

SKYREALMS of Jorune

Revised TIMELINE

By Sholari James

This timeline is a mixture of Skyrealms' original Timeline, as supplied in the Sholari Pack and my own timeline. Nearly no changes have been done to the original Timeline with the exception of the Great Wanderings of the Iscin races that has been altered. Important dates for realms and other cultures [See *Spread of humanity*, *Thantier*, *Ros Crendor* and *Khodre* essays for details.] have been added as well as some important dates for cleash, ramian and thriddle.

BEFORE THE EARTH COLONY

- 3100 BC The First Shanthic War begins.
- 2100 BC The Great Shanthic Wars end. The seven sects are established.
- 2000 BC Ca-Tra create first cle-eshtas.
- 1900 BC Ca-Gobey begin building the great cities.
- 1800 BC Elip ston created as a religious artefact by Ca-Shal.
- 1780 BC Keeper rods developed by the Ca-Du sholari.
- 1750 BC Lamorri exploratory ship arrives.
- 1696 BC Lamorri armada reaches Jorune. Cleash arrive as partners in the conquest and bring scarmis as their slaves. Ramian arrive as servants to lamorri; corastin, croid, and thriddle arrive with lamorri as slaves. Orbital bombardment and invasion begins.
- 1686 BC Last organised shantic resistance is crushed and the shanta are enslaved.
- 1520 BC Isho Geography Program begun. The Doben-al is eventually chosen as a prime site for thoooh'sa construction.
- 1515 BC Process for the artificial creation of skyrealms started by lamorri. Shanthic cities are destroyed beneath harvested lamorri skyrealms. Plan to enhance natural skyrealms begins.
- 1500 BC Lamorri Doben-al program begins.

- 1490 BC Lamorri Isho Harvesting System structures completed in Doben-al, Tan-Iricid, Ardoth, and eight other locations on Jorune. Only the Doben-al structure is fully activated, draining isho from surrounding land, creating the Doben-al desert.
- 1460 BC Lamorri begin preparing several skyrealms for export from Jorune. First shanthic rebellion suppressed by lamorri control of isho. The free hantas retreat and labour hard to find means to brake the lamorris grip upon the isho.
- 1450 BC Two skyrealms destroyed by early elip ston. Shanta continue to harass lamorri and cleash outposts with the new and powerful elip ston weapons.
- 1449 BC Orbiting lamorri starcraft destroyed over northeast Doben-al. Crashes south of present day Khodre, in the Thodic Mountains.
- 1448 BC Successful shanthic revolt from lamorri subjugation, due to a genetic plague the lamorri have brought upon themselves with their experimentation. The thriddle, corastin and scarmis slave races flee from their masters or join the rebellion. The Eelshon She-evid (the Warp Walker) and other greater evids are released into the Doben-al. The fury of the evids makes the croid warriors abandon their masters and flee into the wilderness. Ardoth's underground lamorri complex prevents warps from being created, but the portion that kills isho harmonics is partially destroyed during the final shanthic siege of the city.
- 1447 BC Thosk cannon created by Ca-Desti shantha. Cle-eshtas brought to new levels of sophistication. All cleash landers are destroyed, stranding the cleash and lamorri on Jorune. Lamorri motherships begin to bombard Sho-Caudals surface to enable their separated kin to escape. Surviving cleash flee to the more easily defendable outposts in the Ice Fields of Gilthaw. Shantas lay siege to the lamorri who have hidden themselves in their great fortresses. They cannot venture down and destroy them, as the weapons that destroy isho harmonics cannot be neutralised.
- 1446 BC The lamorri make copies of their own consciousnesses (essences) while enduring the siege. The thriddle lead some of the slave races against the besieged lamorri and venture down into their great underground forts. All lamorri are destroyed or placed in keeper rods. The remaining lamorri that have waited in high orbit leave Jorune, abandoning all the subservient races (corastin, croid, scarmis, ramian, and thriddle) and their partners (cleash) behind.
- 1396 BC The shanta break off the siege of the cleash in the Gilthaws and let them live in this realm in return for their help in cleansing their race of lamorri taint.
- 46 BC Faster-than-light drive developed on Earth.
- 43 BC Robot probe from Earth discovers Jorune.
- 31 BC Manned expedition launched from Earth for Jorune.

