lephdro, in exile in the Gola (d270).

c97 Hashuwaht founds first Golan Great School in Camathune with Daedekamani (d279).

d282 Düréan colonists found the city of Labira.

c105 Hashuwaht and Agall bar the Black Hunter from the lands of the Gola (d288).

c107 Death of Hashuwaht; the Hundred Kings Period begins. Agall leaves Camathune to begin his Journeys (d290).

THE HUNDRED KINGS PERIOD

After the death of King Hashuwaht of the Gola, the *Roll of Kings* records the names and deeds of 100 Kings that followed him, each ruling for 7 years as the earthly consort of Queen Yhera, after which they would be ritually killed by their successor.

c111 Agall's Journeys: Agall meets Delamon in Millene (d294).

c112 Agall's Journeys: Agall and Delamon kill Uzkhem and sack Millene (d295).

d298 Agall's Journeys: Agall and Delamon sack Thalos.

d299 Agall's Journeys: Agall and Delamon sack Phyrum.

d301 Agall's Journeys: Delamon leads Agall to sack Ürüne Düre but they are repelled.

d303 Düréan and Golan colonists led by Adameia found the city of Amora. Agall's Journeys: Agall and Delamon kill Lereus and sack Lephdro. Myrcalion, son of Dariza and student of Ariahavé, wounds Delamon; Agall wanders inland and begins reign of ambushes.

d316 Düréan and Golan colonists led by Pherusa found the city of Euchale.

d322 Agall's Journeys: Agall begins his war against the titan children of Geteema in Vanimoria.

d333 Agall's Journeys: Agall skins Geteema.

d356 Agall's Journeys: Vani drives Agall from the mountains back into Thessidia.

d361 Telemon, a King of the Hemispians, founds the city of Agrapios.

d405 Agall's Journeys: Myrcalion wounds Agall and drives him from Thessidia.

d406 Agall's Journeys: Agall meets Tyrius in Ramada.

d409 Agall's Journeys: Agall and Tyrius sack Enphi.

d411 Agall's Journeys: Agall and Tyrius attempt to sack Ürüne Düre but are repelled.

d412 Agall's Journeys: Agall and Tyrius kill Telemon and sack Agrapios.

d413 Agall's Journeys: Agall and Tyrius sack Heliopolis.

d415 Agall's Journeys: Agall and Tyrius sack Euchale.

d416 Cewert, son of Telemon, kills the Daurus Dragon and founds the Kingdom of Telesia at Agrapios. Agall's Journeys: Tyrius killed during sack of Amora by Myrcalion.

d418 Agall's Journeys: Agall returns to Lephdro and becomes King; end of Agall's Journeys.

d420 Illiki the Bull comes to Amora and takes up residence there.

d448 Birth of Dara, daughter of Yhera, in the Éduin Mountains.

d456 Bragea travels to Düréa and establishes his second forge.

d472 Dara binds the monster hero Yeolf into the Éduin Mountains.

d476 Düréan colonists settle amongst the Danians.

d486 Birth of Nymarga, son of Amaymon.

d529 Dara establishes her throne at Dara Dess and bars the Black Hunter from Daradja; she becomes Queen of the Harath Éduins.

d533 Düréan colonists settle amongst the Déskédrans and found the city of Lagapoli.

d545 Düréan colonists found the city of Illagos.

d569 Bragea and the Améan Queen Surtara and their followers establish a Düréan colony on the Isle of Khael.

d577 Bragea and Surtara found the Oracle City on Khael, and Surtara becomes the first Oracle Queen.

d588 Bragea makes the Book of Dooms for Surtara, based on what he had seen of Yhera's Sacred Book.

THE GIFTS OF BRAGEA

The god-smith Bragea built many wondrous items in his earthly forges and gifted them to the Queens and Kings and heroes of the Golden Age. Enchanted spears and helmets, guardian statues that talked and moved, brass animals, and magic thrones were amongst his gifts. He also invented magic runes that only he could use.

Early Düréan-style Great Palace Culture

The Kingdom of
Hashuwaht,
and the
Hundred Kings
that followed him

Realm of the King of Brass

Lands of Surep's Celestial Court

→ **The War Path of Agall**

✂ Battle of Agall

→ Thula's Great Raids

✂ Battle of Thula

→ Journeys of Achre

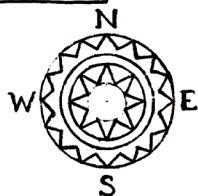
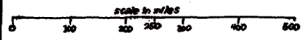
o City

- Large City

- ▣ Citadel or Castle

The Gardens of Geteema, Goddess of the Dark Earth

THE KNOWN WORLD
AT THE HEIGHTS OF
THE GOLDEN AGE



THE SEA OF GRASS

THE SEA OF SANDS

THE SUN'S ANVIL

THE RED WASTES

GETEEMA'S
GARDEN

*MERA
VERTA*

*MERA
HELIAS*

KHAEL

Oracle City

*MERA
ARGENTA*

ILLIA

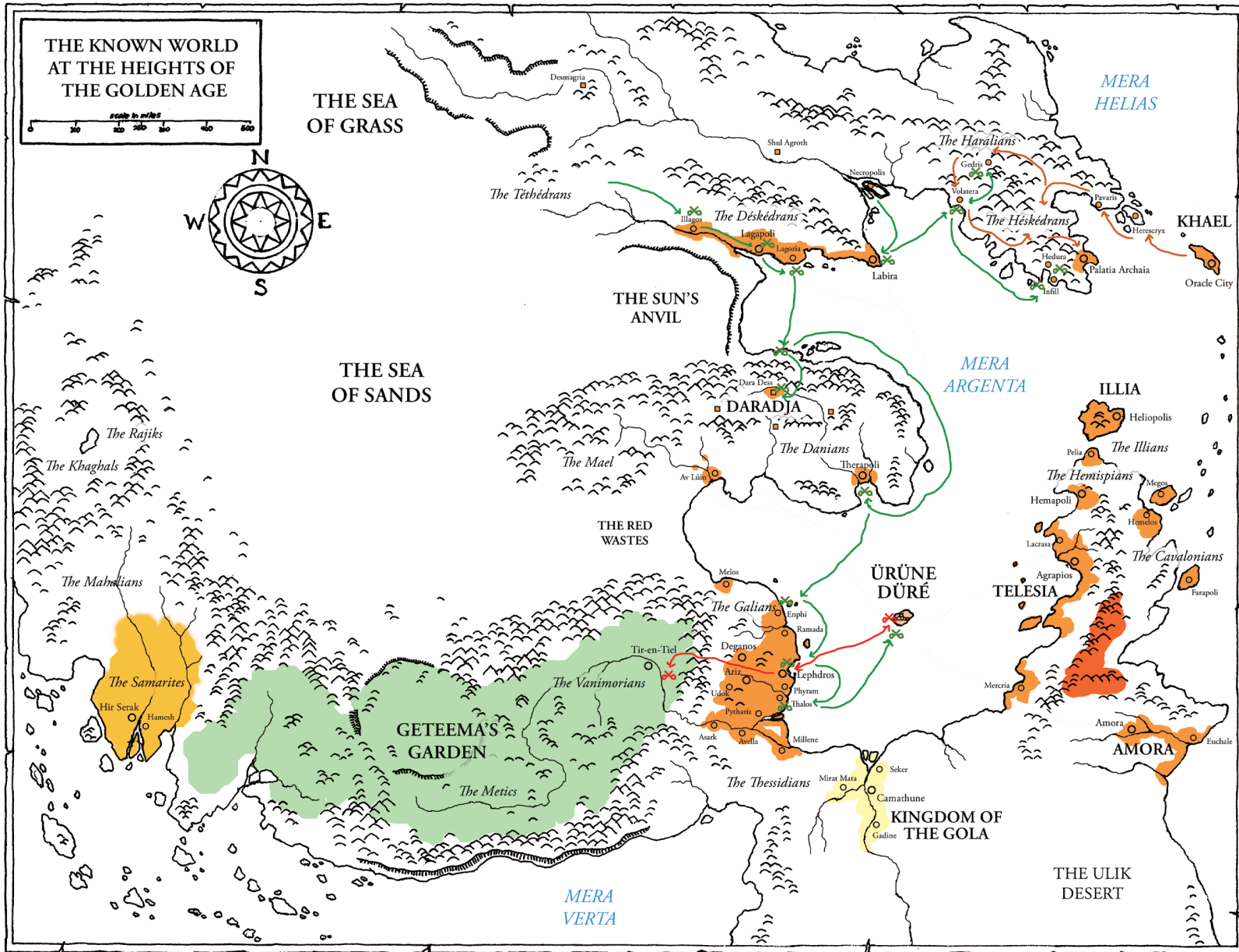
TELESIA

AMORA

THE ULIK DESERT

ÜRÜNE
DÜRE

**KINGDOM OF
THE GOLA**



THE GOLDEN AGE MAP TWO:
THULA AND ACHRE

- d600 Thula's first Great Raids begin: Thula sacks Illagos and Lagapoli, enslaving the Déskédrans.
- d605 Bragea sends a throne made of gold dragons to Heliopolis in response to a prophecy by Surtara.
- c423 Surep, son of Yhera and the Great King of the Samarites, founds the city of Hir Serak, bars the Black Hunter, and begins his conquest of the Arap Valley. (d606).
- c428 Surep befriends Nymarga in Hamesh (d611).
- d618 Thula's Great Raids: Thula builds fleet in Lagapoli, sacks Lagona.
- d620 Thula's Great Raids: Thula kills Dara, and sacks Dara Dess.
- d626 Cewert and Myrcalion free the Cavalonians from servitude to the King of Brass, but cannot kill him.
- d629 Thula's Great Raids: Thula driven from Daradja by the daughters of Dara, led by Druxada; Druxada becomes Queen of the Harath Éduins and begins to fortify the mountains.
- d631 Death of Surtara; her daughter Peridia gives up her eyesight to become the next Oracle Queen of Khael.
- d634 The wild Mael men of the Éduins withdraw their tribute from Dara Dess and at Thula's urging begin campaign of pillage.
- c453 Surep meets Sarita, daughter of the King of the Mahalians, and begins his courtship of her (d636).
- d638 Argus, a King of the Cavalonians, founds the city of Hemelos.
- d640 The wild Mael men of the Éduins attack the forts of Druxada but are repelled. Periphos, a King of the Hemispians, founds the city of Pelia. Surep completes his conquest of the Arap Valley, and binds the Khabrini as a slave caste.
- d643 Druxada drives the wild Mael men into the Dain Éduins, and they agree to send tribute.
- d650 Aros, a King of the Cavalonians, founds the city of Farapoli.
- d653 Thula's Great Raids: Thula sacks Therapoli, Enphi.
- d660 Periphos founds the city of Hemapoli.
- d664 Thula's Great Raids: Thula sacks Lephdro, Thalos.
- d665 Thula's Great Raids: Thula's raid on Ürüne Düré is repelled.
- d666 The Kingdom of the Valley destroyed by the wild Mael men of the Éduins; creation of the Red Wastes. Thula's Great Raids: Thula enters Ürüne Düré by stealth and steals Düréan secrets and magics; Thula seduces Illiki the Bull. Surep announces he will wed Sarita. Nymarga forges a pair of wondrous rings for them as wedding gifts.
- d667 Birth of Ceram, son of Thula and Illiki, in the Midlands. Cyrus leaves Ürüne Düré.
- c485 Surep and Sarita wed in Hir Serak; birth of Jala, son of Surep and Sarita. Surep founds the Celestial Court (d668).

- d669 Dieva comes to Lagapoli and drives out the Thulamites; she takes up residence there, beginning the Age of Song on the Déskédran Coast.
- d671 Cyrus takes up residence in Lagapoli and becomes consort to Dieva.
- d672 Aros is killed by the Brass Lion of the King of Brass
- d683 Irus, a King of the Hemispians, founds the city of Megos.
- d687 Agall raids Ürüne Düré.
- d690 Beginning of the Rethet Thesa, the reign of the Carrion Queens of Düréa.

THE RETHET THESA

After Agall's raid on Ürüne Düré, the Düréans entered a period of more bellicose relations with their neighbors, waging war with any that threatened their Isle or harbored the hated Agall. The warlords of Düréa who led its armies were called the Carrion Queens and wore helmets crowned with vulture feathers.

- c509 Prince Jala weds Parvenah, the Jewel of the West. Nymarga forges a suit of armor for Jala as a wedding gift (d692).
- d693 Düréan army conquers Millene.
- d695 Düréan army conquers Lephdro, Agall escapes over the Varim Metras.
- d699 Düréan army conquers Illagos, driving the Thulamites out of the Déskédran Coast.
- d716 Cewert, on his deathbed, summons the Kings and heroes of the Illians, Hemispians, and Cavalonians, and forms the Circle of the Dragon.

THE CIRCLE OF THE DRAGON

Cewert taught his fellow heroes a great secret: Who Kills the Dragon, Becomes the Dragon. They used his teachings to hunt dragons and giants and gain great power.

- d722 Düréan army conquers Asark.
- d741 Queen Herusa of the Vanimorians founds the city of Tir-en-Tiel and bars the Black Hunter.
- d743 Düréan army begins hunts into Geteema's Garden for Agall.
- d776 Culainn, a King of the Danians, founds the city of Therapoli.
- d781 Birth of Coromat, son of Vani and Queen Herusa of Tir-en-Tiel.
- d788 Agall captured by Düréans and imprisoned on Ürüne Düré.
- d807 Coromat drives the Hundred-Handed into the wilds of Vanimoria, but cannot kill it.
- d812 Death of Queen Herusa; Coromat becomes King of Tir-en-Tiel and the Vanimorians.
- d819 Birth of Achre, daughter of Bragea, on the Isle of Khael.

- d826 Ariahavé arrives on Khael in disguise to begin tutoring Achre.
- d836 Achre's Rebellion: Achre rebels against her father's wishes and refuses to be blinded. She cripples Bragea, driving him into the Underworld, before being banished by her sisters and embarking for the Pallithane Peninsula.
- d842 Achre takes her first consorts from amongst the Héskédran princes and teaches them how to bar the Black Hunter.
- d849 Achre leads the Héskédran Princes against the Princes of Haralia.
- d855 Achre takes her first consorts from amongst the Haralian Princes and teaches them how to bar the Black Hunter.
- d870 Thula builds Shul Agroth.
- d880 King Erginus of Therapoli establishes a Great School in his City.
- d891 Cyrus comes to Shul Agroth and becomes consort to Thula.
- d894 Cyrus leaves Shul Agroth, and tries to enter Labira, but the gates are locked against him. He curses the Labirans to never gain pleasure from mortal men; they accept his curse happily.
- d895 Cyrus comes to the Pallithanes and courts Achre, but she eats him, ending his time on earth.
- d930 Achre binds the Great Dragon of the Pallithanes.
- d933 Birth of Archaia, daughter of Achre, in the Pallithanes.
- d934 Thula founds Necropolis, the Thulamite City of the Dead. Thula's second Great Raids begin.
- d935 Thula's second Great Raids: Thula sacks Labira.
- d936 Thula's second Great Raids: Thula sacks the city of Volatera.
- d937 Thula's second Great Raids: Thula sacks the city of Gedris.
- d938 Thula's second Great Raids: Thula sacks the city of Infill.
- d939 Thula's second Great Raids: Thula duels Achre to a draw in the Pallithanes; Thula withdraws to the Midlands.
- d940 Birth of Dall and Pulma, daughters of Thula, at Shul Agroth.
- d953 Archaia, Dall, and Pulma are amongst Adja's Companions.
- p1 Archaia founds Palatia, builds its Seven Gates; beginning of Palatian calendar (d977).
- d981 Dall and Pulma build the citadel of Desmagria and have a daughter, T'Agria.
- p8 Birth of Divinhrada, daughter of Archaia (d984).
- p10 Birth of Arkida, daughter of Archaia (d986).
- d987 Nyrius, grandson of Cyrus, arrives on Ürüne Düré to receive his education.
- p12 Birth of Baséa, daughter of Archaia (d988).
- c807 Death of Uzkenhat, last of the Kings of the Gola; end of the Hundred Kings Period. Nyrius frees Agall and they escape Ürüne Düré; Agall defeats the Rethet Thesa garrison in Lephdro and reestablishes his Kingdom (d990).

MAP KEY

Düréan-style Great Palace Culture

The Kingdom of
Hashuwaht,
and the
Hundred Kings
that followed him

Lands of Surep's Celestial Court

The Invading Army of Geteema

The Paths of the Düréan Diaspora

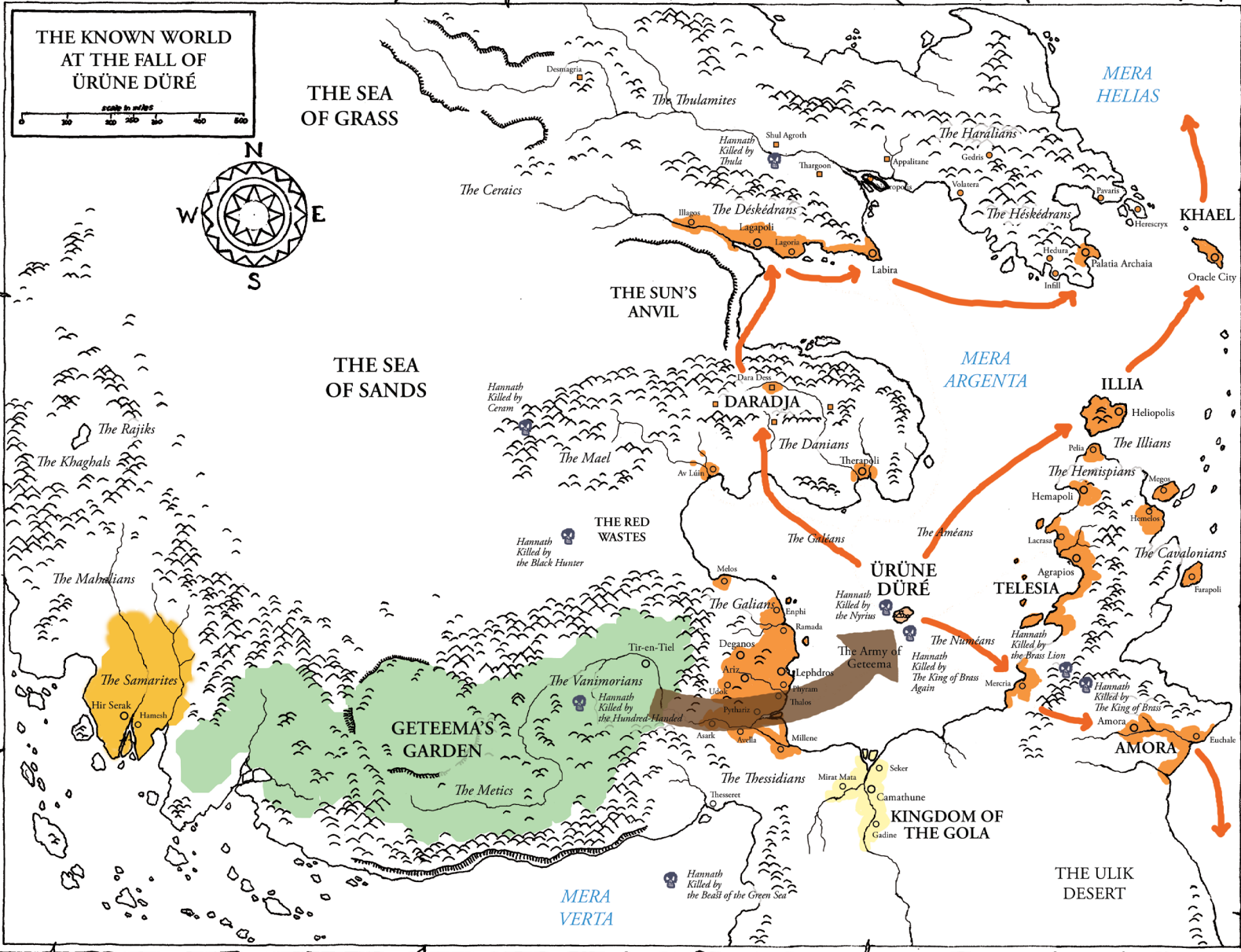
The Nine Deaths of Hannath Hammergreia

City

Large City

Citadel or Castle

The Gardens of Geteema, Goddess of the Dark Earth



THE GOLDEN AGE MAP THREE:
THE FALL OF ÜRÜNE DÜRÉ

- d996 Birth of Hannath Hammergreia, last Carrion Queen of the Rethet Thesa.
- d1011 The sons of Cewert teach Hannath Hammergeia their father's secret, and she learns one of her own.
- d1013 The Brass Lion of the Varsa Rune Mountains kills Hannath Hammergreia.
- d1014 Hannath Hammergreia kills the Brass Lion of the Varsa Rune Mountains and stalks its master, the King of Brass.

