



GUIDE TO ARCRAETIAN KINGDOMS

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2005

NORTHERN KINGDOMS

- DACCIA:** Much of Daccia is a cold wasteland. The southern regions support numerous Orc and human barbarian tribes, but the real power is held by the Frost Giants and White Dragons who rule the northern regions and to whom the southern tribes must give tribute. Daccians are notorious for raiding all along the coasts of the Western Ocean from their long boats. Samlesia, in particular, dreads the beating of the Daccian war drums due to their close proximity, and they are in constant threat from invasion as the Daccian population explodes and their resources grow more strained.
- WORHEIM:** The ancient kingdoms of the Dwarves, Worheim is the central portion of a huge mountain chain which stretches from northern Daccia to northern Talon. The mountainous subterranean cities of the Dwarves stretch on for miles as a sort of labyrinthine mega-metropolis. Historically Worheim has fought numerous wars against the Daccians and the humans of Talon, Samlesia, and Delisia, but their greatest conflicts have been against the Elves of Crenn, due in large part to Qaali intervention. During the Long Winter these battles continued, and even now there is a great deal of tension on those fronts.
- CRENN:** The Elven kingdoms once extended from Crenn to the Mysserian Sea and Western Ocean, encompassing Talon, Vissia, Delisia, Romansia, Samlesia, and Valdsparia. The Qaali conquest shifted much of the population, and the Long Winter saw many of those lands conquered by human clans. Though Elven communities can still be found in those regions, particularly in the northern highlands of Talon, Crenn is the central kingdom for the Elves. Historically wars with Worheim and the human kingdoms have plagued the Crennians, as well as the ever present threat from Vael. Crenn is also home to a large number of Fey.
- TALON KINGDOM:** A motley collection of various human clans who migrated into the area during the Long Winter, since about the year 525 Talon has been unified under a king and divided into fourteen powerful duchies: Falcony, Nordhawk, Harrier, Grey Owl, Grand Eagle, Kestrel, White Kite, Red Kite, Osprey, Moorhawk, Goshawk, Gyrhawk, Sparrowhawk, and Black Erne. Black Erne has traditionally been the king of Talon due to the power and wealth the free city of Himmelveil affords his lands. The Black Erne clan has long defended its present lands, which includes Himmelveil, and it was because of that historical connection with Himmelveil that ultimately King Tathal of Black Erne was elected first king over the Talonian clans. Though each duchy is predominantly feudal and supports a growing and efficient infrastructure, Falcony remains close to its clan roots, and the duke rules at the pleasure of the various tribal kings, or Brenin, of Falcony's complex clan society. A powerful Elven presence resides in the mountains; these Highlanders remain loyal to the Duke of Falcony though they retain some ties with Crenn. In the past, the Highlanders have sided with Falcony against the Crennians during periods of border war and raiding. In recent years the dukes have grown more independent and powerful while Black Erne, though still wealthy, becomes increasingly complacent.
- VISSIA, DELISIA, AND SAMLESIA:** these kingdoms are more or less a collection of petty principalities, free cities, and rogue baronies. Agrarian and feudal, they are constantly at war amongst themselves, with one another, and with the neighboring kingdoms. None of these collections of kingdoms is particularly wealthy either. Descendents of the Vissi tribes, who are related to the human Daccians, these three kingdoms are constantly plotting for unification and dominance of the area, as well as dreading the threats from Daccia, Romansia, and Valdsparia. Samlesia is a harsh, windswept and virtually treeless land of moors and small stony hills; a kingdom of shepherders many would say. A large number of barrow mounds can be found here though no one knows who built them. Also constructed by these mysterious builders, and later added on to by the Qaali, is a wall and series of forts along the coast which were meant to defend against Daccian raiders; presently, however, their state of disrepair and the inability of the Samlesian nobles to man them properly leaves huge gaps in their defenses. Delisia is a land of rolling hills, small forests, and numerous small lakes and rivers. Vissia is much like Delisia in the north, but warm and prosperous orchards and vineyards dot its southern regions.
- ROMANSIA:** Like its neighbors, Romansia is a patchwork of small independent fiefs and free cities. Unlike the others, Romansia has become the new hunting ground of the Valdsparians, and collectively the kingdom owes tribute to Valdsparia. In the last 200 years of Valdsparian suzerainty over Romansia, the kingdom has grown poor and weak, with many of its soldiers bought by Valdsparian overlords. But none dare invade Romansia for fear of reprisal by Valdsparia. Romansia is a kingdom scared to go out at night and its forests and valleys are filled with dark and evil creatures. In the north its regions are much like Samlesia, while the rest of the kingdom is full of valleys, forests, an extensive network of rivers and rolling grassy hills. West, dividing Romansia from Valdsparia is a range of ancient, squat, heavily forested mountains clustered with mysterious barrows.