- 29 BC First scientific expedition reaches Jorune. Colony sites are negotiated with the shantha. Iscin and Bomoveris are members of this team.
- 18 BC 20,000 humans depart from Earth for Jorune in eighty ships to begin colonisation.

THE EARTH COLONY

- 10 BC Colonists land on Jorune and are assigned locations. Iscin put in charge of the durlig project, which is behind schedule.
- 9 BC Tensions rise on Earth. Colonists are assured everything is fine.
- 8 BC Several transport ships arrive from Earth. They aren't sure there will be anyone to greet them upon return. Iscin establishes several labs for his own research.
- 7 BC Iscin puts his spare time into working on a reco that produce shirm-eh for the ramian. He works out of his secondary lab in Voligire.
- 6 BC News arrives that the situation on Earth is deteriorating. Iscin is unable to present the results of his work to the ramian before he is re-summoned to the base in Gauss Valley.
- 5 BC First trials of durlig plant commence. This initial variety is called gerrig. It takes to Jorune soil well, but is difficult to extract and prepare.
- 4 BC News arrives that Earth is at war. No more supply ships will be sent. Some of the ships en route return to Earth. The supplies that do arrive are insufficient for the colony to survive.
- 3 BC Schisms within the Earth colony lead to violation of agreements with the shantha as colonists move into additional lands, violating sacred sites. The shantha request that the humans conform to their original agreement. Durlig development goes into full swing, with plantings to occur over the next year.
- 2 BC Colonists enter Cali-Shafra, the shanthic Battle Lands of the Ancients. Native crops are removed and durlig is planted to avoid mass starvation.
- 1 BC Colonists transgress sacred Galsh-aca (present-day Essanja), shanthic burial grounds, in search of rare earths. Shantha retaliate, destroying some bulldozers and killing one man. Twelve shantha are killed. Tensions rise and colony sites are put on alert. Bomoveris starts development of bio-tec weapons to destroy shanthic race if colonies are attacked.
- Zero Launch of shanthic attacks on colony sites. Official start of the Human-Shanthic War. Virtually every colony site attacked by massive shanthic assault. Bomoveris releases a bio-tec virus into upper atmosphere, killing 99% of the shantha within days. Iscin is only survivor of his colony site in present-day Gauss Valley. After several months alone, he is convinced he is only human survivor and begins working on creation of bio-engineered creatures he believes can survive on Jorune.

THE DYING TIMES (Leesh Ebeeca)

THE LOST YEARS

- 1PC Shantha destroy concentrations of Earth-tec in all but Newfield Research Station in present day Thantier. Although only a minor station with several field posts, Thantiers modest supply of Earth-tec will quickly become the most significant power on post-war Jorune.
- 4 PC It becomes clear to many surviving colonists that shanthas avoid killing humans who do not carry Earth-tec, but hunt down individuals with subtronic equipment, tec-tons or those located near Earth-tec installations. Recommendation is broadcast from colony near Jasp to bury Earth-tec in cryo-bins to survive; retrieval of equipment in small amounts can come later. Details of how to do this and where to later search is broadcast by the Jorune Science Board survivors. This broadcast is later to be known as “Jason’s Will” after the presenter of the message. Survivors in Burdoth, Temauntro, Jasp and Drail heed the message, while the survivors in Thantier struggle to hold onto civilisation and continue warring with the shanta. Human population reduced to a few thousand individuals scattered across Jorune.
- 5 PC Thanterian survivors begin exploring other research centres with Thantiers one hovercraft. They gather a few survivors, survey extent of destruction, but do not find caches other colonies used to hide their Earth-tec from shanthas. Twenty terran scientists and colony administrators heeding the warning of the jaspian colony place themselves in cryosleep together with Eart-tec equipment among the remains of the Ithaca Research Stations in the Doben-al and the Binhauer Research Stations in Thantier. They hope to elude the shantic warriors and awake one day to help future generations. They later become known as the Sleepers (Ithaca scientists) and the Advisors (Binhauer scientists). The other human survivors of The Ithaca Research Stations either travel north, trying to reach Northfield Research Station or stay behind to guard the sleeping scientists.
- 6 PC After six years of maniacal work, Iscin creates blount. He creates a sufficient number to help him in his research and “programmes” the blount mitochondria to produce ever-changing varieties above the normal in animal and human procreation. This is to enable the modified creatures to survive without sufficient numbers to refresh their gene pool.
- 11 PC Thantierians journey to Tan-Iricid to follow up on earlier surveys. Thriddle, eager to learn of the colony and its lost work, welcome the visitors and share their island with them. The Thantierians decide the location is easily defensible and want it as their own.
- 12 PC Thantierians invade Tan-Iricid. Thriddle drive back the Thantierian assault with unknown technology involving massive amounts of power. Most of the Thantierian Earth-tec is destroyed during the assault.