THE NINE LIVES OF HANNATH HAMMERGREIA

The ancient tales are not clear how, but Hannath Hammergreia knew a secret about Death that allowed her to escape its clutches. Only her ninth death turned out to be permanent. Others claim that there was more than one woman named Hannath Hammergreia, or that it was actually a title given to Düréan heroines whose real names have been lost to history.

- d1015 The King of Brass kills Hannath Hammergreia and binds her spirit into slavery.
- d1016 Hannath Hammergreia frees herself, and binds the King of Brass to servitude.
- d1018 The Hundred-Handed kills Hannath Hammergreia in Vanimoria and buries her body in salt.
- d1019 Hannath Hammergreia defeats the Hundred-Handed and binds it beneath the earth.
- d1024 The Sea Beast of the Green Sea eats Hannath Hammergreia.
- d1025 Hannath Hammergreia cuts her way out of the Sea Beast of the Green Sea, and cooks its flesh in great copper pots on the shores near Thesseret.
- d1035 Hannath Hammergreia reestablishes the city of Labira, and brings Cyrus' curse upon herself.
- d1042 Thula kills Hannath Hammergreia at siege of Shul Agroth.
- d1043 Hannath Hammergreia accepts the surrender of the Thulamite lords of Shul Agroth, Thargoan, and Appalitan; Thula flees into the Midlands.
- d1052 Ceram hunts Hannath Hammergreia into his Vale of Bones and takes her head for a trophy.
- d1054 Birth of Islik, son of Illiki Helios and Herrata, of the line of Myrcalion, in Heliopolis.
- d1055 Hannath Hammergreia traps Ceram in the Sun's Anvil; Ceram is tamed for a time.
- d1060 The Black Hunter kills Hannath Hammergreia and binds her spirit to the Wild Hunt.

- d1066 Hannath Hammergreia binds the Black Hunter in the Dain Éduins on the slopes of the Mal Ürüne, ending his free reign on earth. Geniché sends Hathhalla to plead with Yhera to allow him freedom one night of the year, and Yhera relents, granting him the night before the Day of the Law.
- d1076 Amaymon awakens jealousy of Ürüne Düré's wealth in the heart of Geteema, and she begins to gather a great host of men and monsters, the last of the giants and many dragons.
- d1078 Islik becomes King of Illia.
- d1079 Maera, the Oracle Queen of Khael, sends warning nightmares of a great disaster to the Last Queens of Ürüne Düré. The host of Geteema sacks Enhi and Phyrar; Düréan forces in Thessidia and Galia are routed and retreat to Ürüne Düré. The Madness of Agall begins and he leads the army of Lephros to join Geteema.
- d1081 The Siege of Ürüne Düré begins; besieging host of Geteema joined by Vani, Delamon, Nyrius, and other gods and heroes of the West and the Mountains.
- d1084 The Siege of Ürüne Düré: Summons of the Last Queens; Néma, Queen of the Nüméans, and Evaka, Queen of the Galéans, and Hercyna, Queen of the Améans, send out a call for aid. Agdah Cosmopeia, Illiki Helios, Irré, Ami, Dieva, Achre, Archaia and her daughters, Islik, Nicodamus, the Hundred Daughters of Oloma, and other gods and heroes of the East come to aid the Düréans.
- d1085 The Siege of Ürüne Düré: Thula arrives to aid the Düréans against the army of Geteema. Ceram, still bitter over his defeat by Hannath Hammergreia, refuses to come to the aid of the Düréans and is bound by Thula into the Midlands as punishment.
- d1088 The Siege of Ürüne Düré: Nicodamus invents the game of dice.
- d1096 The Siege of Ürüne Düré: Nicodamus invents the game of cards.
- d1106 The Siege of Ürüne Düré: Thula kills Delamon and eats him.
- d1109 The Siege of Ürüne Düré: Geteema consumes Agdah Cosmopeia; Illiki the Bull leaves Ürüne Düré and ascends to the Heavens to assume the Sun Throne and become Illiki Helios, driving his father's chariot.
- d1110 The Siege of Ürüne Düré: Nyrius kills Nicodamus; Nyrius kills Hannath Hammergreia.
- d1111 The Siege of Ürüne Düré: Hannath Hammergreia kills Nyrius using the King of Brass, thus freeing him from servitude. The King of Brass kills Hannath Hammergreia, giving the last Carrion Queen of the Rethet Thesa her final death. Agall kills Archaia, daughter of Achre, as she defends the body of

Hannath Hammergreia. The King of Brass escapes. Achre returns to Palatia with the body of Archaia, and entombs herself in the earth beneath their city.

d1112 The Fall of Ürüne Düré: The Last Queens – Néma, Evaka, and Hercyna – order the Düréans to abandon Ürüne Düré. The Last Queens remain behind, guarded by Irré, the Last Defender of the gates of Düréa, and they perform enchantments and sink themselves and their Isle into the sea, destroying Geteema's army in the process. Irré and Vani grapple as they sink into the Deep, and Irré traps him beneath the sea in the halls of Heth before returning to the surface. Islik returns to Heliopolis and assumes the Throne of Illia. Agall alone of the army of Lephros is strong enough to swim out of the Deep and return to his Kingdom; his Madness ends, but his subjects revolt against him and drive him into exile.

THE DÜRÉAN DIASPORA

After the Fall of Ürüne Düré, the people of Düréa scattered to the Four Winds. Those that remained of the Hundred Daughters of Oloma led many of the Nüméans south, first to Amora, where many stayed, and then on to Sabuta in the Unknown World. Divinhrada shepherded many of the Galéans north to Dania, Daradja, Labira, the Déskédran Coast, and Palatia. Islik took many of the Améans to Illia and Khael, while others sailed to Dania, Daradja, or north into the Panoch Sea and the Unknown World. Düréan lineages can still be found throughout those regions, particularly in Labira, Amora, and Khael.

- d1113 Queen Lanys invites Düréan refugees into Daradja; some amongst her subjects protest, and withdraw into isolation, becoming the first Highlander clans.
- d1114 Divinhrada, Arkida, and Baséa become the Queens of Palatia, and don veils in sorrow over the death of their mother. The Veiled Queens Period begins in Palatia.

THE VEILED QUEENS OF PALATIA

After the Fall of Ürüne Düré and the deaths of Achre and Archaia, the Queens and citizens of Palatia donned veils and isolated themselves from the rest of the Known World, shunning all contact with outsiders.

- d1118 Hathhalla awakens Yhera out of her grief, and in anger Yhera descends from the Heavens and finds Geteema hiding in mourning in her Garden. They fall to battle, and shake the world, until Yhera casts Geteema into the Underworld and imprisons her there. Yhera experiences Death and wanders lost in the Underworld.

MAP KEY

The Last of
Düréan-style
Great Palace Culture

The Kingdom of
the Gola

Lands of the
Court of
Deepest Night

The Journeys of Jala

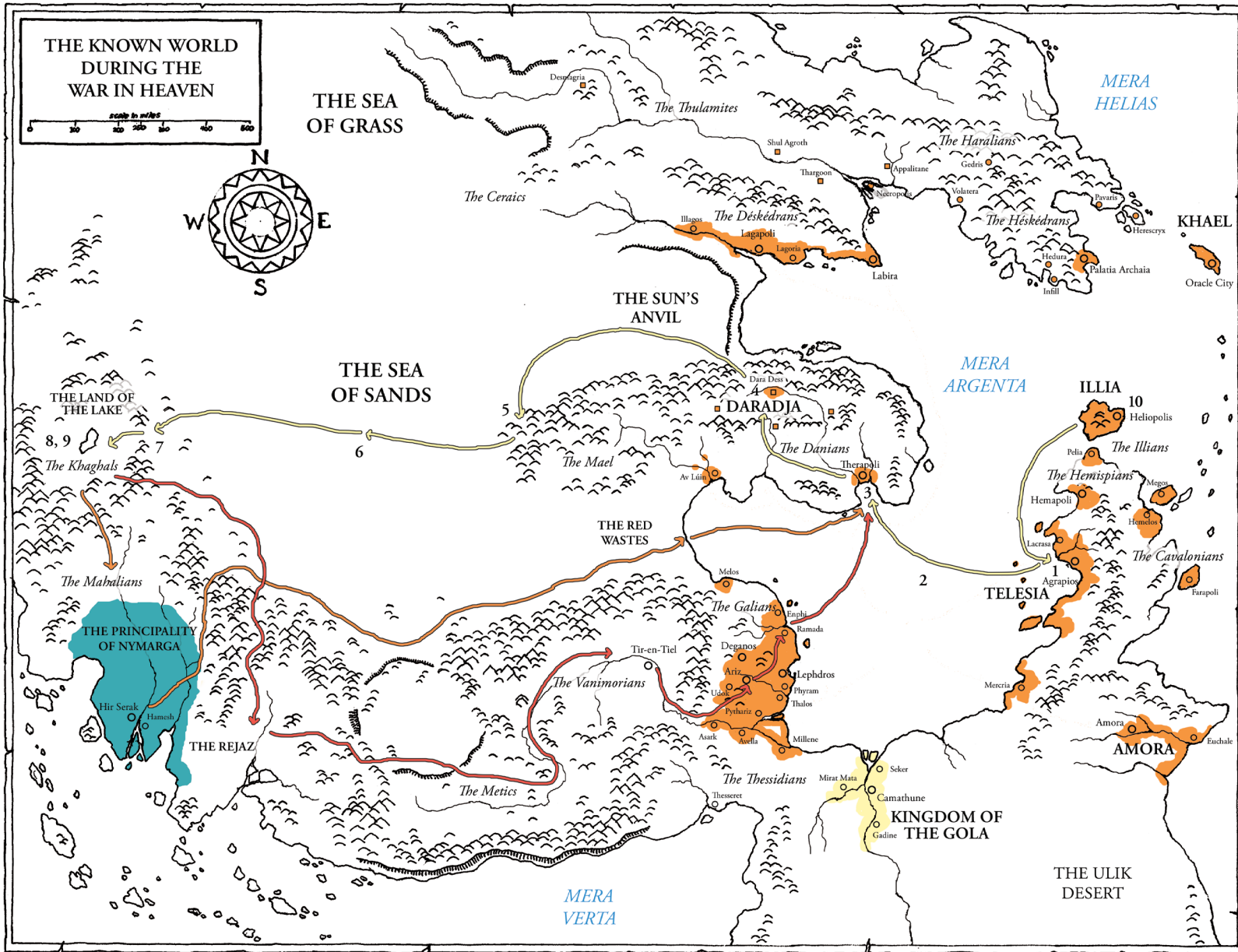
The Journeys
of Coromat

The Journeys of Islik
and the Kings in Exile

The Ten Victories of Islik

- 1 Over the Lions
of Telesia
- 2 Over the Sirens
of the Mera Argenta
- 3 Over the Cruelty
of the Danian King
- 4 Over the Lures
of the Daradjian Queen
- 5 Over the Hunt
of Ceram
- 6 Over the Dangers
of the Sea of Sands
- 7 Over the Magic
of the Western Warlocks
- 8 Over the Treachery
of the Blooded
- 9 Over Death
- 10 Over Ishraha the Usurper

- City
- Large City
- Citadel or Castle



THE AGE OF LEGENDS MAP ONE:
THE WAR IN HEAVEN

- c936 Nymarga poisons Surep and usurps his throne; Jala challenges Nymarga but is defeated, and he flees Samarappa pursued by the harridan spirits the Golodriel. Nymarga begins the Second Celestial Court [see Appendix A] (d1119).
- d1120 Jala comes to Dania, still pursued by the Golodriel, and is imprisoned by King Myrad of Therapoli. Coromat befriends Jala in Myrad's dungeons, and is teaches Jala how to ward himself against the Golodriel.
- d1122 Irré challenges Illiki, proclaiming him a patricide and regicide; the War in Heaven. The Heavens erupt in turmoil as stars and celestial spirits take sides in the War, and the War Star appears in the Heavens for the first time. Queen Lanys of Daradja dies; Aratheia, daughter of Lanys, becomes Queen of Daradja. Agall arrives in the Court of King Buradis in Agrapios, but is not recognized for who he is.

THE WAR IN HEAVEN

Celestial and Otherworldly forces loyal to Illiki Helios and to his challenger Irré the Black Goat fought a constant war in the Heavens over who was the rightful holder of the Sun Throne of the Heavens for 23 years. Illiki Helios was championed by many of the stars, the Archai, the Ashaliel, the Kheribeal, the Ariel, the Urfanim, and the celestial Seraphi. Irré was supported by many of the Star Dragons, storm spirits, the Dhuréal, the Ghazarab, the Golodriel, the Sharab Deceal, the Bharab Deceal, the Gamazhiel and spirits of the Underworld sent by Djara. Many of the children of Ligrid, the Nephilim and the succubi and incubi spirits, remained neutral, much to everyone's surprise, as did most of the earth-bound spirits such as the Aereffim.

- d1123 The War in Heaven: Irré casts Illiki Helios into the Underworld and assumes the Sun Throne, beginning the Reign of the Black Sun.

THE REIGN OF THE BLACK SUN

When the War in Heaven raged, Irré became the Sun King of the Heavens, and his black and fiery form rose in the skies each morning, casting the earth in a hellish light and making the world both hotter and darker at the same time.

- d1124 Islik forbids sacrifice to the gods until his father, Illiki Helios, is restored to the Sun Throne. Amaymon encourages rebellion in Islik's general, Ishraha. Ishraha challenges Islik and drives him into exile, usurping the throne of Illia.

THE TEN VICTORIES OF ISLIK

Standard Divine King lore cites Ten Victories performed by Islik while in exile that demonstrated his right to take his father's place upon the Sun Throne. Heretical texts cite Nine Victories, or sometimes Twelve.

- d1125 The First Victory of Islik: Islik in exile defeats the lion-headed sons of Buradis and befriends Agall. The Second Victory of Islik: Islik and Agall sail across the Mera Argenta and are assailed by sirens as they pass near lost Ürüne Düré, but Islik is able to withstand them. Islik and Agall arrive in Dania and are imprisoned by Myrad, King of Therapoli; they meet Coromat and Jala, and they renounce sacrifice and become the Kings in Exile.

THE KINGS IN EXILE

Popular lore says the Four Kings in Exile were exiled for their own tragic flaws: Islik was exiled for his pride, Agdah for his rage, Coromat for his negligence, and Jala for his condescension.

- d1126 The Third Victory of Islik: Islik solves the mysteries and puzzles of King Myrad's dungeons and leads the Kings in Exile to freedom. The Fourth Victory of Islik: The Kings in Exile visit Queen Aratheia in Daradja; Islik is the only King to resist her lures and leads the Kings in Exile out of her trap. The Kings in Exile meet Ceram in the Sun's Anvil and he hunts them into the Midlands. The Fifth Victory of Islik: Islik leads the Kings in Exile to safety in Ceram's Vale of Bones. The Sixth Victory of Islik: Islik leads the Kings in Exile across the Sea of Sands. The Seventh Victory of Islik: Islik leads the Kings in Exile over the Ferras Nash, defeating the magics of the Western Warlock Kings.
- d1127 Birth of Damara, Leda, Goatis, and Hetha Basi, daughters of Aratheia, Queen of Daradja. The Kings in Exile come to rule over the Lands of the Lake and Rajik and Khaghal subjects, banning sacrifice to the gods.
- d1144 The Kings in Exile: The Rebellion of the Blooded; Rajik and Khaghal warlords return to making sacrifice to the gods, and challenge the rule of the Kings in Exile. Jala betrays his fellow Kings and abandons them, Coromat goes mad and runs away, and Agall is slain. The Eighth Victory of Islik: Islik stands alone against the Blooded and drives them from the battlefield. Islik enters the Underworld to save the spirit of Agall from the clutches of Death, and curses the Blooded so they cannot follow him.

THE MYSTERY OF THE BLOODED

Divine King texts describe the Blooded only vaguely as upstart warlords from amongst the Rajiks and Khaghals. But the Isliklidae claim that the Blooded were the sons and daughters of the Kings in Exile, who turned against their fathers and made forbidden sacrifice to the gods.