7. **VALDSPARIA:** For the past 700 years Valdsparia has been a great unknown. Though it continues to trade with the outside world, that trade is primarily restricted to the ancient Drusai citadel of Toricosa on its southernmost peninsula. Toricosa is a robust city seemingly run by gnomes, though the ever ominous presence of the Vald Warlords hangs over the sprawling city. No one is allowed outside Toricosa's massive walls, and it is believed that the city's ancient sewers run far into Valdsparia. It is also known that the Vald purchase a great many slaves from the Algaad slave traders, and occasionally purchase slaves from the Daccians as well. Toricosa is a popular trading port for Daccian raiders, and the city is often thought to be a free port for unsavory characters from all over Arcraetia. It is rumored that the true government of Toricosa is run by a guild of assassins who pay homage to the Vald. Regardless, Valdsparia is a great unknown. A number of Vampire Warlords rule over the kingdom, and they are in constant need of new mercenaries to fight their endless civil war with one another; the kingdom is thought to be one huge wasteland of battlefields. All manner of undead creature roams Valdsparia, and it is rumored much, much worse fills the ranks of the Warlords' armies. Occasionally Vald armor or weapons reach the outside markets; their design is ominous, malevolent, and stinks of dark sorcery. Formidable weapons and armor, some say the cost of their use far exceeds their powerful abilities. Two hundred years ago the Vald were able to briefly unite to face a threat from the armies of Romansia. After the defeat of that kingdom, the Vald took great delight in punishing the Romansians for many years after, and to this day Romansia is essentially a collection of fiefs subservient to Vald Warlords. Since that time the Vald have not united, and this inability to combine forces and interests has kept them from invading other kingdoms. Recently, a number of Romansian rebels have raided into Valdsparia from their base in the northern moorlands; the fact that the Vald have yet to strike a reprisal may be that they fear the ancient barrow lands of the north, or that they are presently too preoccupied in their own war.

8. **THARCIAN PLAINS:** Tharc is a wide-ranging land of rolling grassy plains, shallow and gently winding rivers, and dense but intermittent forests. The hillier western region is populated by nomadic Centaur clans, Satyrs, Nymphs, Wild Elves and other such creatures. The central, flatter region is the hunting grounds of the menacing and ferocious giant Wolf Spiders, who stalk beast and human prey alike. In earlier years the spiders were quite a menace, and often packs of them would destroy entire communities. The Long Winter was thought to have destroyed most of them, but they are slowly returning. The eastern regions are home to a variety of nomadic raiders who live a Spartan and brutal lifestyle. Their greatest enemies are the tribes of the Slarg, who often raid Tharc. Many nomadic Wild Elves from the Northern Wildlands often winter in Tharc as well. Many derelict cities and ruins dot western Tharc from the age of the Qaali conquest when the Empire thought to defend its northern provinces by creating a series of garrison cities, though this later proved to be futile and impractical.

9. **SLARG WASTES:** This large expanse of blasted volcanic wasteland is scarred with labyrinthine canyons, honeycombed subterranean refuges, and a plethora of caves and chasms. Rich in minerals and poor in arable land, it is the home of huge tribes of Orc, Goblin, Troll, and Giant races. Inhospitable and violent, it is thought that somewhere in that miserable land lays the lost and forgotten seventh citadel of the Drusai, Koenus Fang. Always threats, the Slarg have been known to raid as far west as Talon, and as far south Klinathym and Kolos.

10. **DRACOVIRSKA:** The vast northern steppes of Dracovirska is home to many races and monsters, not the least of which is the nomadic and bellicose Dracovir Hordes. These violent and destructive barbarians have Dragon blood flowing through their veins, and worship the very beings who molded their bloodline. Little has been heard of the Dracovir since the occasional raid during the Long Winter, but rumors persist that a new High-King is slowly consolidating his power amongst the hordes.