- d1145 Geniché initiates Yhera into the mysteries of Death and Yhera pleads for Agdah's release. Yhera is guided to Geteema's prison by a small light, and there she frees Agdah and Illiki Helios from Geteema's belly. She returns to the Heavens from the Underworld, and Agdah and Illiki are restored to the Heavens. The Ninth Victory of Islik: Islik learns the secrets of Death and saves the spirit of Agall. The Tenth Victory of Islik: Armed with Agall's spirit, Islik defeats Ishraha and casts him into the Underworld, and he reclaims the Throne of Illia on Earth and enters the Heavens to assume the Sun Throne. Irré steps aside and the Reign of the Black Sun ends. The War in Heaven ends. Islik proclaims the first year of the Illian calendar. Jala and his sons defeat Nymarga and drive him into exile; Jala begins the Third Celestial Court [see Appendix A]. The Kingdom of the Hazrat-Ghal begins in the West.
- i2 Islik returns to the Earth to enforce his rule upon Hemispia, extracting fealty and wives from the Kings of Hemispia, Telesia, and Cavalonia (d1146).
- c964 Jala and his sons defeat Nymarga and drive him into exile; Parvenah, the Jewel of the West, is freed from her onerous bondage and undergoes rites of purification, and emerges as the Jade Queen of the West. Jala begins the Third Celestial Court [see Appendix A] (d1147).
- d1148 Nymarga finds Coromat wandering aimlessly in the wilds of the Rejaz. Nymarga disguises himself and takes the name Maelfess, and he befriends Coromat and begins to cure him of his madness.
- d1150 Coromat returns to Vanimoria. The Princes of Vanimoria confer and determine him to be grown in wisdom and power, and welcome him back to the throne. Coromat installs Maelfess as his chief Court Magician.
- d1161 A dying Aratheia gifts the Four Great Citadels of Ancient Daradja to her daughters: Damara receives Dara Dess, Goatis receives Athark, Leda receives Finleth, and Hetha Basi receives Heth Moll.
- d1163 Goatis kills her sister Damara in the citadel of Athark in a drunken rage. Civil war begins in Daradja.
- i21 End of Islik's reign on Earth, as Islik ascends to a Heaven of his own making (d1166).

The Golden Realm of An-Athair

The Empire of Nymarga the Worldly Tyrant

The Kingdom of Hazrat-Ghal

Boundary of The Conquests of Dauban Hess, and the Extent of his Golden Empire

Boundary of Contested Lands or Tributaries to the Golden Empire

→ Invasions of the Aurians



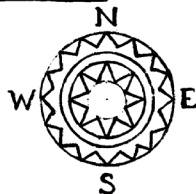
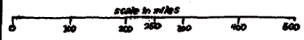
Major Campaigns of Dauban Hess

→ Major Sea Voyages
of Dauban Hess

✂ Major Battle
of Dauban Hess

- City
- Large City
- ▣ Citadel or Castle

THE KNOWN WORLD BECOMING THE GOLDEN EMPIRE



THE SEA
OF GRASS

THE SEA OF SANDS

THE SUN'S ANVIL

THE RE
WASTES

THE EMPIRE C

MERA
VERTA

*MERA
HELIAS*

KHAEL

Oracle City

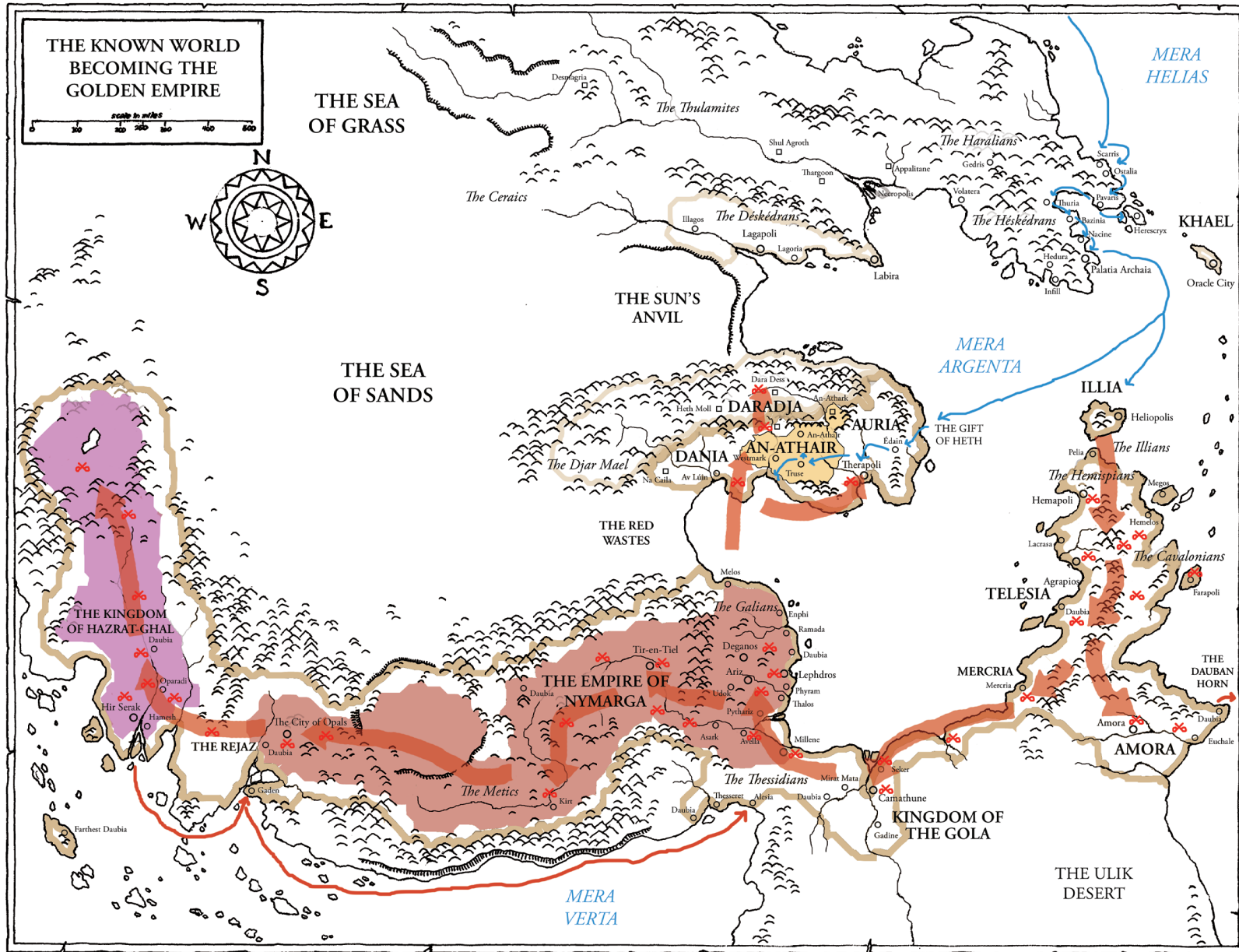
ILLM

TELESIA

MERCRIA

AMORA

THE ULIK DESERT



THE AGE OF LEGENDS MAP TWO: THE GOLDEN REALMS

- d1168 Daradjan and Düréan refugees begin arriving in the Erid Wold.
- d1169 First Spring Queen emerges from the Green Temple in An-Athair; the founding of the Golden Realm when the knights and lords of An-Athair and the Erid Wold swear fealty.

THE GOLDEN REALM OF AN-ATHAIR

The Spring Queens of An-Athair ruled over a land of glorious plenty, centered on the Green Temple in the Erid Wold. Knights sworn to the Spring Queens were caparisoned in gold and armed with magical strength and vigor, and came to include Athairi, Daradjan, Düréan, Danian, and Aurian knights of great fame and renown.

- d1173 Goatis, lost in madness, commits suicide by drowning herself in the Umshara.
- d1186 Penwyn, a Knight of An-Athair, outruns the Wild Hunt.
- d1192 Terwaine, a Knight of An-Athair, founds the city of Westmark as the western edge of An-Athair against Danian incursions; Urien, a Knight of An-Athair, founds Uthmark to mark the northwestern edge.
- d1196 Terwaine bests Rhyd-Narys, King of Aprenna, in single combat.
- d1200 King Chulwain of Athark joins the Golden Realm to lift the curse of Goatis and the citadel comes to be called An-Athark.
- c1018 The Kingdom of Hazrat-Ghal invades and occupies most of Samarappa; death of Jala and his sons at the hands of the Isliklidae. The Third Celestial Court ends (d1201).
- d1241 Mendred, a Knight of An-Athair, saves Ara Basi, Queen of Heth Moll, from the brigands of the Cyr Faire Mal.
- d1268 Nymarga removes the mask of Maelfess and reveals himself; Nymarga kills Coromat and begins his conquest of Vanimoria with Metic and Ramorite mercenary warlords.
- d1277 Last independent Vanimorian Princes swear fealty to Nymarga, completing his conquest of Vanimoria.
- d1280 Metic and Ramorite warlords acknowledge Nymarga as their ruler, and he establishes the City of Opals as his western capital.
- d1281 Nymarga conquers Thessidia.
- d1295 Nymarga conquers Thessure.
- p330 Aurian raiders invade the Palatian coast and sack Scarris and Ostalia (d1306).
- p349 Aurian raiders sack Pavaris and Thuria (d1325).
- d1329 Sherwaine, a Knight of An-Athair, defeats the Dragon of the Dentyen Moors.
- p355 Aurian raiders sack Herescryx (d1331).

- p357 Aurian raiders sack Bazinia and Nacine, and threaten Palatia Archaia itself; Palatian Queens Alkaia, Vargate III, and Tamara throw off their veils and lead an army out of Palatia to confront the Aurians; end of the Veiled Queens Period, beginning of the Black Arrow Queens (d1333).

THE BLACK ARROW QUEENS OF PALATIA

After they took off their veils, the Queens of Palatia became known as the Black Arrow Queens, as their armies were armed with black-feathered, black-shafted barbed arrows. Palatia begins its military ascendancy with the Black Arrow Queens.

- i193 Birth of Dauban Hess, son of Helenna, in Heliopolis (d1337).
- p364 The Aurians are finally driven out of the Pallithane Peninsula by the Veiled Queens of Palatia; the Veiled Queens consecrate the Archaiaete, the Great Temple of War in Palatia, and form the first Palatian legions (the First Black Arrow, Second Archaiaete Guard, and Third Black Arrow Guard) (d1340).
- d1342 The Aurians invade the eastern coast of Dania, landing on the 'Gift of Heth.'
- d1346 Aurian raiders kill King Ledwyr of Édain; the Aurians conquer Édain.
- d1350 Aurian raiders under King Orfeydda conquer Therapoli. The Magisters of the Great School of Therapoli accept him as their King.
- d1351 The Spring Queens found the University of Truse.
- i210 Dauban Hess becomes King of Illia, and wields Daybringer for the first time (d1354).
- c1177 Nymarga conquers Galia, completing his Empire (d1360).

NYMARGA THE TYRANT

Prior to the coming of Dauban Hess, the largest Empire in the history of the Known World was that of Nymarga, whose domain stretched from Samarappa to the Galian Coast of the Mera Argenta. He ruled with the aid of many Magicians of great power.

- i217 Dauban Hess finishes pacifying Hemispia, Cavalonia, and Telesia, and unites the Dragon Kings (d1361).
- i218 Dauban Hess conquers Amora (d1362).
- i219 Dauban Hess conquers Mercia (d1363).
- i220 The cities of the Gola surrender to Dauban Hess; he establishes his capital at Seker (d1364).
- i221 The Great War between Dauban Hess and Nymarga the Tyrant begins; Nymarga is revealed as a 'son of Ishraha' by Divine King seers (d1365).
- d1371 Odyr and Helggar, the Aurian lords of Ogruth and Andria, become Knights of the Golden Realm.

- i236 Nymarga forges Ghavaurer (d1380).
- i240 Dauban Hess slays Nymarga the Tyrant with Daybringer in a battle before the gates of Tier-en-Tiel. Dauban Hess establishes his Court at Millene, where he moves the Sun Dragon Throne of Illia. (d1384).
- i242 Dauban Hess and his generals begin campaigns in the West (d1386).
- i244 Dauban Hess receives the surrender of the Metic Kings (d1388).
- i245 Dauban Hess conquers the City of Opals (d1389).
- i246 Dauban Hess begins war against the Kingdom of Hazrat-Ghal (d1390).
- d1391 The Aurians under King Orfewain of Therapoli, King Theyr of Urphalia, and King Ferga of Édain begin a war against An-Athair.
- d1393 Githwaine, son of Girdon, born at the citadel of Na Caila in Uthred Dania.
- d1400 Aurian knights begin destroying the Erid Wold, creating the Plain of Stones.
- d1402 Aurian knights conquer Truse; King Orfewain disbands the University of Truse.
- d1404 Aurian knights sack the Green Temple of An-Athair; death of the Last Spring Queen, and the end of the Golden Realm.
- d1405 Aurian fleet in the Bay of Tears sinks.
- i262 Dauban Hess drives the Hazrat-Ghal into exile and is welcomed as savior and High King of Samarappa; Fourth Celestial Court begins [see Appendix A] (d1406).
- d1407 King Orfewain reinstates the University of Truse.
- i265 Dauban Hess returns by fleet to Alesia (d1409).
- i266 Dauban Hess begins conquest of Dania, Auria, and Daradja (d1410).
- i268 Dauban Hess completes pacification of Dania and Auria, and imperial armies occupy Daradja (d1412).
- i270 Dauban Hess receives tribute from the Kings of the Djar Mael, the Déskédran city-states, and Khaal. He returns to Millene, is hailed as the Golden Emperor of the Known World, and embarks on period of philanthropy (d1414).
- i275 Dauban Hess builds a fleet, appoints generals and Dragon Kings to watch over his affairs, and sets sail to the East to find the Dawn. Successor Kings Period begins (d1419).

THE GOLDEN EMPEROR

Dauban Hess, the Conqueror King of Illia, is considered the greatest political and military figure in the history of the Known World. His Empire stretched from Illia and the Golden Sea in the East, to Sarga and Fali in the West, in sight of Califa and the Unknown World of the Dusk. He left behind new cities (all named Daubia), roads, canals, schools, and legal codes, and everywhere spread the worship of Islik the Divine King of Heavens and Earth.

MAP KEY

The Successor Kingdoms to the Golden Empire

 Lands allied to the Sun Court of Illia

Lands loyal to the Phoenix Court in Millene

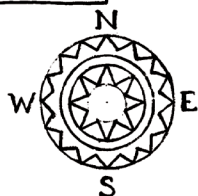
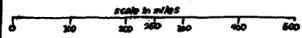
Major Campaigns of the Worm Kings

Worm King Attack or Plague

✂ Black Arrow Queen
Sea Battle

- City
- Large City
- Metropolis
- Citadel or Castle

THE KNOWN WORLD IN THE AGE OF THE SUCCESSOR KINGS



THE SEA
OF GRASS

THE SEA OF SANDS

THE SUN'S ANVIL

THE RED WASTES

*MERA
VERTA*

*MEERA
HELIAS*

*MERA
ARGENTA*

THE ULIK
DESERT

KHAEL

LONIA

THE
DAUBAN

Deos Euchale

THE AGE OF LEGENDS MAP THREE: SUCCESSORS AND WORMS

THE SUCCESSOR KINGS

According to historical rolls, Dauban Hess left behind 212 Dragon Kings “of the lineage of Islik” and several hundred generals in charge of his vast armies and territories. Those appointed as his original Successor Kings and given the right to rule in his name were:

The Dragon King Argus, Successor King of Illia

The Dragon King Nicomachus, Successor King of Teslia

The Dragon King Syrus, Successor King of Cavalonia

The Dragon King Agenor, Successor King of Hemispia

The Dragon King Therager, Successor King of Amora

The Dragon King Phorex III, Successor King of Mercria

The Dragon King Bremen, Successor King of the Danias

General Uten Mephekh, Successor King of Sekeret

General Lord Agasus, Successor King of Thessidia

General Nephtyr, Successor King of Thessure

General Periphas of Ghavros, Successor King of Galia

General Periphas of Ariz, Successor King of Vanimoria

General Guilarme of Gares, Successor King of Metea

General Pherex, Successor King of Ramora

General Upahlat, Successor King of Samarappa

General Arkham of Perash, Successor King of Hazrat

- i276 Daradjan warlords drive Imperial garrisons out of the Highlands; Djar Mael warlords cease tributes to the Emperor’s Court (d1420).
- i281 Divinations of Dauban Hess’ death are reported. Divination and prophecy are banned in Divine King lands. Nymarga’s Magicians begin to reappear in the Emperor’s Court as advisors (d1425).
- i286 Bremen, Successor King of the Danias, is killed during the siege of Finleth; Petraeus, the Dragon King son of Bremen, becomes the Successor King of the Danias (d1430).
- i287 Periphas, Successor King of Galia, lays claim to the Kingship of the Danias; Petraeus refuses to step aside, and arguments before the Emperor’s Court begin (d1431).
- i292 Outright fighting breaks out between the Dragon Kings of the Danias and Periphas’ army as it attempts to march through Uthed Dania; Periphas lays siege to Av Lúin (d1436).
- i293 Periphas slain storming Av Lúin; his armies retreat to Galia (d1437).
- i297 The Dragon King Therager, Successor King of Amora, is assassinated in Millene while visiting the Emperor’s Court (d1441).
- i304 Border skirmishes break out between the Successor Kingdoms of Sekeret and Mercria (d1448).

- i306 The Millene Riot: Dragon King supporters in Millene are massacred by angry mobs (d1450).
- i307 The Dragon Kings of the East establish the Sun Court in Heliopolis and end their participation in the Emperor’s Court in Millene; the Warring Kings Period begins (d1451).

THE SUN COURT

The Dragon Kings established the Sun Court under the principle that the right to rulership was inherited, as shown by Dauban Hess’ descent from Islik the Divine King.

- i308 The Déskédran city-states and Khael cease their tributes to the Emperor’s Court (d1452).
- i309 Pherex, Successor King of Ramora, dies in the City of Opals; anarchy overtakes Ramora (d1453).
- i310 The Successor Kings of the West establish the Phoenix Court at Millene; Acelsus, a magician-vizier of the Golan Great Schools, emerges as the greatest philosopher and writer of the age (d1454).

THE PHOENIX COURT

The Emperor’s Court reestablished itself as the Phoenix Court under the principle that the right to rulership must be demonstrated by displays of loyalty and virtue, and could be gained only by an appointment of trust, as shown by Dauban Hess’ selection of his most trusted generals as his Successors.

- i312 Arkham, Successor King of Hazrat, proclaims his own Kingdom of Kess and declares independence from the Phoenix Court (d1456).
- i321 Teledamus, Successor King of Metea, is slain in an uprising by Metic Kings (d1465).
- i339 Samarite Princes of the lineage of Jala reemerge to challenge Ulyptus, Successor King of Samarappa (d1483).
- c1302 Samarite Princes kill King Ulyptus and drive the armies of the Phoenix Court out of Samarappa; they begin a purge of Divine King influence (d14865).
- i350 Phoenix Court heroes rescue Vani from the Halls of Heth in the Deep and he returns to the Mountains. Girez the Old founds the Kingdom of Pfalk (d1494).
- i360 Larisa, the Oracle Queen of Khael, proclaims that Nymarga’s tomb has been opened and plundered. The first officers of the Phoenix Court to become Worm Kings are believed to do so in this year (d1504).
- i370 The Phoenix Court wages war against the Metic Kings, seeking to reassert Imperial control over the barbarians; the Phoenix Court closes its doors to outsiders and declares itself an inviolate holy sanctum (d1514).