11. **NORTHERN WILDLANDS:** This seemingly limitless and unspoiled expanse is covered with deep forests, raging rivers, huge lakes, and towering mountains. It is the home of every creature imaginable, countless barbarian tribes, and is the predominant realm of the Fey.

12. **VAEL:** This dark and evil land is ruled by the more malign Fey, and heavily populated by war hungry tribes of Grey Gnolls. The Grey Gnolls are every bit as insidious and blood thirsty as their evil southern kin, but are capable of much more daring and organization. Ever a threat in the north, the Grey Gnomes worship, and are often ruled by, the evil Fey.

13. **JEBOLE:** This desolate and mountainous country is sparsely populated by a variety of mountain tribes and ancient monasteries. A constant war is being fought against demonic invaders from the Skarssian Desert, and the countless tunnels which honeycomb the mountainous divide between the two regions are the treacherous battleground between the Halfling Jebolites and the various demon and devil invaders from Skarss. As such, the Jebolites have become masters of subterranean war, and Jebolite mercenaries are often sought for just this reason. Many whisper that the Jebolites secretly guard the world from some evil and apocalyptic prophecy, and that their battle to contain the Skarssian Desert is an eternal and paramount task.

SOUTHERN KINGDOMS



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1. LYRAM: The heartland of the former Qaali Empire, Iyram is the most heavily developed kingdom in known Arkraetia. Infrastructure, cities, aqueducts, theaters, libraries and universities are found throughout Iyram. During the conquest of the Empire by the Warlocks, and during the Warlocks' War itself, Iyram was considered a neutral region because of the wealth of Drusai lore found within its libraries and universities, and because of the wealth of commerce it afforded the warring Warlock factions. With the exception of the immediate cataclysms after the Battle at Mas'Hamraa, Iyram suffered very little from either the War or the Long Winter. Iyrami engineers were able to rescue much of the damaged lands from the Long Winter, and the continuing trade between Iyram's citadel of Karnecia and the other citadels enabled Iyram to remain relatively undamaged and intact throughout the Long Winter. The result was that Iyram became the unquestionable mercantile dominance throughout Arkraetia, and remains the richest and most advanced kingdom in the world. Iyram is predominantly a Qaali kingdom, though the political and social structures have shifted dramatically since the era of the Empire. Qaali merchant-princes and houses now rule Iyram, and the kingdom is a republic essentially run by an oligarchy of powerful Qaali merchants. During the neutrality of the Warlocks' War the military caste of the Qaali people, the nobility, were moved out of Iyram and dispersed throughout the petty kingdoms of the Warlocks, the majority having being settled in Pallashar. As a result, since the fall of the Warlocks and up until the present day, Iyram has relied heavily upon mercenary protection and its acceptance of Mysserian pirates and privateers; as a result, Iyram can count on both a large and irregular privateer fleet to protect both the republic and its merchant fleet. Everything and anything can be found in Iyrami markets, and Iyrami banks and agents are found throughout the world.

2. PALLASHAR: For centuries during the reign of the Qaali Empire Pallashar was the agrarian center of the Empire. Sprawling farms, vineyards, ranches and orchards covered the land, and an extensive aqueduct system kept Pallashar fertile and productive even through the Long Winter. Pallashar was home to the Qaali nobles' sprawling estates, and often the destination of those nobles when they were not required to be in Karnecia. One of the more dominant Warlocks claimed Pallashar and he gained the majority of the Qaali military caste when Iyram was rendered neutral and her armies stripped away. Since the fall of the Warlocks, Pallashar has become a feudal state ruled by a minority of Qaali nobility who dream of one day re-conquering the world. Pallashar depends heavily upon Iyram for transporting her produce to other markets and importing the products Pallashar needs. Pallashi nobles are heavily indebted to Iyrami banking houses, and they are often at war with one another over trivial matters of honor. The majority of Pallashar's population is non-Qaali, and they resent their overlords greatly.

3. TIVA: The most ancient of Arkraetian kingdoms and often thought to be the homeland of the Drusai. Tiva is essentially a matriarchal theocracy ruled by very small Qaali elite. Civilization revolves around Tiva's two rivers, and indeed the only fertile land in Tiva is found along their banks. Farms and cities are clustered around the rivers, and the rest of the land is sparsely populated with desert nomads. Pereshoppa, Tiva's Drusai citadel, is thought to be the first citadel. Countless lost and forgotten ruins are forever being uncovered and reburied by the endlessly shifting sands of the Tivan desert, and all manner of ancient and forgotten lore can be found there. Tiva's western ports have become very wealthy acquiring tolls from the caravans which crisscross Tiva for access to the Mysserian and the Western Ocean. A large and enterprising gnomish population resides in the western cities, and their growing wealth and mercantile strength is slowly starting to be noticed by the Iyrami houses.

4. ALGAAD: Algaad is a dichotomy both in its lands and peoples. Rich fertile lands in the north are ruled by powerful Shahs, who in turn owe their allegiance to a Padishah of the Algaad Dynasty. In the south, the rocky desert lands blend seamlessly with the sandy deserts of Arajistan, and are populated by nomadic tribes ruled by Shaykhs. The most disturbing threat in recent years to the northern Shahs is the arrival of the Taul'myyr tribes. The Taul'myyr were forced out of Arajistan 100 years ago by the Arajai, and are a brutal and evil people descended from Genie bloodlines. Ruled by violent and fanatic Caliphs and familial Shaykhs, the Taul'myyr seek to dominate the southern Algaad tribes and eventually conquer the lands of the Shahs. Rich and powerful, the Shahs trade with unknown kingdoms far to the south, exporting strange and exotic goods, including opiates and other drugs, to the Mysserian kingdoms.

5. KOLOS: Kolos is a collection of hundreds of city-states loosely allied in a federation ruled by the citadel of Perium. Each city tends to have its own god, and the kings of the cities are believed to be their earthly descendants. Kolos is the primary source of piracy in the Mysserian, and some of the Kolossian triremes are the largest ever built. Kolossians are obsessed with sport, and the competitions between city states are legendary. Kolos is also famous for its philosophers and poets, and much Drusai and Qaali lore can be found in its universities. Kolos is often in a near state of civil war between its cities, and when not fighting amongst themselves they are at war with Klinathym, Pallashar, Zengdhuran and the primitive tribes of Toom almost regularly. A very religious people, Kolossian kings often regularly consult the oracles, as do the common people, for almost any task or before any undertaking, often sacrificing animals or performing some quest to assure success.

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6. **KLINATHYM:** The largest swamp in known Arkraetia, Klinathym is primarily the haunt of Lizard Men tribes and other such creatures. It is also the sole location of many extremely rare herbs and spices, and a dangerous location for hunters of such commodities. Numerous ancient ruins can be found here, and dark Old Magic permeates the swamps. It is thought that the lost seventh citadel of the Drusai, Koenus Fang, may be somewhere in Klinathym's treacherous expanse. Some of the most lethal poisons in the world originate in Klinathym.

7. **TOOM:** The tip of Toom is seen on our map, but the unexplored jungle expanse of Toom stretches on for thousands of miles south and east. Home to every conceivable jungle denizen, central Toom is rumored to be home to a lost and powerful civilization of psionics. Northern Toom is home to many savage and primitive head-hunting and cannibal tribes as well as ferocious man-eating plants. Kolossians often hunt in Toom to either fulfill some quest or to procure flora and fauna for trade elsewhere.

8. **SYTHRIA:** The vast expanse of Sythria is relatively unknown and unexplored, and the home to many nomadic tribes and predatory monsters. The homeland of the Warlocks, much of Sythria was devastated by them before they moved west. Heavily guarded trade caravans have been coming through Sythria from the unknown kingdoms in the east with many strange and exotic items for trade. All sorts of demonic and devilish creatures stalk Sythria, and it is thought that the destructive magics of the Warlocks opened portals there which they did not close.

9. **ARAJISTAN:** Thousands of miles of hot, sandy desert populated by the nomadic Arajai tribes. The Arajai are Desert Elves, and they live a hard and demanding life governed by strict religious and social customs. Often at war with one another, the tribes have been known to unite for brief periods to combat a common enemy, such as the insidious Taul'myyr. If strict social regimen is not honored upon meeting tribesmen, they are just as likely to bury alive a hapless wanderer as aid them. One of their bitterest enemies are the Dwarves of Zengdthuran, with whom the Arajai have had numerous bloody conflicts. The Jesru River runs from the interior mountains of Zengdthuran into the plains of southern Pallashar. The fertile Jesru Valley skirts the north-western border between Arajistan and Zengdthuran, and for centuries it has been hotly contested over by both sides.