- i376 Phoenix Court armies invade and conquer Mercria, and Phorex V, Dragon King of Mercria, is slain (d1520).
- i377 The Phoenix Court wages war against Therager III, the Dragon King of Amora (d1521).
- i380 The Phoenix Court begins a wider war against the Sun Court, and Phoenix Court armies invade Illia and Hemispia (d1524).
- i386 Therager III dies of plague during the siege of Deos; Dragon Kings retreat from Amora, leaving local lords to offer tribute to the Phoenix Court (d1530).
- i399 Phoenix Court armies conquer Cassapios and Daubia; pestilence begins to spread throughout Hemispia (d1543).
- i412 Phoenix Court armies conquer Hemapoli (d1556).
- i419 Phoenix Court armies sack Agrapios and kill the Dragon King Telephas, ending the Kingdom of Teslia (d1563).
- i421 Plague strikes the cities of Cavalonia (d1565).
- i429 Phoenix Court armies begin war against the Danias, invading Uthed Dania by land and Dania by sea; Daradj shamans come down from the mountains, warning of plague spirits (d1573).
- p628 Phoenix Court fleets begin a sea war against Palatia (d1604).
- p638 A Phoenix Court fleet sacks Poratis (d1614).
- p641 The Black Arrow Queens sink a Phoenix Court fleet near the city of Savaris (d1617).
- i475 Emissaries from Amora bearing tribute gain access to the Phoenix Court’s Inner Sanctum and escape to report the transformation of its rulers into what come to be called Worm Kings (d1619).

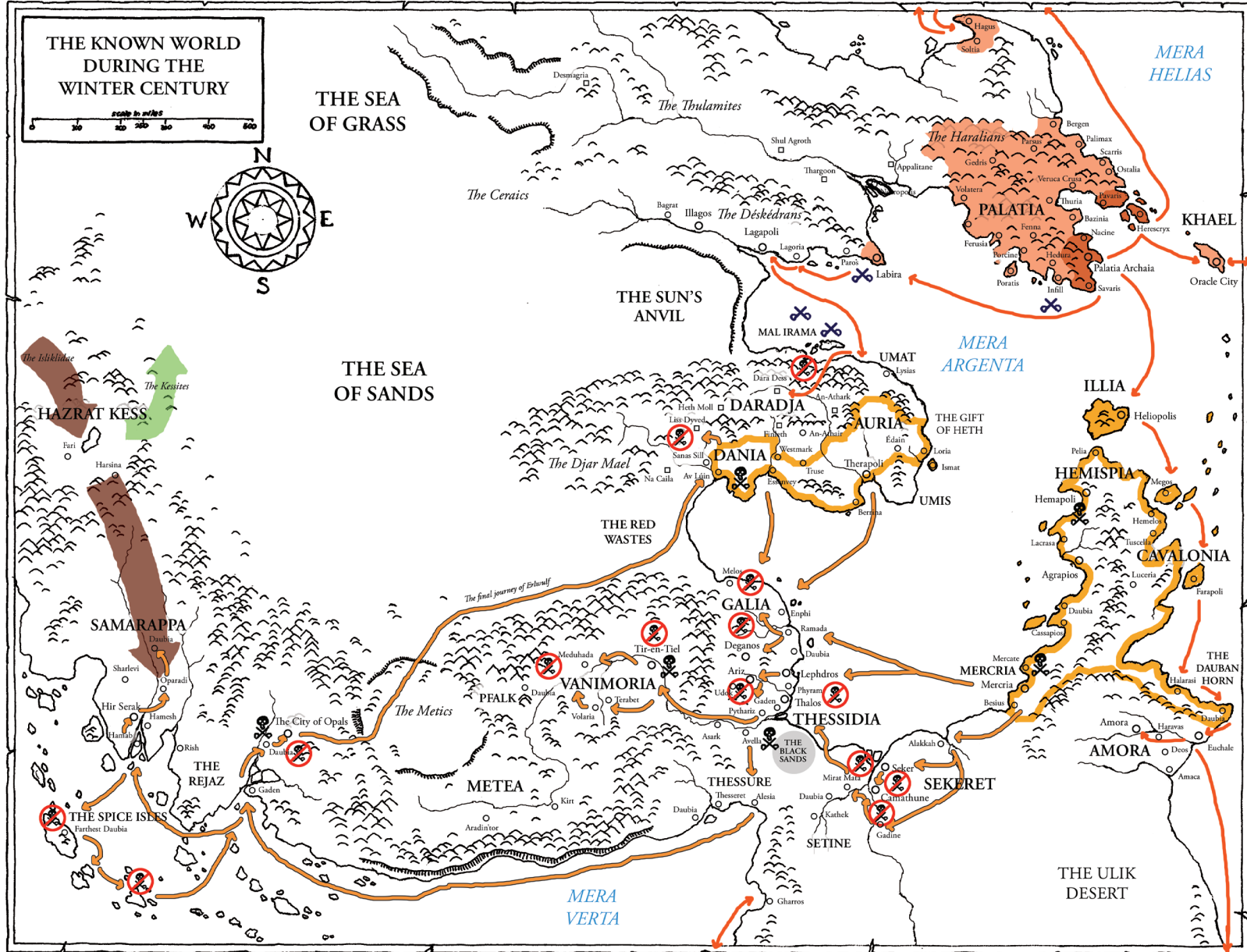
THE WORM KINGS

The generals and appointed governors of the Phoenix Court embraced foul magic rituals and alchemy to prolong their lives. They did not die natural deaths, but their bodies decayed as they aged and they required magic and foul sacrifices to sustain their unnatural life spans.

- i476 The Worm Kings begin to rule and operate openly in Millene, sending forth malignant spells and pestilence against their enemies. Rebellion breaks out amongst the Metic Kings as reports of the Worm Kings reach them (d1620).
- i482 Rebellion against the Worm Kings spreads Vanimoria and Pfalk; plague arrives in Vanimoria (d1626).
- i490 Worm King armies begin scorched earth tactics in Hemispia, destroying much of the land and many cities (d1634).
- i496 Worm King fleets begin blockade of Illia (d1640).
- i498 Worm King fleet sacks Khael; rape and death of the Oracle Queen, who pronounces a curse on the Worm Kings, leading to The Catastrophe: Millene destroyed by volcanic maelstrom; Dragon Throne of Illia destroyed, The Winter Century begins (d1642).

MAP KEY

-  Lands allied to the Sun Court of Illia
 -  Palatia proper
 -  Allied cities, Provinces, and Protectorates of Palatia
 -  Black Arrow Queen Sea Battle
 -  The Voyages of Audra
 -  Return Invasion of the Islıklidae
 -  The Retreat of the Kessites
 -  Campaigns of the Dragon Kings
 -  Worm King Attack or Plague
 -  Worm Kings Killed
-
- City
 - Large City
 - Metropolis
 - ▣ Citadel or Castle



THE BRONZE AGE MAP ONE:
THE WINTER CENTURY AND THE
RISE OF PALATIA

i499 The Veil of Hathhalla descends over the Known World, beginning the Winter Century. Worm Kings rule openly in Sekeret and some cities of Thessidia; Worm Kings fleets still dominate the sea lanes of the Mera Argenta, and Worm King armies still roam large parts of the Known World (d1643).

THE VEIL OF HATHHALLA

The gods of the Sun hid their faces in shame after the death of Adiya and the Catastrophe, and Hathhalla took the Sun Throne until the Worm Kings were destroyed. Her Veil hung over the Sun, and the light of the world was dimmed, and the world was cold. Food was scarce and travel difficult during her Reign as the Sun Goddess.

i516 The Winter Century: Sekereti tribal Princes and Dragon King armies gather in the desert outside of Seker and Camathune (d1660).

i517 The Winter Century: Worm Kings in Seker and Camathune overthrown by Sekereti princes and Dragon Kings; Dragon Kings begin hunt throughout the Gola for Worm Kings hiding amongst the tombs of the Hundred Kings Period (d1661).

i524 The Winter Century: The Black Arrow Queens Farrara, Ityla, and Tamara IV destroy a Worm King fleet off of Infill (d1668).

i525 The Winter Century: The Isliklidae reappear in the Far West in the Valley of Hooves, and begin to invade the Lake Hazrat region, home to the descendants of Arkham Hess (d1669).

i536 The Winter Century: The Black Arrow Queens destroy a Worm King fleet off the coast of Labira (d1680).

i540 The Winter Century: The Black Arrow Queens destroy a Worm King fleet off of Mal Irama (d1684).

i543 The Winter Century: The last Worm King fleet is destroyed by the Black Arrow Queens off of Mal Irama; several Worm Kings make it ashore and enter Daradja, but are destroyed by the Hero-King Mergaile of Dara Dess, called the Worm Eater (d1687).

i546 The Winter Century: The Isliklidae finish their conquest of the Lake Hazrat region, driving the Kessites into the Sea of Sands (d1690).

i550 The Winter Century: Vanimoria and Galia are cleared of Worm Kings by roving Dragon King armies (d1694).

i551 The Winter Century: Amora reasserts its sovereignty under Queen Rahlia (d1695).

i552 The Winter Century: Thessid Princes and priests begin purging the Thessidian coast of Worm Kings (d1696).

i557 The Winter Century: The Isliklidae conquer Samarappa and end the known line of Jala; they proclaim the Kingdom of the Düméghal. End of the Celestial Court (d1700).

i588 The Winter Century: The last known Worm King in the Gola, Periphas of Ghavros, killed by Dragon Kings (d1732).

i592 The Winter Century: A Dragon King fleets set sail from Alesia for the Far West, bearing most of the surviving Dragon Kings. Birth of Akine Mog in Kathek (d1736).

i594 The Winter Century: A Dragon King fleet lands at Hamab and is given welcome by the Düméghal warlords of the Isliklidae, who remain hidden; the Dragon Kings are permitted to search the land for Worm Kings (d1738).

p777 Birth of Audra Baséa of the House of Baséa (d1754).

i613 The Winter Century: Dragon Kings find Worm Kings hiding in Spice Isles. (d1757).

i627 The Winter Century: The Worm King Githwaine returns to Uthed Dania (d1771).

p796 Death of the Black Arrow Queen Nicera of the House of Divinhrada without a clear heir (d1772).

p799 Death of the Black Arrow Queen Saraclea of the House of Baséa; Audra becomes a Black Arrow Queen of Palatia (d1776).

p803 Death of the Black Arrow Queen Tamara V of the House of Vargate without a clear heir. Audra stands as the sole Black Arrow Queen, and commissions the first Sea Houses (d1779).

THE VOYAGES OF AUDRA

The Palatians credit Audra's Voyages with having reestablished the Known World, which they fear would have become frayed and fallen apart had Audra not sailed to find the new Oracle Queen of Khael, without whom the Known World cannot exist.

p805 The Voyages of Audra: Audra sets sail for Khael, where she surveys the ruins of Oracle City and begins its rebuilding (d1781).

p809 The Voyages of Audra: Audra descends into the Underworld, and returns with the Book of Dooms (d1785).

p810 The Voyages of Audra: Audra sails into the Golden Sea to find the new Oracle Queen (d1786).

i644 The Winter Century: Erlwulf, last known Dragon King, kills the last known Worm King in the Far West (d1788).

p812 The Voyages of Audra: Audra finds the Islands of the Dawn at the edges of the Golden Sea, and finds Ursula, last of the line of Bragea (d1788).

p813 The Voyages of Audra: Audra returns with Ursula to the Isle of Khael and instates her as the new Oracle Queen under Palatian protection (d1789).

i648 The Winter Century: Erlwulf returns to Dania and discovers presence of a Worm King nearby. The Voyages of Audra: Audra sails to Hemispia and Amora (d1792).

p816 The Voyages of Audra: Audra sails to the Golden Coast, travels inland to the Mountains of Gold and Sabuta, and treats with the Ivory Queen (d1793).

p817 The Voyages of Audra: Audra rounds the Horn of Barbs and arrives at the port of Gharros (d1794).

p818 The Voyages of Audra: Audra returns to Palatia (d1795).

p820 The Voyages of Audra: Audra sails to Labira (d1797).

p821 The Voyages of Audra: Audra sails to Lagoria, Lagapoli, and Umat; Audra fights pirates from the Barren Coast (d1798).

p822 The Voyages of Audra: Audra visits Dara Dess and treats with King Érhim (d1799).

i657 The Winter Century: Githwaine kills Erlwulf, last of the Dragon Kings and last known scion of the line of Islik, with Ghavaurer. Erlwulf's body interred at Heth Moll (d1801).

p826 The Voyages of Audra: Audra sails north into the Panoch Sea and founds the cities of Hagus and Brunia (d1803).

p828 The Voyages of Audra: Audra sails across the Panoch Sea and encounters the Sea Kings for the first time (d1805).

p830 The Voyages of Audra: Labira becomes a province of Palatia and the Princesses of its Houses join the Palatian House of Princes (d1807).

i666 The Winter Century: Githwaine unmasked at Sanas Sill; he takes up a throne at Liss Dyved (d1810).

p835 The Voyages of Audra: Audra establishes the Arsenal in the city of Palatia and is hailed as the first Copper Queen of the Arsenal (d1812).

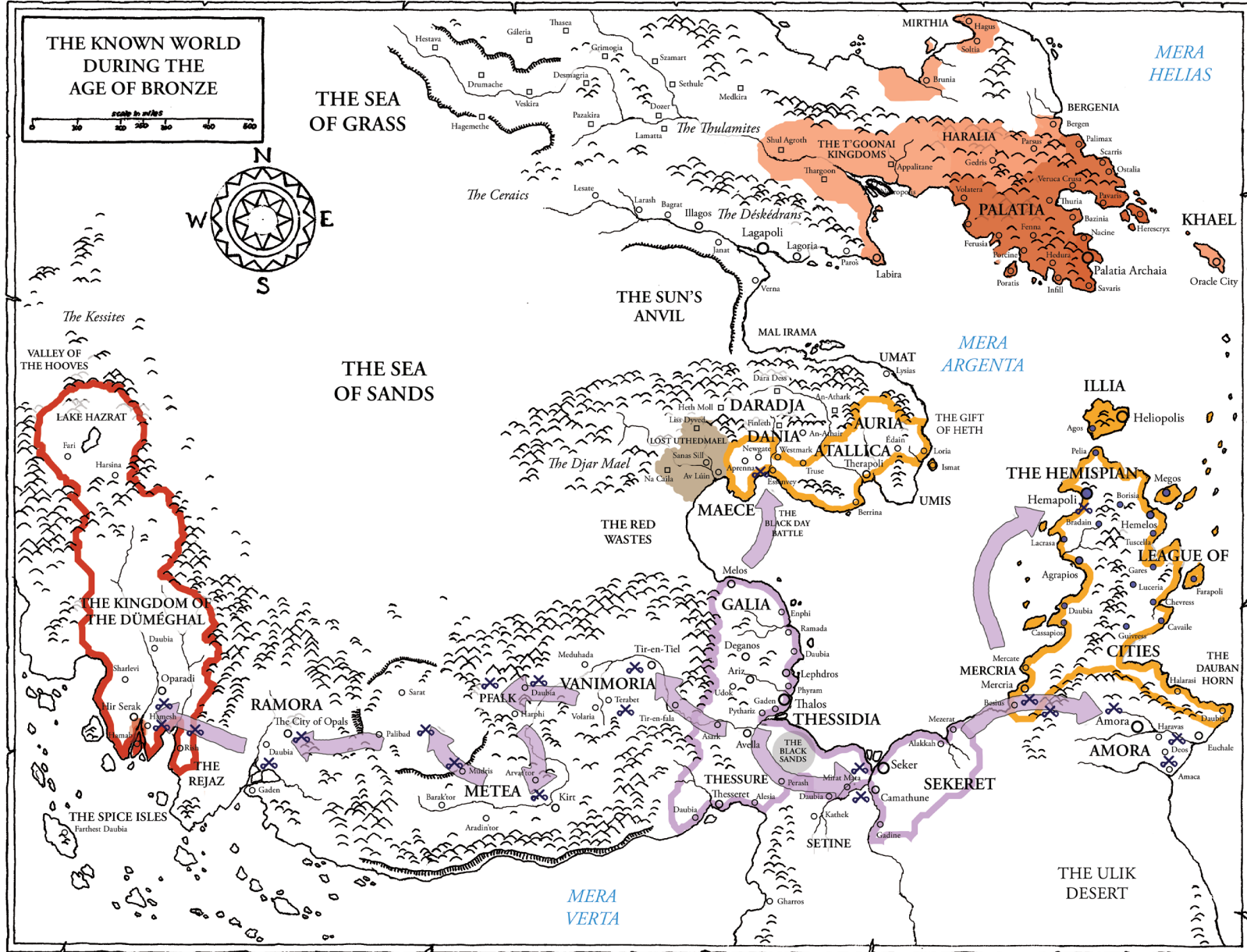
i670 The Winter Century: Akine Mog takes the throne of Kathek and becomes the Sorcerer-King of Setine (d1814).

p840 The Voyages of Audra: The Arsenal produces the first full-rigged Carracks, and they begin to replace the traditional Palatian cogs and hulks (d1817).

i675 The Winter Century: Gobelin, smith of the Bodmall clan, forges Gladringer for Fortias the Brave. Fortias kills Githwaine, but his body is recovered by Djar Maelite knights and buried in secret. Fortias is crowned High King of Therapoli and the Middle Kingdoms. Uthed Dania is blighted by a curse from the Sun Court and afterwards is called Lost Uthedmael (d1819).

MAP KEY

-  Lands allied to the Sun Court of Illia
 -  Lands loyal to the Phoenix Court in Thalos
 -  Palatia proper
 -  Allied cities, Provinces, and Protectorates of Palatia
 -  Lands controlled by the Isliklidae
 -  Campaigns of Akkalion
 -  Major Battles of Akkalion
-
- City of the League
 - City
 - Large City
 - Metropolis
 - ▣ Citadel or Castle



THE BRONZE AGE MAP TWO: THE RETURN OF EMPIRE

i678	Fortias begins to build the Great Wall, and settles loyal Mael Kings along the southern coast, founding the Kingdom of Maece. The lands of Dania become known as the Four Kingdoms: Auria, Dania, Maece, and Atallica (d1822).
p847	Birth of Theda, daughter of Audra, in Palatia (d1823).
p850	Death of Audra the Voyager, last of the Black Arrow Queens and first Copper Queen of the Arsenal; Maratta of House Divinhrada becomes Countess Palatine of Palatia (d1827).
p862	Theda Baséa of House Baséa, daughter of Audra, is crowned Copper Queen of Palatia and the Arsenal (d1839).
THE COPPER QUEENS OF THE ARSENAL The Queens of Palatia during the Bronze Age ruled over a period of growth and plenty, as the shipping fleets and mercantile Houses of Palatia, protected by the warships of the Arsenal, slowly became the center of the Known World's economy.	
p864	Queen Theda begins civic expansions throughout the Pallithane Peninsula (d1841).
i699	The Phoenix Court reconstitutes in Thalos, and the first emirs are chosen for Thessidian provinces (d1843).
i700	The Great Wall separating the Middle Kingdoms from Lost Urthedmael is finished (d1844).
p890	T'goonai Kingdoms of the Sefir Valley become provinces of Palatia, and their Kings join the Palatian House of Princes, though not without protests (d1867).
i726	Death of Phillias, the last King of Cavalonia (d1870).
i731	Akine Mog invades the Gola, beginning the Fire War; first use of alchemical fire machines during siege of Mirat Mata (d1875).
THE FIRE WAR & THE INVENTION OF FIREARMS Akine Mog's attempt to conquer Sekeret marked the first use of bombards and cannons, enchanted vessels of bronze and brass made by the Sorcerer-King and his magicians and filled with an alchemical black powder that produced fire and shot objects over long distances.	
i732	The Fire War: The armies of Akine Mog lay siege to Camathune; the city walls fall within two days (d1876).
i733	The Fire War: The armies of Akine Mog lay siege to Seker, but the scholars and magicians of the Great School conjure counters to his alchemical fire machines (d1877).
i737	The cities of Hemispia and Cavalonia join together and form the Hemispian League of Cities, sending Princes to Hemapoli

to form a Council; the rebuilding of Agrapios begins. The Fire War: Queen Theda sends Palatian legions to aid the city of Seker and Prince Abayyad, and the siege of Seker is lifted (d1881).

THE HEMISPIAN LEAGUE OF CITIES

In response to the growing success of Palatia, the city-states of Hemispia and Cavalonia banded together to better challenge Palatia as a sea and trading power. Hemapoli slowly emerged as the First City of the League.

i740	The Fire War: The armies of Sekeret, led by Prince Abayyad of Seker, defeat the armies of Akine Mog, and his evil spirit is banished to Limbo. Prince Abbayad annexes Setine and becomes the first King of Grand Sekeret (d1884).
p924	Queen Theda sends the first legionary expedition across the Sea of Sands to establish the Spice Road to the Far West (d1901).
p926	Death of Queen Theda Baséa; Ottavia Vargate of the House of Vargate becomes Copper Queen of Palatia (d1903).
p944	The Palatian Province of Mirthia is beset by Panagh raiders from the north for the first time (d1921).
i787	First Palatian-Hemispian War begins with the siege of Infill (d1931).
i803	First Palatian-Hemispian War ends with the Treaty of Agos (d1947).
p994	The shipmasters of the Arsenal produce the first caravels and they begin to join the Palatian fleet (d1970).
p999	A suspicious fire destroys the Arsenal of Palatia (d1975).
p1001	Queen Tamara VI rebuilds and expands the Arsenal (d1977)
i835	A suspicious fire destroys the docks of Hemapoli; the Second Palatian-Hemispian War begins (d1979).
d1980	Ulsvain of Arvat-tor becomes High King of the Metics and binds the Metic Lords into the Kingdom of Metea.
d2001	The Mahalians attempt to throw off the rule of the Islıklidae; the Düméghal massacre thousands in response.
i868	Ravera's Mistake: Ravera, daughter of King Gereint of Pallanwyn, accidentally lets the curse of Lost Urthedmael through the gates of the Great Wall, and it blights a portion of western Dania (d2012).
i877	The Second Palatian-Hemispian War ends with the Second Treaty of Agos (d2021).
i945	The Third Palatian-Hemispian War begins with the siege of Savaris (d2089).
i993	The Third Palatian-Hemispian War ends with the Treaty of Megos (d2137).
i1000	Birth of Akkalion, a prince of House Deganos (d2144).
i1020	Akkalion becomes Emir of Thessidia (d2164).

i1021	Akkalion reasserts Imperial control over Galia, Thessure, and Melos (d2165).
i1026	Akkalion conquers Grand Sekeret, defeating the armies of King Nassir and his Palatian allies. Akkalion submits himself to the testing of the Golan Great Schools in Seker and Camathune and is proclaimed fit for the throne of Thessid-Gola; he is named Emperor (d2170).
d2172	War begins between the Pfalk mountain lords and Vanimoria.
d2174	Heromat, King of Vanimoria, dies in battle; Akkalion offers aid to the Crown Prince Osmanat.
i1031	Crown Prince Osmanat is assassinated; a council of mountain Princes names Akkalion the King of Vanimoria (d2175).
i1033	Akkalion occupies Pfalk (d2177).
i1034	Akkalion conquers Metea (d2178).
i1035	Akkalion conquers Thelea (d2179).
i1037	Akkalion conquers Ramora (d2181).
i1038	Akkalion begins extensive campaign against the Kingdom of the Düméghal (d2182).
i1042	Akkalion sacks Hamesh (d2186).
i1048	Akkalion ends his campaign against the Kingdom of the Düméghal and returns to the east; Akkalion proclaims that he has learned humility (d2192).
i1049	Akkalion makes his capital in Avella and begins to remake it as the Immortal City (d2193).
i1058	Akkalion conquers Mercria and invades Amora (d2202).
i1059	Queen Palena of Palatia begins to send aid to Amora (d2203).
i1063	Akkalion conquers Amora; the cities of Halarasi and Daubia remain free (d2207).
i1064	Akkalion sacks Hemapoli; the Hemispian League of Cities and the Sun Court offer tribute to Akkalion. The Four Kingdoms under King Darwain Urfortias refuse to obey the Sun Court's order of tribute to Akkalion (d2208).
i1065	Akkalion prepares to invade the Four Kingdoms. The Watchtower Kings of Maece call for aid. The High King and the Kings of Dania, Atallica, and Auria respond. King Cynan of Finleth raises a Daradjan army and marches south; the first Highlander mercenary companies are formed. Akkalion sails the Imperial Thessid fleet into the Rumaswain, and the legions land between Gilmore and Volmore, and both sides mass for battle. The Black Day Battle: Irré rises and the battle commences, but Akkalion cannot be roused from his dreams. The Imperial forces are driven into the sea; waiting Barren Coast pirates and Palatian corsairs set upon the retreating Imperial fleet, but Akkalion's flagship escapes. King Darwain loses Gladringer on the field (d2209).

MAP KEY

 Lands allied to the Sun Court of Illia

 The Empire of Thessid-Gola

 Palatia proper

 Allied cities, Provinces, and Protectorates of Palatia

 The Queendom of Amora-and-Meretia

 The Invasions of the Isliklidae

 The Fire Crusade

 The Invasions of the Kessite Horse Lords

 Lycinian Migration

 City of the League

 City

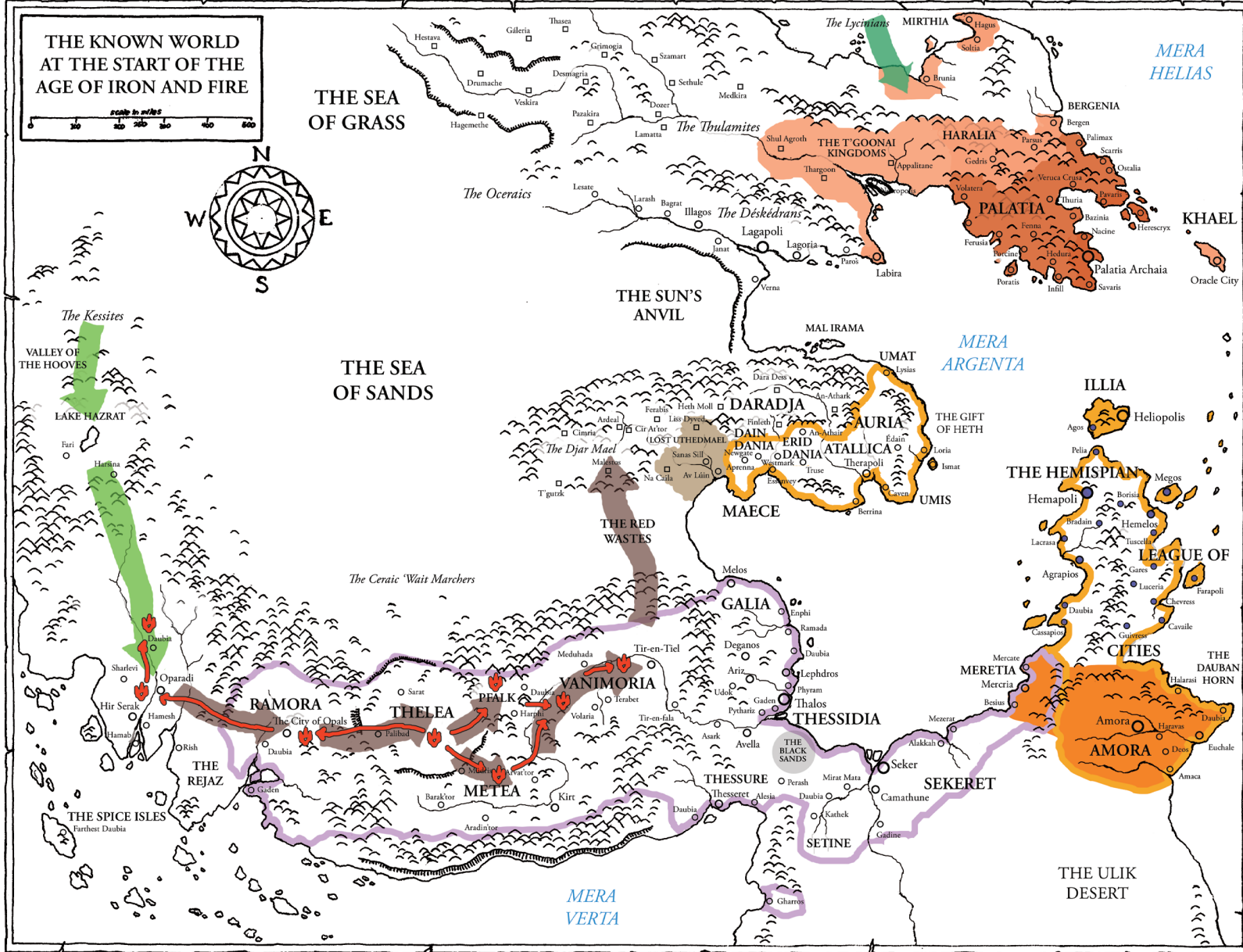
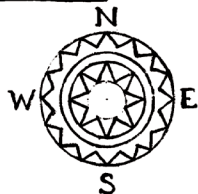
 Large City

 Metropolis

 Citadel or Castle

THE KNOWN WORLD
AT THE START OF THE
AGE OF IRON AND FIRE

Scale: 0 100 200 300 400 500 miles



THE IRON AGE MAP ONE:
FIRE, STEEL, AND HOOF

- i1066 Akkalion's sleeping body is installed on his throne in Avella, and a Vigil is begun for his recovery; the Empire is beset by tumult and confusion (d2210).
- i1068 The Metic Lords of the Ashe Plateau break away from Metea and form the Kingdom of Thelea (d2212).
- i1070 King Cilad of Dania founds the University of Newgate (d2214).
- i1081 The Isliklidae abandon the Kingdom of the Düméghal and invade Ramora; Samarite Princes retake the Arap Valley (d2225).
- i1083 The Isliklidae conquer Ramora and sack the City of Opals (d2227).
- i1091 The Isliklidae conquer Thelea (d2235).
- i1092 Kessite war bands begin to move into the Lake Hazrat region from the north (d2236).
- i1096 The Isliklidae begin invasion of Metea and Pfalk (d2240).
- i1100 First rumors of the Gray Dream of the Emperor begin to surface outside the Phoenix Court (d2244).
- i1106 Kessite war bands invade Samarappa from the north (d2250).
- i1109 Publication in Avella of "A True Account of the Gray Dream," purporting to describe the Emperor's Dream on the eve of the Black Day Battle (d2253).
- i1136 The Phoenix Court bans false reports of the Gray Dream. Ceraic tribes ally themselves with Palatia and are henceforth described as Ocerais (d2280).
- i1137 Death of Coric, King of Dania; his twin sons Iawn and Medrawn squabble over who is the eldest, and split the Kingdom into two, creating Dain Dania and Erid Dania (d2281).
- i1140 Ceraic tribes offer tribute to the Empire and are sent to contest the border areas of Thelea with the Isliklidae (d2284).
- i1150 The Isliklidae abandon Thelea, Metea, and Pfalk and invade Vanimoria, beginning the Long War of Night Horrors with the Empire of Thessid-Gola (d2294).

THE LONG WAR OF NIGHT HORRORS

The Isliklidae fought a vicious, interminable, and ultimately victorious campaign against the Phoenix Court, which came to be known as the cruelest war in the history of the Known World.

- i1155 The Sun Court ends its tributes to the Phoenix Court (d2310).
- i1162 The Metic hero Hamarat the Night Fire begins the Fire Crusade in Thelea (d2306).

THE FIRE CRUSADE

Hamarat, called the Night Fire, followed in the Isliklidae's wake, teaching knights and priests a secret way to purge the land of their evil taint. He was rumored to be the bastard son of one of the Isliklid Kings.

- i1171 The Fire Crusade spreads to Ramora (d2315).
- i1173 The Fire Crusade spreads to Metea (d2317).
- i1178 The Fire Crusade spreads to Samarappa (d2322).
- i1179 The Fire Crusade spreads to Pfalk (d2323).
- i1180 Lyrina, Queen of Amora, begins a rebellion against Imperial rule, with aid from Arthea, Copper Queen of Palatia (d2324).
- i1187 The Phoenix Court grants Amora independence and withdraws its remaining troops (d2331).
- i1190 Amora conquers Mercria and renames it Meretia (d2333).
- i1206 The Isliklidae sack Tir-en-Tiel and prepare to invade the Imperial lowlands; the Empire sues for peace (d2350).
- i1211 After five years of silence, the Isliklidae send terms to the Phoenix Court, and the Treaty of Tir-en-Tiel is established (d2355).
- i1212 The Isliklidae cross the Red Wastes and invade the Dain Éduins with help from the Empire; they begin subjugating the Djar Mael warlords of the Dain Éduins (d2356).
- i1213 The Fire Crusade spreads to Vanimoria (d2357).
- i1214 Heralds claiming to represent the Isliklidae announce the creation of Three Kingdoms in the Dain Éduins: Boradja, Morica, and Ugeram (d2358).
- i1215 The Watchtower King Ulwyn of Maece calls for a Crusade against the Isliklidae, and his armies cross Lost Uthedmael (d2359).
- i1239 King Gwryfyr Brightstar of Maece dies during the attempted siege of Cir Ar'tor; end of the Kingdom of Maece and its Crusade against the Isliklidae (d2383).
- i1240 The Throne of Maece vanishes while being returned to Therapoli. The Throne of Dain Dania disappears from Aprenna. The Ivory Throne of Dainphalia disappears (d2384).
- i1241 The Throne of Huel't disappears from Berrina. The Throne of Édain disappears (d2385).
- i1242 The Throne of Auria disappears from Loria. King Theodric of Auria accuses King Cawal of Umat of stealing it (d2386).
- i1243 The Wars of the Throne Thief begin between Auria, Umat, and Dainphalia; war begins between Dain and Erid Dania (d2387).

THE WARS OF THE THRONE THIEF

Civil war, witch burnings, banditry, and mob riots marked the search for the stolen thrones of the Middle Kingdoms, but the identity of the Throne Thief was never discovered nor were the thrones ever recovered.

- i1244 The Phoenix Court begins to reassert control over Metea, Thelea, and Pfalk, banning the Fire Crusade; the Phoenix Court creates the Order of the Inquisition to investigate the Fire Crusade, Gray Dream heresies, and other threats to the Divine King (d2388).

- i1246 The Wars of the Throne Thief: The Throne of Erid Dania disappears from Westmark (d2390).
- i1247 The Wars of the Throne Thief: Lysias sacked by Aurian troops, Silver Throne of Umat taken to Loria; end of Umati-Aurian hostilities (d2391).
- i1248 The Wars of the Throne Thief: Silver Throne of Umat disappears from Loria; resumption of Umati-Aurian hostilities. The Throne of Umis disappears from Caven (d2392).
- i1250 The Wars of the Throne Thief: The Dragon Throne of Therapoli disappears; widespread mayhem, fighting, and witch burnings ensue (d2394).
- i1253 The Wars of the Throne Thief: The High King Fergus accuses King Gologsyn of Umis of stealing his throne; the High King invades Umis and sacks Caven (d2396).
- p1426 Queen Pherusa, last of the Copper Queens, dies in Palatia without clear heir; Duke Nereus is assassinated, beginning the Assassin Cycles (d2402).

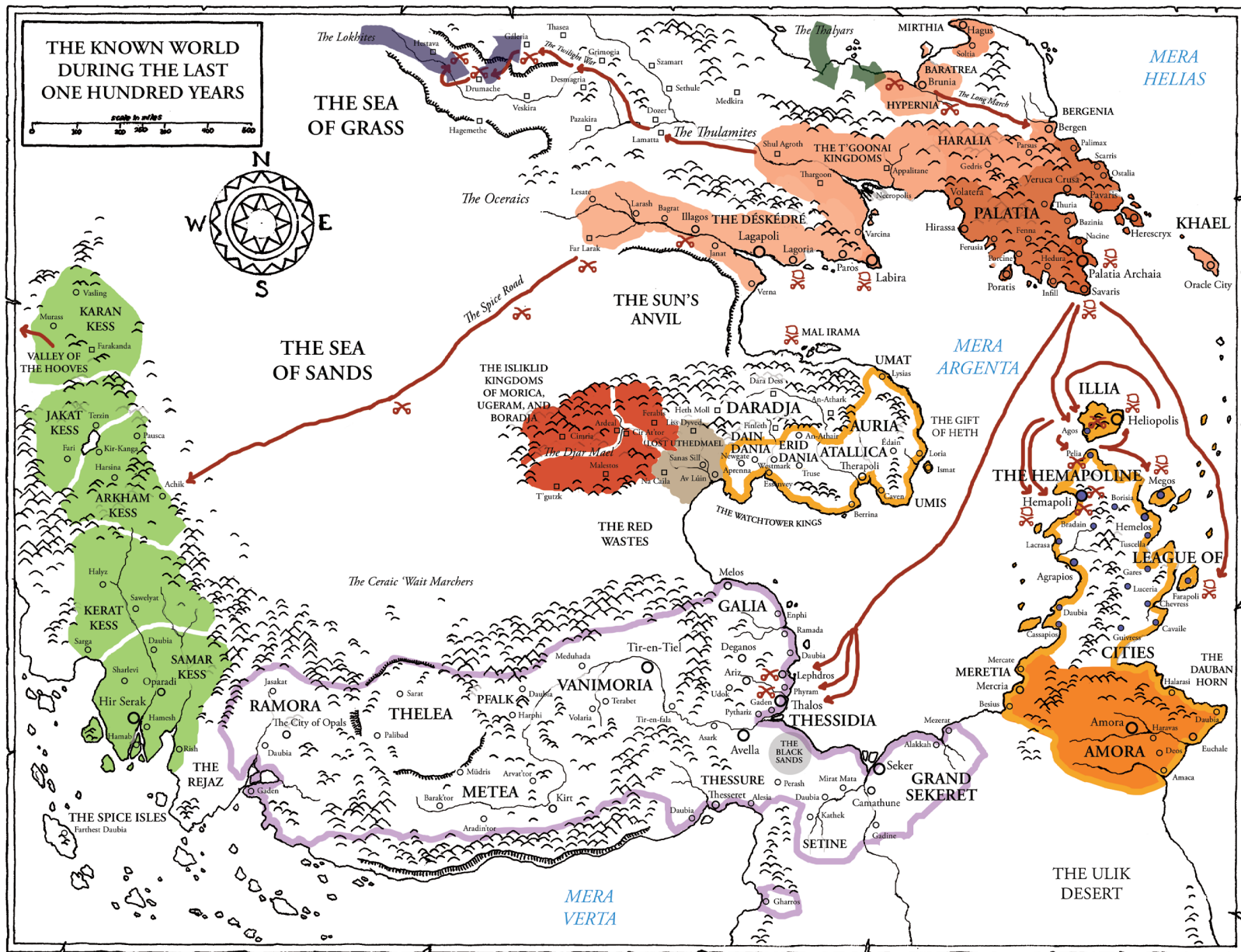
THE ASSASSIN CYCLES

After the death of Queen Pherusa, political infighting and inter-House warfare led to the deaths of over 90 Queens, Dukes, and Countess Palatines and countless minor nobles until the coming of the Usurper.