10. **ZENGHDURAN:** Zengdthuran is predominantly mountains and fertile valleys, and the Dwarven tribes which populate this area are extremely xenophobic. They are also the primary source for iron ore, east of Algaad, in the entire southern kingdoms. This has made them extremely important in southern trade, and it has made their land coveted. As such, the Iyrami have a strict monopoly with Zengdthuran making both sides very wealthy. Zengdthuranian craftsmanship is also a prized commodity. The Zengdthuranians are an extremely religious people and, not unlike the Arajai, have a very strict social code. It is rumored that in recent years a religious prophet has been gaining more and more influence throughout Zengdthuran, and that his zealots are spreading hate, fear, and unrest amongst the mountain tribes. Insurgency against the traditional Zengdthuranian nobility is on the increase, and a tenuous peace in the Jesru Valley with the Arajai may be on the verge of failure as the zealots' raid and massacre small Arajai oases.

11. **SKARSSIAN DESERT:** The rocky desert land of Skarss is a major unknown. Before the Warlocks' War it was a mountainous land of rivers and sparse forest; it is now a rocky desert wasteland with deep labyrinthine canyons and tall mesas. There are no known indigenous inhabitants and all manner of demon and devil stalk the stony wastes. It is believed there are portals there to the infernal regions as well as something much more ominous and apocalyptic, which lurks brooding deep within the maze of dried out riverbeds and grottoes. The Skarss, the race from which the desert takes its name, are fly-like humanoids which stink of rotting meat and spread disease by their mere passing. They possess abilities which shield their presence from onlookers, and were it not for their putrid smell their savage attacks would go unnoticed. Though they dwell mainly within the Skarssian Desert, there are stories of Skarss assassins stealing the brains of unwary prey all across the lands of Arkraetia; brains seem to be a delicacy of the Skarss, or perhaps merely the ingredient to one of their sinister and deadly poisons. Somewhere hidden within the treacherous badlands of Skarss winds the Valley of Mas'Hamraa; the final battlefield in the Warlocks' War and the place where legend states that time has stopped, the axis of the world was forced askew, and the bodies of the Warlocks' armies lay forever rotting. Legend also states that one can find the canyon which leads into the valley when one comes across the crucified bodies of a thousand Erinyes devils on either side of the canyon; the personal entourage of the Warlock Soulspinner massacred by the Warlock Paingiver.



ARCRAETIA

TIMELINE

-10,000,000

The Old Gods destroyed themselves in an apocalyptic war and the world is scorched and laid waste. A triad of Old Gods had survived the Armageddon and from them the first nine New Gods were created. With a new dynasty of gods, who in turn created countless New Gods themselves, the world was renewed. The small handful of survivors from the Ancient Races who had weathered the apocalypse began to once again prosper and grow, alongside the fledgling newer races.

-14,000

The most successful and prolific of the new races was the Drusai, whose advancement in the fields of science, magic, art, and architecture was both unprecedented and unrivaled. The Drusai people became culturally obsessed with theology, cosmology, and meta-physics, and the sheer volume of their works dedicated to discovering the fundamental truths about their universe and existence is unfathomable. At some point during this period the Drusai created the Seven Citadels, though some rare and ancient sources credit the Drusai with creating Thirteen Citadels; the purpose of these widespread cities is unknown to this day.

-13,000

As the centuries passed, the superiority of the Drusai civilization began to create tension and ultimately conflict with their less advanced neighbors.

-12,000

Inevitably the Drusai viewed the other races as subordinate to their goals and beliefs, and the Drusai began to conquer the other races. The entire Drusai social psyche took a dramatic shift as the other races were seen merely as a means to an end, and Drusai wizards and scientists subjected their newly vanquished neighbors to all sorts of torturous and heinous magical and scientific experiments.

-11,000

At the apex of Drusai civilization and its complete and unchallenged dominance over Arcraetia, a schism evolved among the intellectual/clerical caste and the noble elite which began to eat away at the very essence of Drusai society. What initially began as a philosophical and theological Renaissance slowly evolved into a dramatic civil war.