- i1266 The Wars of the Throne Thief: The High King Fergus is slain on his sixth campaign against Umis during the siege of Hardagh; the High King Fairal is slain attacking Rhodia (d2410).
- i1267 The Wars of the Throne Thief: The High King Fergrain is slain by Gologsyn; Forwain the Wise becomes High King of Therapoli and sets about seeking peace in the Middle Kingdoms (d2411).
- i1280 The Hidden Priests of the Night Fire proclaim an end to the Fire Crusade in the Western Empire (d2345).
- i1289 The Phoenix Court appoints the first Sultan, Infetep I, charged with speaking in Akkalion's stead as his regent (d2433).
- i1297 The Wars of the Throne Thief come to an end: The High King Forwain issues a general amnesty for war crimes; the Sun Court pardons Gologsyn for the deaths of three High Kings and issues a general amnesty. The Kings of Angowrie, Huel't, Dainphalia, and Umat are elevated to be Seated Kings of the Sun Court (d2441).
- i1313 Death of King Gologsyn of Umis; Gorasgwyn, son of Gologsyn, becomes King of Umis and is elevated to be a Seated King of the Sun Court (d2457).
- p1484 The Lycinians begin to settle west of the Palatian Province of Mirthia under Palatian direction (d2460).
- p1521 The Assassin Cycles: Birth of the Lord Mott of the House of Arkida (d2497).
- p1522 The Assassin Cycles: Birth of Urech Aiths of the Sea House of Aiths (d2498).

MAP KEY

-  Lands allied to the Sun Court of Illia
 -  The Empire of Thessid-Gola
 -  Palatia proper
 -  Allied cities, Provinces, and Protectorates of Palatia
 -  The Queendom of Amora-and-Meretia
 -  The Kingdoms of the Isliklidæ
 -  Khanates of the Kessite Horse Lords
 -  The Lokhite Invasion
 -  Campaigns & Travels of Urech the Usurper
 -  Major Usurper Land Battles
 -  Major Usurper Sea Battles
 -  Thalyar Migrations
- City of the League
 - City
 - Large City
 - Metropolis
 - Citadel or Castle



THE IRON AGE MAP TWO: THE LAST ONE HUNDRED YEARS

- i1372 Hurias of Truse, the last great scholar on the life and death of Githwaine, writes "On The Last Worm." The Assassin Cycles: Duke Pelemachus is assassinated; Meleas becomes Duke and ruler of Palatia. Gray Dream Cultists are uncovered in Pythariz by the Inquisition of the Phoenix Court (d2516).

THE CULTS OF THE GRAY DREAM

Secret cults claiming to know the truth about the Emperor's Dream have spread throughout the Known World, particularly in the last century, offering to reveal the Mysteries of the Gray Dream to the worthy (and in some cases, unworthy alike).

- p1541 The Assassin Cycles: Hamellus of the House of Devarra becomes Captain-General of the Palatian Legions (d2517).
i1374 Cultists of Nymarga are uncovered in Mirat Mata by the Inquisition of the Phoenix Court (d2518).

THE CULTS OF THE FORBIDDEN

Secret cults promising paths to success and the fulfillment of forbidden desires have long been a fixture of the Known World, but the Inquisition of the Phoenix Court claims that they have spread to an extent not seen since the days of the Worm Kings. The cult of Ishraha preaches revolution; the cult of Amaymon offers secret power over others; the cult of Ligrid offers the satisfaction of perversion; and the cult of Nymarga, supposedly begun by Githwaine in Uthed Dania, prepares the world for his return to the throne of the Worldly Tyrant.

- p1543 The Assassin Cycles: Duke Meleas is assassinated; the Countess Palatine Idora becomes ruler of Palatia. Idora and Hamellus dispatch the first Legion expeditions across the Sea of Sands to establish the Spice Road to the Far West (d2519).
i1376 Hemispian City War between Luceria and Chevress (d2520).

THE WARS OF THE HEMISPAN CITY-STATES

The city-states of Hemispia, Cavalonia, and the former Kingdom of Telesia often engage in brief seasonal wars to settle their differences. The armies of the two cities involved in a dispute meet for a prearranged battle after the harvests are over for the year.

- p1545 The Assassin Cycles: the Countess Palatine Idora is assassinated; Queen Helera of the House of Baséa becomes ruler of Palatia. (d2521).

- p1546 The Assassin Cycles: Queen Helera is assassinated; the Countess Palatine Tamara Salé becomes ruler of Palatia. Lycinian rebellion begins prompted by Thalyar warlord Gudderah, called the War Dog; Brunia is sacked. The Long March: Palatian Legions commanded by Urech Aiths must abandon Lycinia and march back to Bergenia (d2522).

- i1379 Cultists of Ligrid are uncovered in Seker by the Inquisition of the Phoenix Court (d2523).

- p1548 The Assassin Cycles: Urech Aiths kills Gudderah in single combat and the Bergenian Legions crush the Lycinian rebellion; the Treaty of Brunia establishes the Thalyar Border Kingdom of Urthia as a Palatian Protectorate (d2524).

- i1381 Lyrius, Prince of Hemapoli, forces the Hemispian League to change its name to the Hemapoline League of Cities. Hemispian City War between Hemapoli and Hemelos.

The Assassin Cycles: the Countess Palatine Tamara Salé is assassinated; the Countess Palatine Salmoa becomes ruler of Palatia. (d2525).

- i1382 Death of King Paulus of Finleth; Darius, son of Paulus and of the line of Leda, becomes King of Finleth (d2526).

- p1551 The Lord Mott gains the Chair of Philosophy at the University of Palatia, the youngest man to ever hold such office. (d2527).

- p1552 The Assassin Cycles: the Countess Palatine Salmoa is assassinated; Hamellus of House Devarra becomes Duke of Palatia by special dispensation of the House of Princes, and he appoints the Lord Mott as his Grand Vizier and Urech Aiths as the new Captain-General of the Legions (d2528).

- i1385 Hemispian City War between Luceria and Gares. The Arsenal of Palatia produces the first galleons for the fleets and Sea Houses, supposedly at the direction of Urech Aiths (d2529).

- p1554 The Assassin Cycles: Hamellus announces his intention of becoming first King of Palatia; the night before the ceremony Urech Aiths leads a coup, and kills Hamellus in the Great Temple of Palatia Archaia. Urech Aiths imposes his own rule on Palatia and becomes known as The Usurper; "end" of the Assassin Cycles. Surviving members of the House of Devarra flee to Hemapoli (d2530).

- i1387 Witch burnings sweep Atallica, encouraged by Agallite templars. Assassins try to kill the Usurper (d2531).

- i1388 The Bandit King, Jasper the White, takes Dara Dess. Hemispian City War between Cassapios and Guivress (d2532).

- i1389 Death of Deerwain, High King of Therapoli; Dorowain Urfortias, son of Deerwain, becomes High King of Therapoli. Assassins try to kill the Usurper (d2533).

- i1390 Morovic, Baron of Gallos, wins the Grand Tourney at Berrina, and weds Nora, the Tourney Queen. Gray Dream Cultists are uncovered in Ghavros by the Inquisition of the Phoenix Court (d2534).

THE TOURNAMENTS OF THE MIDDLE KINGDOMS

The tournaments of the Middle Kingdoms are well known throughout the Known World. Four major ones are permanently scheduled in the Spring and Summer of each year: the Tournament of Flowers outside of Newgate, the Tournament of Stones outside of Truse, the Tournament of Horns outside of Collwyn, and the Tournament of Gavant outside of Kor Elbeth. The final tournament of the year is the Grand Tourney, the location of which changes from year to year as selected by the High King. The chosen host of the Grand Tourney sets its prize.

- i1391 The First Hemapoline-Palatian Sea War begins with a Hemapoline fleet blockade of Palatia Archaia. Birth of Coromir, son of Morovic, Baron of Gallos, and Nora (d2535).
i1392 Cultists of Nymarga are uncovered in Tier-en-Tiel by the Inquisition of the Phoenix Court (d2536).
i1393 The Lord Mott uncovers a plot against the Usurper by the Magisters of the University of Palatia; the conspirators, led by Ovaris, flee the city. The First Hemapoline-Palatian Sea War: The Usurper sacks Agos. Rumors surface of a Worm King found in a tomb of the Hundred Kings Period in the Gola (d2537).
i1394 The First Hemapoline-Palatian Sea War: The Usurper lays siege to Hemapoli; the League sues for peace, ending the war. (d2538).
i1395 Hemispian City War between Hemelos and Tuscella, and between Lacrasa and Agriapios. Assassins try to kill the Usurper (d2539).
i1396 Death of King Ranier of Huel; his sons Crown Prince Pelias and Baron Morovic quarrel over the succession. The Palatian Odrue arrives in Therapoli and becomes an assistant at the University (d2540).
i1397 Fighting breaks out between the knights of Pelias and Morovic's men. The Usurper instructs the Palatian Lords of Princes to grant Provincial status to the Lycinian Lords of the Lurgheride Kingdoms of Baratrea and Hypernia (d2541).
p1566 The Usurper begins visits to the cities of the Déskédran Coast to establish Palatian trading concerns into the Far West. The Lord Mott writes 'A Commentary on the King-Plays, with Indices,' inventing the book Index. Assassins try to kill the Usurper (d2542).

continued on next page

THE LAST ONE HUNDRED YEARS *continued*

- i1399 Pelias is recognized as rightful King of Huelt by the High King Dorowain and confirmed by the Sun Court; Pelias banishes Morovic and his followers “over the mountains.” Morovic prepares to flee to the Highlands by stealing the throne of Huelt from Berrina with the help of his counselor and magician, Lewin the Old. He arrives at the citadel of Finleth and is greeted by King Darius (d2543).
- i1400 With the help of King Darius and Lord Mutimir of Myr Iras, Morovic conquers Dara Dess and kills Jasper the White. Rumors surface of a Worm King found in a tomb in the Highlands of Setine (d2544).
- i1401 Hemispian City War between Bradain and Borisia (d2545).
- i1402 Gray Dream Cultists are uncovered in Alakkah by the Inquisition of the Phoenix Court (d2546).
- i1403 Plague strikes Therapoli (d2547).
- i1404 Hemispian City War between Luceria and Chevress (d2548).
- i1405 Vormir of Nagria, a knight in service to King Moromir, conquers Bellova and swears fealty to Dara Dess. Plague strikes Erid Dania and Auria (d2549).
- i1406 Plague strikes Dain Dania (d2550).
- i1407 Plague strikes Umat. Assassins try to kill the Usurper (d2551).
- i1408 King Morovic of Dara Dess and his wife Nora are slain by assassins from Huelt; his bodyguards save his son Coromir, who becomes King of Dara Dess. Plague strikes Therapoli. Witch burnings sweep Atallica, encouraged by Agallite templars (d2552).
- i1409 Witch burnings sweep Erid Dania, encouraged by Agallite templars (d2553).
- i1410 Cultists of Ishraha are uncovered in Essenvey by priests of the Sun Court. (d2554).
- p1579 The cities of the Déskédran Coast become a Palatian Protectorate, and the Usurper appoints its first Military Governor, Hannath Sumatra of the House of Bara; Thessid encroachment on the Spice Road prompts Palatian military responses, and the First War of the Road begins (d2555).
- p1580 The Lord Mott establishes the first Mottist College at the University of Palatia (d2556).

THE MOTTIST COLLEGES

The Lord Mott preaches the use of his Indexes to free students from the drudgery of rote memorization, the standard teaching technique in most of the Known World's halls of learning, and colleges and schools devoted to his methods have been established by his disciples in many Universities and Great Schools.

- i1413 King Coromir of Dara Dess renounces the Divine King in the Temple of Yhera at Usparas; Poven, lord of Myr Lamas, swears fealty to Dara Dess. Highland brigands from the Bloody Hundred raid An-Andria and An-Ogruth in Atallica (d2557).
- i1414 King Coromir of Dara Dess marries Ella of Myr Lamas; the Mountain's Own are barred from the ceremony (d2558).
- p1583 The First War of the Road: The Usurper completes treaties with the Kessite Horse Khans (d2559).
- p1584 The First War of the Road: The Usurper is rumored to be in Califa treating with the Emperor of the West. Hemispian City War between Hemelos and Borisia. Gray Dream Cultists are uncovered in Palatia Archaia. The first claims begin to surface that the Lord Mott is the King-In-Waiting, and persist though many saying so are arrested (d2560).

THE KING-IN-WAITING

Some of the Lord Mott's disciples claim that the Gray Dream of the Emperor was a vision prophesizing the rise of the Lord Mott to the throne of the Philosopher-King, and that the Lord Mott will one day rule over an Empire of Reason that will rival the Golden Empire of Dauban Hess in scope and glory.

- p1585 The First War of the Road: The Usurper is rumored to be in the Underworld; the Thessids and the Isliklidae King Ceryx lay siege to Illagos. Urech returns from the West and breaks the Thessid siege, destroying their desert armies. Ceryx withdraws to Ugeram. End of the First War of the Road (d2561).
- i1418 The Second Hemapoline-Palatian Sea War begins the Hemapoline blockade of Lagapoli and the Kédran Gulf. Lysia of Sess Pogue becomes an enchantress in the household of King Coromir of Dara Dess (d2562).
- i1419 The Second Hemapoline-Palatian Sea War: The Battle of the Black Sails: Fleet battle off of Mal Irama draws dozens of pirate ships from Amain Point, Derg Mal, and Derg Tamas, which fall on the battling Palatian and Hemapoline vessels by surprise, sinking or capturing many (d2563).
- d2564 First known appearance of Lokhite hordes in the Sea of Grass. The Second Hemapoline-Palatian Sea War: The Black Swords and Leatherskins Free Companies of Daradja take service with the Palatian Legions as mercenary auxiliaries.
- i1421 The Second Hemapoline-Palatian Sea War: Major fleet battle off of Lagoria results in a Palatian victory (d2565).
- i1422 Death of King Darius; Alexus, son of Darius, becomes King of Finleth. Odrue becomes a Magister at the University of Therapoli, the first foreigner to hold such office (d2566).

- i1423 The Second Hemapoline-Palatian Sea War: Palatian fleet maneuvers led by Déskédran Protector-General Hannath Sumatra cause the Hemapoline fleet to run aground near Labira in a heavy fog; thousands are slaughtered wading ashore by waiting Palatian Legions. The War ends with the withdrawal of the surviving Hemapoline ships (d2567).
- p1592 Assassins try to kill the Usurper and almost succeed, wounding him terribly. A horde of Lokhites sacks and occupies Hestava (d2568).
- i1425 On-hotep Al'won founds the Mottist School at the Great School of Sekeret (d2569).
- i1426 The marriage ceremony of King Alexus to Etarina of Edoras Arat is spoiled by the Mountain's Own, who abscond with the bride; Alexus' guards pursue them into the Djar Éduns in vain. Hemispian City War between Cavaile and Chevress. Odrue founds the Mottist College of Therapoli with a charter from the High King Awain (d2570).
- d2571 A horde of Lokhites sacks and occupies Drumache and attacks Veskira and Hagemethe.
- i1428 Birth of Agameen tep Marahet in Phyrat. King Alexus marries Sarta of Saras Lowe without incident. Thulamite war bands and immigrants begin to plague the T'goonai Provinces (d2572).
- i1429 The High King Awain grants a charter for the Seabright College of Loria (d2573).
- i1430 Birth of Branimir, son of Coromir and Ella, in Dara Dess. Palatian fortification of the Spice Road completed; Thessid legions begin testing the Palatian fort defenses. Assassins try to kill the Usurper (d2574).
- p1599 The Short War of the Road: The Usurper and the Lord Mott lead Palatian fleets on lightning sacks of Lephros, Daubia, and Thalos; the Empire withdraws its armies from the Sea of Sands (d2575).
- d2576 A horde of Lokhites sacks and occupies Gáléria.
- p1601 The Usurper and Queen Nihagen of Desmagria have their first encounter. The Usurper and Thulamite Warlords forge the Stone Treaty between Palatia and the Thulamite Citadels; the Usurper leads Palatian legions into the Sea of Grass to confront the Lokhites, beginning the Twilight War (d2577).
- i1434 Death of Dorowain, High King of Therapoli, during the Tournament of Horns; Awain Urfortias, son of Dorowain, becomes High King of Therapoli. Galfyr founds the Mottist College of the University of Truse with a charter from the High King Awain (d2578).
- i1435 Gray Dream Cultists are uncovered in Mirat Mata by the Inquisition of the Phoenix Court (d2579).

- p1604 The Twilight War: The Usurper retakes Gáléria and Drumache (d2580).
- i1437 Gray Dream Cultists are uncovered in Seker by the Inquisition of the Phoenix Court (d2581).
- i1438 Hemispian City War between Lacrasa and Bradain. Timat, of the King's Guard of Dara Dess, is strangled to death while alone in a locked room of the citadel (d2582).
- i1439 Birth of Edrick, son of the High King Awain. The Twilight War: The Usurper retakes Hestava (d2583).
- p1608 The Twilight War: The Battle of the Two Serpents: major engagement destroys most of the Lokhite hordes, and the survivors are driven back into the Unknown World; end of the Twilight War (d2584).