-8,200 - -5,500

Over the centuries the Qaali consolidated their widespread empire and developed all the trappings of civilization: building roads, cities, libraries, theatres, aqueducts and establishing trade routes throughout the Mysserian lands and far to the south and east. In some regions the mighty Qaali legions could not spearhead a successful campaign, and in those regions a variety of strategies were adopted. To neutralize the threat of the Dwarven Kingdoms of Worheim, the Qaali adopted the Elven tribes of Crenn as a client state, and helped to both stimulate a conflict between the two races and aid the Crennians in waging a long and stalemated war against Worheim. Unable to defeat the ferocious onslaughts from Vael, the Qaali constructed a series of walls and forts amongst the crags of northern Talon to contain the threat. In western Tharc, the Qaali forcefully moved numerous peoples to colonize the widespread plains with strategic garrison cities to help defend against the nomad raiders and the hordes of giant Wolf Spiders which stalked Tharc unchallenged. To help defend against intermittent Dracovir raids and aid in garrisoning the northern provinces, the Qaali began to utilize the barbaric Slarg tribes. The southern empire proved equally dangerous for the Qaali. Though most of the kingdoms had been long since conquered, numerous rebellions constantly broke out, and the Imperial armies could not deal with the swift moving and deadly nomad Araj tribes of Arajistan. The borders with Arajistan soon became the most heavily fortified positions in the empire, and the surrounding kingdoms were in constant threat of Araj raids.

-9,000

As the mighty Drusai civilization degenerated into a mere shadow of its former self after two thousand years of civil war, three mighty slave races of the Drusai united and rebelled against the Drusai tyranny: the Qaali people of the south lands, the Dracovir nomads of the north-east, and the Fey of the north combined their forces and attacked their overlords.



ARCKRAETIA TIMELINE

-8,500

Ultimately the Drusai are defeated, and their civilization was destroyed as the rebels spared no time in hunting down and eradicating every last Drusai survivor; various legends state that a few Drusai escaped into the Sythrian plains, or that a few were absorbed into Qaali society, or both. In the absence of a Drusai imposed peace and order, the three races, among a number of other races, began to fight amongst themselves. While the Fey battled the Dracovir in the north, the Qaali swiftly and methodically consolidated their power in the south.

-8,000

Once the Qaali had successfully forged a powerful empire in the south, their legions marched north seizing lands from the battered and bloodied Fey and Dracovir armies. The Fey were pushed far into the Northern Wildlands, and the Dracovir Hordes were routed and forced back to their homelands in the steppes.

-5,500

After the Qaali Emperor died without an heir, the empire was fragmented by two claimants to the throne, and for the next 1,000 years the empire was divided in two. The Reign of the Two Emperors was fraught with rebellion, assassinations, and civil war between the two empires, north and south.

-4,600

Himmelveil is occupied by the Sythrian Warlock Traegun Grymhumours

-4,500

Weakened immeasurably, the Qaali Empires also fell victim to invasion. From the east, one by one, the Sythrian Warlocks (practitioners of the Old Magic of the Old Gods) invaded and decimated the Imperial Legions. Soon the Empires collapsed to be replaced by the petty kingdoms of the Warlocks, who shortly after carried on their own centuries-old war against one another in their new kingdoms.

-4000 - -3,000

In -3005, Grymhumours and his armies are massacred during the battle of the Plains of Fallenkeep, one of the final battles of the Warlocks' War. The Warlocks' War devastated the land and entire regions were completely depopulated and rendered sterile. Terrible armies were conjured forth to fight against one another, and even the very climate of the world was affected during the last days of the War. In the Valley of Mas'Hamraa (somewhere in the Skarssian Desert), the final battle of the war was waged; the final Warlocks were killed, their armies destroyed, and the world's axis was knocked askew.

-3,000 - -1,000

The Long Winter: so-called in the north because spring, summer and fall were virtually week-long events. The northern lands became inhospitable, and the survivors of the Warlocks' War were forced to live as nomadic tribes and constantly migrate to survive. The once advanced northern kingdoms and Qaali provinces degenerated into barbarism and the power of the strongest tribes dominated the weaker. Massive earthquakes, volcanic eruptions, and freezing blizzards forever scared the northern lands, as food and female slaves, captured from other tribes to strengthen and expand the raiding tribes, becomes more valuable than gold or gemstones ever were in the old empire. In the south, the rainy winter seasons are all but a memory as the blistering and searing sun attained a devastating dominance. Entire fertile regions were scorched unusable, and the quest for food is as almost important as the quest for drinking water. Many of the lakes and rivers not destroyed by the sun were poisoned by volcanic eruptions, and massive battles are fought over the smallest of oases. The few anchors of civilization remained in the seven Drusai citadels, immeasurably built up in intervening years by the Qaali and the Warlocks. The regions around the citadels remained arable and the water pure; trade, virtually non-existent in most regions, continued between the citadels. Soon the citadels became both havens for devastated peoples and coveted prizes for predatory tribes. In -1500, a massive migration of human tribes from Daccia begins; over the next two hundred years, hundreds of thousands of Daccians make their way and settle in the lands which will one day become Vissia, Delisia, Samlesia, Romansia, Valdsparia, and the Talon Kingdom. The Vissi culture slowly begins to develop in these new lands. By -1101, a Vissi army led by the warlord Wilgar Red-Eye had successfully conquered Himmelveil.

-500

the Talonian clans migrated south, and conquered the Vissi tribes in what will become the Talon Kingdoms. They established fourteen kingdoms which were constantly at war with one another as well as with their neighbors.



ARKRAETIA™

TIMELINE

-405

Teyrn (King) Caeledd ap Rhaegan of the Black Erne clans seized Himmelveil by force of arms and guile, gaining a tremendous economic and strategic asset for his kingdom.

-300

The present boundaries of the Talon Kingdom, as well as the duchies within, are settled, though war in this region continued for a number of centuries.

ZERO

As the Long Winter faded away with the slow re-correcting of the world's axis, and the land was renewed, the predatory tribes were forced to the fringes, and new kingdoms began to develop. The year 0 becomes the traditional year on the new calendars for the return of Spring. Around the year 0 the barbarian clans of Valdsparia had essentially disappeared into their homeland, never again raiding outside their lands until the invasion of Romansia in 800.

115

A young druid named Teithi was shipwrecked upon the shores of Jebol. Teithi was rescued by monks from a Hejmahli monastery, and by 135 Teithi he had successfully created the Teithian Church from that core of monks. In 135 Teithi sent seven of his disciples across Arkraetia to preach his new religion, including the disciple Cussla who went to preach in Himmelveil. Teithi also left for the Vissian kingdom of Altwald in 135 to spread the word. He soon gained the support of Altwald's Konig, Otur Radjur, and the Vissian kingdom would become the core bastion of the Church, along with the Holy City in Jebol. In 143, enemies of Konig Otur assassinated Teithi, forever cementing his martyrdom.

207 - 226

The most recent major war between Crenn and Worheim broke out; though it was initially contained to a conflict between those two kingdoms, Falcony was shortly drawn in. By 216, the rest of the Talon Kingdoms were drawn into the war on one side or another and the Great Northern War began. Crenn and Worheim made peace with each other in 221, but the war between the Talon Kingdoms dragged on until 226.

445

Cardo Milo, a powerful Teithian high-priest from Vissia, arrived in Black Erne, marking the beginning of the Church's steady and methodical theological "invasion" of the Talon Kingdoms.

525

As the Long Winter faded away with the slow re-correctAt the battle of Mosswind Moors, Teyrn Tathal of Black Erne and his coalition of kingdoms defeated Teyrn Bwlch of Grand Eagle and his allies to become King of the unified Talon Kingdom. Shortly after his victory, King Tathal enacted his Proclamation of Religious Toleration, securing the Teithian Church's foothold in the Talon Kingdom. A year later, in 526, Tathal granted Himmelveil a Royal Charter.

855

As the Long Winter faded away with the slow re-The Hermetic Plague broke out, sweeping through all of Arkraetia. The plague only lasts for three years, but in that time it claimed as many as 75% of the population in many areas. The plague sparked a decade of mass hysteria and witch hunts, and the psychological aspects of the magic-focused plague remained long after the plague and the hysteria receded.

900

A military coup, supported in large part by the noble Qaali houses of Pallashar, toppled the mercantile government of Iyram, sparking a long civil war. Countless Iyrami merchants, scholars and artists fled for Himmelveil. The Iyrami émigrés sparked a cultural and scientific Renaissance in Himmelveil.

970

The Merchant-Princes of Iyram finally regained control of their kingdom, and they began to rebuild their powerful merchant empire.

1000

THE PRESENT YEAR