THE VERDICT OF THE TWILIGHT WAR

Many veterans of the Twilight War returned to their homes with claims that the Lokhites were not human at all, but were demomic creatures half-human and half-animal that would wear clothes and masks made from the skins and faces of men. The Usurper himself made no comment on this, but instead said simply "The Lokhites are the greatest threat to the future of the Known World."

- i1441 Birth of Stjepan, son of Argante and Byron of An-Athair. The Usurper becomes consort to Queen Nihagen of Desmagria. Perran of Trois founds a Mottist College in the city of Megos (d2585).
- p1610 Birth of Hannath H'Agria and Tamara N'Agria, the Usurper Twins, daughters of Queen Nihagen and the Usurper (d2586).
- p1611 Assassination of Queen Nihagen near Desmagria, and an attempt on the lives of her children; the assassins manage to escape (d2587).
- i1444 Owen Lis Red wins the Grand Tourney at Vesslos. The Arsenal of Palatia builds the first great galleys, called galeasses (d2588).
- i1445 Ghalvagos founds the Mottist School at the Great School of Camathune. Gray Dream Cultists are uncovered in Therapoli. Assassins try to kill the Usurper (d2589).
- i1446 Birth of Artesia, daughter of Argante and Byron of An-Athair. The Battle of Reinval: bandit knights of the Neris Wold surprise a punitive expedition sent against them; death of Aelfrod, King of Erid Dania, and Gores Lis Red, Duke of Har Misal. Eolred, son of Aelfrod, becomes the Erid King, and Owen, son of Gores, becomes the Duke of Har Misal. The Lord Mott begins compiling his 'Cyclopaedia of the Known World.' Helian founds a secret Mottist College at the University of Hemapoli (d2590).

- i1447 Owen Lis Red, Duke of Har Misal, weds Ilyana, daughter of the Baron of An-Ydain. Omadarius becomes High Priest of the Emperor's Cult. Hemispian City War between Hemapoli and Pelia. Rumors surface of a Worm King found in a tomb of the Hundred Kings Period in the Gola. Plague strikes the city of Camathune. Odrue leaves Therapoli and becomes advisor to Eolred, the Erid King (d2591).
- i1448 Cultists of Nymarga are uncovered in Cassapios by priests of the Sun Court. Hemispian City War between Cassapios and Daubia (d2592).
- i1449 Lysia leads Branimir to the lair of the Black Wolf of the Myr Gara, and he kills it and becomes known as 'the Wolf of Dara Dess.' Birth of Bern, son of Owen Lis Red and Ilyana. First printing of "The Veil of Lies," by Anonymous, in Palatia Archaia. Assassins try to kill the Usurper (d2593).
- i1450 The Third Hemapoline-Palatian Sea War begins with the Hemapoline blockade and siege of Savaris. The Usurper instructs the House of Princes to select Ydiema of the House of Golgos as Countess Palatine of Palatia and places her in charge as he leads the fleets to Savaris. Birth of Guielin, son of Owen Lis Red and Ilyana (d2594).
- i1451 Birth of Justin, son of Argante and Byron of An-Athair. Death of Coromir, King of Dara Dess, ambushed by Highland brigands of the Silent Band; Branimir, son of Coromir, becomes King of Dara Dess. Ferris, daughter of Caila of Sess Pogue, becomes an initiate of Hathalla at the West Mount Temple. The Third Hemapoline-Palatian Sea War: Blockade and siege of Savaris lifted as Palatian galeasses overwhelm the smaller and slower Hemapoline warships. Palatian corsair galleons begin preying on Hemapoline shipping throughout the Mera Argenta (d2595).
- i1452 Amther, Earl of Uthmark, weds Uthella of Westmark. The Third Hemapoline-Palatian Sea War: The Battle of Farapoli: A major fleet action within sight of Farapoli sinks a hundred Hemapoline ships (d2596).
- i1453 The Third Hemapoline-Palatian Sea War: The Usurper sacks Agos for a second time (d2597).
- i1454 Gray Dream Cultists are uncovered in Gares by Knights of Agall. The Third Hemapoline-Palatian Sea War: The Usurper sacks Pelia (d2598).
- i1455 Edrick, son of Awain, is invested as the Crown Prince of Auria and Édain. Odrue, advisor to King Eolred of Erid Dania, leaves Westmark and becomes advisor to Orphin the Bull, Earl of An-Athair; he begins to tutor Stjepan and Justin, the sons of Byron of An-Athair. Renham, warlord to Govarius, King of An-Athark, betrays his lord and usurps his throne; Govarius and his family die in the castle dungeons. Vlado, King of Kir Doss, ends tributes to An-Athark. The Third Hemapoline-Palatian

Sea War: The Usurper begins blockades of Heliopolis and Hemelos and lays siege to Hemapoli; Olander, Prince of the City and Prime Minister of the League, is killed in battle (d2599).

- i1456 The Third Hemapoline-Palatian Sea War ends when Belerin of House Nisander becomes Prime Minister of the League and sues for peace. King Renham of An-Athark lays siege to the Citadel of Glamwark without success. Derrek, Watchtower King of WarWark, wins the Grand Tourney at Bessiter. Assassins try to kill the Usurper (d2600).
- i1457 Countess Uthella Uthmark wins the Tournament of Flowers in disguise; she is banished from the High King's Court and confined to the lands of Uthmark. Civil strife in the Av-Ruad clan leads to outright war; the clan splits into two clans, the Av-Ruad of the Black and the Av-Ruad of the Red. Ferris of Sess Pagues joins the Lion Company. Assassins try to kill the Usurper (d2601).
- i1458 Orphin the Bull, Earl of An-Athair, sponsors Stjepan, son of Byron, to the University of Therapoli for studies. Witch burnings sweep Dain Dania, encouraged by Agallite templars. Malcolm of Uthage, youngest son of Baron Marwain of Uthage, runs out of money for his University training and joins the Horned Company. Cultists of Ishraha are uncovered in Hemapoli by priests of the Sun Court. Lord Tyrander of the Hemapoline merchant House of Lagrid becomes Prince of the City and Prime Minister of the Hemapoline League; Belerin is banished and takes up residence in Therapoli as a guest of the High King. The Rape King of Kar Bramin raids Nas Bessin, prompting Umati reprisals (d2602).
- i1459 House Tallander, a royalist house in Agrapios, begins agitating for the return of the Kingdom of Telesia, claiming its Prince, Tereus, is of the line of Telemon and Cewert. King Bran of Dara Dess hosts King Alexis of Finleth and King Renham of An-Athark, but the feast is disrupted by Highland brigands from the Pogues' Twelve. To escape the Av-Ruad civil war Mercer, son of Dyved of the Av-Ruad of the Black, joins the Leatherskins Free Company sailing as pirates out of Kar Corcova (d2603).
- i1460 Ibaride becomes Patriarch of Heliopolis. Hemispian City War between Lacrasa and Agrapios; the Prince of Lacrasa is revealed to have begun the war at the behest of Prince Tyrander. The Highland brigand Etarina and her Lovers visit Countess Uthella Uthmark, causing a scandal. Cultists of Nymarga are uncovered in Hemelos by priests of the Sun Court. (d2604).

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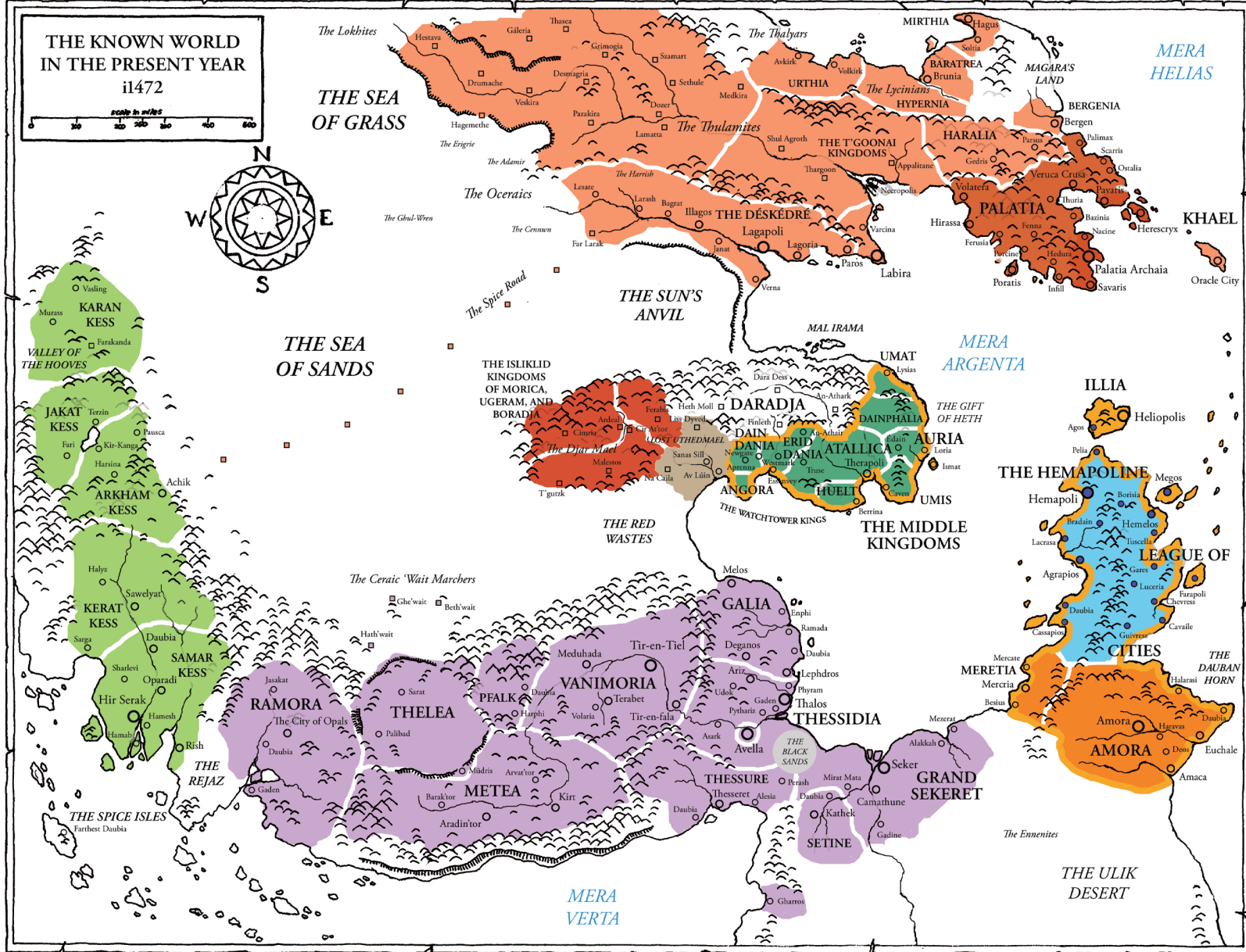
THE LAST ONE HUNDRED YEARS *continued*

- i1461 Witch burnings sweep Erid Dania, encouraged by Agallite templars; Argante of An-Athair is burned at the stake. Byron of An-Athair is cursed with madness and flees into the Erid Wold. Artesia and Justin are placed as wards in the household of Odrue, advisor to the Earl of An-Athair. King Renham of An-Athark lays siege to the Citadel of Glamwark without success. Agameen tep Marahet becomes Sultan of Thessid-Gola; Imbrus is selected as his Grand Vizier. Hemispian City War between Hemapoli and Agrapios. Cultists of Nymarga are uncovered in Borisia by priests of the Sun Court. Lord Palain of Hylsos makes his mistake, and takes to sailing a pirate ship out of Turach. The Horned Company takes service with Derrek, Watchtower King of WarWark (d2605).
- i1462 Artesia finds a dead woman's sword and crosses the Djar Édains into Daradja. She is found by Lysia, and joins the household of King Branimir of Dara Dess. 'Wait Marchers begin raiding the Spice Road. Rumors surface of a Worm King found in a tomb of the Hundred Kings Period in the Gola. Tereus of House Tallander becomes Prince of the City of Agrapios. Cultists of Nymarga are uncovered in Bradain by priests of the Sun Court. Ferris of Sess Pogue becomes Captain of the Lion Company. Witch burnings begin in Atallica, but Owen Lis Red forces the Agallite templars to desist (d2606).
- i1463 Stjepan of An-Athair becomes a cartographer for the High King's Court. Owen Lis Red wins the Grand Tourney at Édain. Prince Tereus of Agrapios allows Helian to found a Mottist College at the University of Agrapios. Priests of the Sun Court seeking cultists of Nymarga are barred entry into Agrapios. Ulin, son of Ulwyn, becomes the chief Warlord of King Bran of Dara Dess. Derrek, Watchtower King of WarWark, and his knights rout the Highlander brigands of the Night Watch in the Bale Mole; Malcolm of Uthage becomes Captain of the Horned Company (d2607).
- i1464 King Renham of An-Athark lays siege to the Citadel of Glamwark without success. Cultists of Nymarga are uncovered in Berrina by priests of the Sun Court. Witch burnings sweep Huel, encouraged by Agallite templars. Hemispian City War between Hemapoli and Agrapios (d2608).
- i1465 Derrek, Watchtower King of WarWark, and his knights put down a rebellion by the Watchtower Kings of Har Gail, Derc Dalved, and Derc Abrage. Gray Dream Cultists are uncovered in Essenvay. Assassins try to kill the Usurper. Aspara of the Bod Mall, daughter of Redwyn, chief of the Bod Mall, renounces her clan rather than marry Geldrys, chieftain of the Kar Kodac; she joins the Bronzehearts Free Company and is made Captain by the end of the year (d2609).
- i1466 Gawin, son of Lewin the Ancient, leaves the Highlands to study at the University of Newgate. Malcolm of Uthage leads the Horned Company into Daradja and takes service with Dara Dess. Gray Dream Cultists are uncovered in Lephros by the Inquisition of the Phoenix Court. Bad blood between The Rape King of Kar Bramin and the Sea Hag, Leahhadra of Derg Mal, becomes outright fighting; the Sea Hag lays siege to Kar Bramin but must withdraw (d2610).
- i1467 King Becir the Highlander of An-Taral ceases tribute to Dara Dess. Derrek, Watchtower King of WarWark, and his knights rout Djar Mael brigands encamped at Lost Brig Ferrod. Cultists of Ishraha are uncovered in Lacrasa by priests of the Sun Court. Hemispian City War between Hemapoli and Agrapios. Assassins try to kill the Usurper (d2611).
- i1468 Artesia becomes a War Captain in the army of King Branimir. The Battle of Volkova: King Bran leads his army against King Becir of An-Taral at Volkova and into a minor disaster; Artesia's company breaks, but rallies in the night to ambush King Becir and force his withdrawal with the help of Demetrius of the An-Tenved, who places the Silverwings Free Company in the service of Dara Dess. Demetrius' younger brother Vaslav refuses to enter Bran's service and forms the Blackwings Free Company. Umasza of the Ban Bres places the Marauders Free Company in the service of Dara Dess. The Citadel of Ilrus becomes a tributary of Dara Dess. The Palatian mercenary sergeant Harcas arrives in Dara Dess and takes service with Artesia. Guilien Lis Red wins the Tournament of Flowers. Bern Lis Red wins the Tournament of Gavant. Liam, bastard son of Owen Lis Red, wins the Grand Tourney of the Gold Coat (d2612).
- i1469 Death of Lewin the Ancient; Gawin returns from Newgate and becomes advisor to King Bran of Dara Dess. Ferris of Sess Pogue, Captain of the Lion Company, takes service with Dara Dess. Sela of the Dorn places the Ironclads Free Company in the service of Dara Dess. Vladir of the Av Ari places the Long Claws Free Company in the service of Dara Dess. Dymas places the Grayfeathers Free Company in the service of Dara Dess. Hymachus, a Palatian armorer, arrives in Dara Dess and takes service with King Bran, and begins making blue-black armor for his army. The Battle of the Myr Gara: Ulin, son of Ulwyn, leads the army of Dara Dess against the army of King Alexus of Finleth; the battle ends inconclusively. The Battle of the Mael Marsh: Derrek, Watchtower King of WarWark, and his knights rout a Thessid regiment encamped at Lost Av Lúin. Gray Dream Cultists are uncovered in Newgate. Cultists of Nymarga are uncovered in Ramada by the Inquisition of the Phoenix Court. Panagh merchants from the north report hordes of Lokhites on the move against the Wood Kings. Theseus of the Cill Nas Emyrs places the Blackhearts in the service of Dara Dess. The Rape King of Kar Bramin sinks the
- Ironsides from the fleet of the Sea Hag and almost the Bara Mar, but the Leatherskins come to her aid (d2613).
- i1470 Justin, son of Byron of An-Athair, arrives in Therapoli to begin his studies; Odrue returns to the University of Therapoli and takes his place in the High King's Court. Aspara the Bloodless places the Bronzehearts Free Company in the service of Dara Dess. The Battle of Teppin: Artesia leads the army of Dara Dess against Highland brigands from the Bloody Hundred and the Collectors laying siege to Teppin, routing them. Sylus, Lord of Tel Lorat, swears fealty to Dara Dess. The Citadels of Moran and Dor-Dorodin become tributaries of Dara Dess. The Rape King of Kar Bramin puts a bounty on the head of Mercer, Captain of the Leatherskins; he leads the Leatherskins Free Company inland and places them in the service of Dara Dess. Lokhites are reported on the western edges of Thulamite and Thalyar lands, scouting and preparing for raids (d2614).
- i1471 Sultan Agameen sends emissaries to Awain, High King of Therapoli, and to the Sun Court, seeking to enforce the claims of Akkalion upon the Middle Kingdoms, once part of the Golden Empire of Dauban Hess. Thessid Legions begin marshalling in Melos and Enphi. Moromir, Lord of Tel More, swears fealty to Dara Dess. The Battle of Devin Gara: Artesia leads the army of Dara Dess against the forces of King Renham of An-Athark and defeats them; Tofer, Lord of Bose Bridge, is killed in battle. Ustin of Dara Ramat rallies the banner of Bose Bridge, and is made Lord of Bose Bridge by King Bran. The Citadels of Har-Moran, High Falen, and Tel Pass become tributaries of Dara Dess. Vaslav of the An-Tenved places the Blackwings Free Company in the service of Dara Dess, but swears no oath to either King Bran or Artesia. Death of Harvald, son of the Watchtower King Leonas of Barras-More. Stjepan of An-Athair heads into the Wastes of Lost Uthedmael, accompanied by others including Harvald's brother Lord Arduin, his sister the Lady Annwyn, Gilgwyr of Truse, and the notorious butcher Godewyn Red-Hand; Stjepan is the only one known to return. The Usurper and his Companions sail with six Legions up the Sefir River to Shul Agroth, and then march to Desmagria to meet gathering Thulamite warlords; they begin preparations for a campaign against the Lokhites (d2615).
- i1472 The present year, in which the events of Artesia's life as told in the Book of Dooms begin to take place (d2616).

to be continued as the passage of time warrants

MAP KEY

-  Lands allied to the Sun Court of Illia
 -  The Principal Emirates of the Empire of Thessid-Gola
 -  Palatia proper
 -  Allied cities, Provinces, and Protectorates of Palatia
 -  The Queendom of Amora-and-Meretia
 -  The Kingdoms of the Isliklidae
 -  Khanates of the Kessite Horse Lords
 -  The Hemapoline League of Cities
 -  The Middle Kingdoms
 - City of the League
 - City
 - Large City
 - Metropolis
 - Citadel or Castle



APPENDIX A: THE CELESTIAL COURT THROUGH THE AGES

THE GOLDEN AGE CELESTIAL COURT

After Surep, son of Yhera and the Great King of the Samarites, founded Hir Serak and married Sarita, Princess of the Mahalians, they had a son, Jala. To celebrate the birth of his heir and his rule over the Arap Valley, Surep created the Celestial Court, a royal palace of beauty and grace to rival anything built on Ürüne Düré, and he invited the gods themselves to be a part of it. Yhera was well pleased with her son, and so she came to visit his Court, and often took the Throne that he made for her. The other gods followed her, and they too took their Thrones in the Halls of Hir Serak. The First Celestial Court came to have twelve recognized members, and was known as a Heaven on Earth to match the days of Geniché's Gardens. The First Celestial Court:

Surep the King
Sarita the Queen
Jala the Good Prince
Parvenah the Jewel of the West
Nymarga the Magician
Yhera the Creatrix, Queen of Heaven
Agdah Helios, the Sun King
Adjia the Dreamer
Geteema the Earth Mother
Illiki the Sun Bull
Djara the Judge
Seedré the Shepherd

THE COURT OF DEEPEST NIGHT

After he poisoned Surep the King and usurped his throne, and drove Surep's son and heir, Jala, into exile, Nymarga remade the Celestial Court into a mockery of its previous incarnation. Where all had once been light, Nymarga made it dark; Ligrid became his Queen, even though she was rumored to have been his mother, and her perversions became a mark of the Court of Deepest Night, and she brought her lover Amaymon with her. Varask, the Warrior Captain who had aided Nymarga's usurpation, was made his right hand. Irré was invited by Nymarga to take Illiki's place on the Court, but some confusion exists as to whether he did so. Masked priests and priestesses took the place of the other absent gods. Sarita,

Widow to Surep, was forced to watch her daughter-in-law, Parvenah, become Nymarga's prostitute and a slave to the perversions of Ligrid. The Second Celestial Court:

Nymarga the Magician-King
Ligrid the Queen
Varask the Warrior
Sarita the Widow
Irré the Black Sun
Djara the Judge
Yhera the Creatrix, Queen of Heaven (absent)
Agdah the Cosmos Ghost (silent)
Amaymon the Dreamer
Geteema the Earth Spirit (absent)
Seedré the Shepherd (absent)
Parvenah the Concubine

THE THIRD CELESTIAL COURT

The Reign of Nymarga was comparatively brief, though the horrors of his rule were a stain on the Samarappans for generations. Jala returned from exile and drove out Nymarga and his followers, killing Varask the Warrior for his treachery. Jala and his sons freed Sarita and restored her to her proper place, and they freed Parvenah from her bondage to Nymarga's desires. Parvenah underwent rituals of purification, and emerged as the Jade Queen, and took her rightful place at Jala's side. The gods and goddesses of the First Celestial Court were invited to join the new Court, but a different age was upon the world, and the gods stayed away. Instead, as had been the practice in Nymarga's Court, priests and priestesses masked as stand-ins took the place of its divine members. The Third Celestial Court:

Jala the Just King
Parvenah the Jade Queen
Sarita the Queen Mother
Cyrus the Consort
Bhargata, the First Son
Janadarta, the Archer Son
Gha-Hauri, the Sword Son
Asurta, the Loyal Heart
Yhera the Creatrix, Queen of Heaven
Agdah Cosmopeiia
Adjia the Dreamer
Geteema the Earth Spirit

THE LAST CELESTIAL COURT

Jala's Celestial Court lasted less than 60 years before the Isliklidae and their warlords swept down from Lake Hazrat. The Isliklidae did not bother recreating the Celestial Court in their image, as Nymarga had done. But when the Isliklidae were finally driven out by Dauban Hess, the Celestial Court was remade a final time by the Golden Emperor. His inclusion of both Islik and Yhera, once again represented by masked stand-ins, is viewed by most as an accommodation to local preferences, as was his inclusion of the hero cults of Jala and Parvenah. The Samarappans apparently also conflated his name, Hess, with the Samarite word of the same sound, which means *King* or *Kingdom*.

Dauban Hess, the Golden Emperor
Islik the Sun King
Upahlat Hess, the Regent-King
Arkham Hess, the Warrior Prince
Pherex Hess, the Opal Prince
Aman Asura Hess, the Black Prince
Phyrus Hess, the Blood Prince
Yhera the Maker
Agdah Cosmopeiia
Geteema the Earth Ghost
Jala the Just King and Hero Ancestor
Parvenah the Jade Queen

The Last Celestial Court changed again when Princes of the Lineage of Jala reasserted their dominion over Samarappa and removed the Successor Kings, becoming for all intents and purposes a Court like any other and losing whatever mythical or magical power it might once have had in the first Ages of the Known World. The formal structure of 12 members was still kept as a mark of tradition and history, but the Court was simply filled with the most powerful Princes and priests of the moment. The only exception was the seat reserved for Dauban Hess, the Golden Emperor, who retained an honorary spot on the Court even though his generals and his god, Islik the Divine King, were long banished from Samarappa.

When the Isliklidae returned, they slew every last descendant of the Lineage of Jala they could find, and destroyed the Palaces of Surep in Hir Serak that had been the Halls of the Celestial Court. None have come forward in recent centuries to claim descent from Jala, and neither the Samarappans nor their current overlords, the Kessite Khans, have bothered to rebuild Surep's Palaces.

APPENDIX B: SOURCES

A PARTIAL LIST OF ORIGINAL SOURCE MATERIAL USEFUL IN THE CREATION OF A TIMELINE OF THE KNOWN WORLD

The **Ürüne Adüredaen**

Epic cycle about the founding of Ürüne Düré, chronicling the wanderings in the wilderness of the three Tribes of the Moon before Ariahavé leads them to their future home, and the early years of the settlement and building of Düréa.

The **Corpus Divinica Düréa**

Prayers, hymns, and stories about the gods of the Düréans, primarily about their actions during the Creation Period and their interaction with the Düréans until the Rethet Thesa, collected towards the end of the Golden Age but of great antiquity.

The **Cyclia Haralabirine**

Epic cycles chronicling the beginning of the Great Palace Period, in which Düréan colonists went abroad to settle amongst the other peoples of the world and spread the gift of civilization.

The **Hermetica Daedacti**

A short text of maxims, spells, and rituals given by Daedekamani to the men of the Gola that became the primary magical, alchemical, and esoteric text of the ancient Known World; includes a primer on the Daedekine Runes.

The **Elagi**

Fragments of an epic cycle chronicling the life of Hashuwaht, called the first King of Men, and the early days of his Kingdom in the Gola, and his patron, Daedekamani. A full text of the Elagi has not been seen since the late Golden Age.

The **Corpus Camalegalus**

Full text of the laws created by King Hashuwaht, the first known written law codes in the Known World and still the basis of the legal systems of modern Sekeret.

The **Corpus Divinica Gola**

Prayers, hymns, and stories about the gods of the Gola, in particular Daedekamani and Bragea and their interaction with the peoples of the Gola during the Hundred Kings Period, collected towards the end of the Golden Age but of great antiquity in origin.

The **Tabla Basilia**

The first text of 'history,' in that it makes no mention of the actions of the gods and instead is a listing of the Golan Kings of the Hundred Kings Period and their deeds.

The **Oracallum**

Collection of divinations and predictions by the Oracle Queens of the Golden Age, up until Queen Maera's foretelling of the Doom of Ürüne Düré.

The **Achreid**

Epic Héskédran cycle about the life of Achre, beginning with her arrival amongst the Héskédrans, her tales of her rebellion against her father, and her defeat of the Great Dragon of the Pallithanes.

The **Pagina Palladia**

Epic Palatian cycle about the feats of Achre and her daughter Archaia, chronicling the taming of the Pallithanes, the foundation of the city of Palatia Archaia, and the building of its Seven Gates; the first recorded Palatian text.

The **Thuladréa**

Téthédran oral history saga about Thula's Great Raids on the civilized world, as she brings the gifts of civilization to her followers and descendants and founds the Thulamite and Ceraic nations.

The **Haléthet Thesadrine**

The Düréan Fables of the Rethet Thesa, a collection of tales about the exploits of the Carrion Queens abroad and at home.

The **Adüré Mal**

A book of 22 engraved plates made by Bragea for the Oracle Queen Surtara, based on the pages of Yhera's Sacred Book; as the "Book of Dooms," it has been copied and used for divination throughout the Known World.

The **Adüredama**

Düréan epic poem about the fall of Ürüne Düré, chronicling the lives of Hannath Hammergreia and the Siege of Ürüne Düré, written soon after the fall of the Isle by the Düréan exile Cassera.

The **Pagina Descedia Vella**

Epic Palatian tragedy about the Siege of Ürüne Düré; the deaths of Hannath Hammergreia, Archaia, and Achre; and the decision to veil the city of Palatia Archaia in mourning.

The **Sara Ta'Anamita**

Epic Vanimorian lament attributed to Queen Anamita of Tier-en-Tiel, mourning the loss of the Princes of Vanimoria in the Siege of Ürüne Düré.

The **Geteeramé**

Also called the Song of Triumph, fragments of an epic Vanimorian song cycle, attributed to a priestess possessed by the Spirit of Geteema, about Her Victory over the Düréans; a full text has never been found and its authenticity has been questioned.

The **Islikinaem**

Primary holy book for the cult of Islik the Divine King, consisting of two parts: the **Ten Victories of Islik**, an epic poem about the Ten Victories of Islik performed during his exile from his throne that demonstrated his worthiness to be King of Heaven and Earth; and the **King Cycle**, an appended history of the Dragon Kings of Hemispia, the descendants of Islik, and their Deeds in the first hundred years after Islik's ascension. Also called the *Timit Tes Ashvail Islik* in the Phoenix Court.

The **Illiteka of Solon**

Secondary holy book for the cult of Islik the Divine King used in the Sun Court, about the War in Heaven as seen by Solon, repentant High Priest of Illia during the reign of Ishraha the Usurper.

The **Vanismarat**

An epic Vanimorian poem about the wanderings of Coromat after his exile from Vanimoria; includes extensive passages about the Kings in Exile, his friendship with Islik, and his fateful encounters with Maelfess, mask of Nymarga.

The **Mahari Jalapar**

A Samarappan epic about the end of the First Celestial Court, Jala's time in exile amongst the barbarians, and his triumphant return to defeat Nymarga the Usurper; translated as the "Journeys of the Great Prince."

The **Athairesian**

Collection of Athair and Danian tales of the Golden Realm of An-Athair, about the Spring Queens of the Green Temple and the exploits of the Golden Knights; includes "Afare and Argus," the tragedy of the True Love of the Princess Afare and Argus, the Knight of the Golden Eyes.

The **Auric Eddera**

The Aurian Odes of the Sea, about their coming to the Known World at the behest of Heth and his abandonment of them after the fall of An-Athair.

The **Biographia Daubia**

Hemispian history of the life and achievements of Dauban Hess, written in i291 as a commemorative and attributed to the Dragon King Argus, Successor King of Illia, who proclaims Dauban Hess to have been the son of Islik.

The **Historia Campagna Daubia**

History of Dauban Hess' campaign against Nymarga the Tyrant, dated to i241 but believed to have been written in the early i270s by most scholars; purportedly contains coded references to the location of Nymarga's Tomb.

The **Sanitarum Daubia**

Anonymous history of Dauban Hess' final years, about his descent into madness and his decision to sail into the Golden Sea seeking the Dawn; a rare heretical work much sought after in some circles.

The **Regis Lykeios**

Unusual Old Illian screed left behind after the withdrawal of the Islıklidae from Samarappa, purportedly a tribute to Dauban Hess but rumored to be a cursed text with coded meanings and magics and banned by both the Sun and Phoenix Courts.

Sources continued on next page

The **Chronica Regis Militus**

Extensive Hemispian history of the Warring Kings Period, detailing the battles between the Dragon Kings of the Sun Court and the armies of the Phoenix Court; ends prior to the revelation of the existence of the Worm Kings, but famously contains a postscript describing the Catastrophe.

The **Khodex di Aballah ibn Basillus et Basilla**

The Book of Words for Lords and Ladies, written by Acelsus, greatest philosopher of the Phoenix Court; tract on the moral conduct of rulers, and the primary instruction text for the emirs of the Phoenix Court.

The **Khodex di Aballah ibn Viziers**

The Book of Words for the Advisors of Princes, written by Acelsus; tract on the moral conduct of advisors, and the primary instruction text for the priests and administrators of the Phoenix Court.

The **Chronica Millenia**

A Post-Catastrophe history of the final days of the Imperial Court of Millene and the horrors of the rule of the Worm Kings; of unknown authorship, but written in Old Illian.

The **Regissum**

The “King-Plays,” an extensive and complicated collection of popular Hemispian, Illian, and Cavalonian tragedies, chronicling the last 212 Dragon Kings and their adventures ridding the Known World of the Worm Kings; a work at the center of Hemispian popular culture.

The **Malathrotta**

Bronze Age collection of Palatian tales of the Black Arrow Queens, beginning with the removal of the Veil over Palatia in response to the Aurians, and ending with the Voyages of Audra.

The **Travaium Audran**

Palatian epic about the voyages of Audra, the first Copper Queen of Palatia; includes fantastical recounts of her journey into the Underworld to recover the Book of Dooms, her voyage to the Isles of the Dawn to find the new Oracle Queen of Khael, and her visit to the Ivory Queen of Sabuta.

The **Fablia Avella**

A collection of fanciful fables and tales from the Winter Century and early Bronze Age purportedly made by a Princess of Avella seeking to entertain her children; contains veiled but verifiable histories of the Dragon King hunts for the Worm Kings in Thessidia and Galia.

The **Adūra Draconum Fini**

Old Éduinian epic about the war between Erlwulf and Githwaine, chronicling the deaths of the last Dragon King and the last Worm King, the victory of Fortias the Brave, and the blighting of Uthed Dania; popularly called “Last of the Dragon Kings.”

The **Pyrotechnica** of Akine Mog

Guide to the production of alchemical fire powder and its military applications; part technical manual and part magical codex; six copies were made, and two are in Golan Great Schools, one is at the Phoenix Court, one is in the Arsenal of Palatia, one is held by the Prime Minister of the Hemapoline League, and the sixth is lost.

The **Funeral Oration of Maratta**

Text of the commemorative speech of Maratta, first Countess Palatine of Palatia, at the state funeral of Audra; considered the greatest political speech of record, responsible for the creation of Bronze Age Palatian identity and paving the way for the success of the Copper Queens.

The **Pagina Labris Aeris**

Palatian stories of the Copper Queens period, collected by the “Compiler’s School” of the University of Palatia and chronicling the rise of Palatia Archaia as an economic, naval, and military power under the Copper Queens of the Arsenal; includes extensive histories of the early Black Arrow and Copper Queen Legions.

The **Chronica Urbanas** of Hemispia

Histories of the city-states of Hemispia, Cavalonia, and Telesia, chronicling the birth of the Hemisian League of Cities after the loss of the Dragon Kings; includes extensive but fruitless genealogies tracking possible Dragon King bloodlines.

The **Codex Militaria Imperia**

A book on the history of Imperial warfare written by Akkalion after his failed war against the Kingdom of the Dümégħal; adopted as the primary Art of War book by the Thessid-Golan military schools.

The **Codex Civica**

A book on the history of Imperial law written by Akkalion during the expansion of Avella into the Immortal City; adopted as the primary civil law book in most of the Imperial emirates.

The **Codex Rūnica**

A book on the history of Imperial sorcery written by Akkalion immediately prior to his campaign against the Middle Kingdoms; a rare text regulated by the Inquisition of the Phoenix Court, and widely believed to have clues to the content of the Gray Dream.

The **Denum Regis Adversaris**

Phoenix Court history of the Long War of Night Horrors with the Isliklidae, considered by some the first example of reasoned historical scholarship.

The **Fereum Dhamphiri**

A Metic oral history epic of the Fire Crusade, and liturgical basis for the hero-cult of Hamarat the Night Fire, written down circa i1380.

The “**Thief of Thrones**”

Most popular bard’s tale in the Middle Tongue chronicling the Wars of the Throne Thief; considered somewhat scandalous, as it presents King Golgosyn of Umis in a favorable light.

“**A True Account of the Gray Dream, as Related by the Emperor to Lord –**”

A description of the Gray Dream of the Emperor, purportedly related by the Emperor himself during a lucid moment on his flagship after the Black Day Battle to one of his adjutants, first published anonymously throughout Illia and now banned.

The **Revelacio**

Extensive description of a strange dream published in Avella, and while nowhere in the text itself is the dreamer identified or is the phrase “Gray Dream” used, it came to be perceived as a possible account

of the Gray Dream after being banned; serious discrepancies exist between this and other accounts of the Dream’s contents.

“**On the Last Worm**”

The last work of Hurias of Truse, a noted historian studying the records of the late Winter Century and the war in Uthed Dania between Erlwulf and Githwaine; includes speculation on a connection between the Emperor’s condition and the peculiar magics of the Worm Kings.

The **Vella Mal Illusia**

Esoteric and presumably allegorical Palatian treatise purportedly by an anonymous wandering holy scholar describing encounters with the Dreaming Emperor and the Lord Mott in which the illusory nature of the world is revealed and the coming triumph of the Lord Mott as the Philosopher-King is predicted; translated into the Middle Tongue as “The Veil of Lies.”

The **De Re Militaria** and **Commentaries**

A book on the Art of War written by Urech Aiths, the Usurper of Palatia, as an instructive to his Captains-General after the First War of the Road; since then, generals and warlords throughout the Known World have written Commentaries, which are often appended to recent editions.

The **Commentaria Regissum ave Indicia**

A “Commentary on the King-Plays, with Indices” written by the Lord Mott which is noted not only for its critical brilliance but also for the Index he created to make referencing the notoriously complicated and confusing King-Plays simpler, the first such Index of its kind.

The **Cyclopaedia**

An exhaustive work still in progress on the history and contents of the Known World, purportedly to include descriptions of every major historical figure and event possible, as well as articles and illustrations on the natural world and the physical sciences; being written by the Lord Mott along with scholars, philosophers, and historians from across the Known World who have been invited by the Lord Mott to participate in its creation.