- 13 PC Thantierians begin long history of internal skirmishes for control of remaining Earth-tec. Modest stock of Earth food seeds is available for low-tech agriculture and small farms are established.
- 14 PC With the blount Sellsnib and his kin, Iscin creates crugar in the same way as blount were created. The new creation is a disappointment. He was expecting a long-haired, pale-furred version of crugar. Iscin does not recognise cygra within the first litter, but the breed will eventually dominate northern Temauntro.
- 18 PC Iscin creates woffen after the same fashion as blount and crugar. Considers it an improvement over the crugar, but certain traits are lacking for survival.
- 21 PC Iscin creates bronth. Considered a success.
- 23 PC The last survivors guarding the sleeping Ithaca scientists succumb diseases or are killed by shantic warriors. The sleepers are never awakened.
- 24 PC Iscin creates tologra (as secretly as possible, for fear of crugar reaction). At this point, the crugar are as much as ten years old. Iscin notes in his journal that Choundra, an especially feisty crugar, has demonstrated great cunning.
- 27 PC While patrolling, two crugar are shot and killed by a human (Bomoveris) with a blaster. He is shocked by the engineered forms of life. Iscin arrives soon enough to prevent Bomoveris from being surrounded and killed by the remaining crugar. All of the bio-engineered races are present as Iscin takes Bomoveris into his home. The crugar are infuriated that Iscin allows Bomoveris to live but Iscin tells them that they cannot kill a human. Having been out of contact for 22 years, the two humans have much to discuss. They talk and argue the entire night. As they talk, they find themselves more at odds. Iscin cannot accept Bomoveris genocidal solution to human annihilation (the extermination of the shantha), while Bomoveris considers Iscin's experiments a breach of ethics and morality (alteration of creatures is a perversion of their natural form). However, as two surviving humans, Iscin and Bomoveris realise that they are in a very special position on this planet. Choundra refuses to let the incident of the killed crugar pass. The next morning, attempting to kill Bomoveris as revenge for the deaths of his sister and brother, he accidentally kills Iscin with a blaster. The energy weapon used by Choundra was modified by Sellsnib, the blount whom Iscin had personally trained in the ways of Earth-Tec. In the confusion of the death of Iscin, the giver of life, Bomoveris escaped. The Iscin creatures know nothing of his eventual fate.
- 28-100 PC The Iscin races multiply and show many signs of mutations over the first two generations as their gene pools stabilise. Worst of these can be found among the initially psychotic crugar. The cygra are more stable. Fastest breeders are unfortunately the crugar who give birth to great litters of children who easily survive to adulthood. The blount, bronth, woffen and Tologra breed more slowly. All races flourish physically as they are left with Iscin's legacy: Durlig.
- 29 PC Bomoveris captured by shantha and placed in keeper rod.

- 42 PC Last eleven original survivors of Newfield Research Station establish a network of trails and stations to keep as much contact as possible between the various camps of survivors in Thantier.
- 90 PC Cleash begin to come into Thantier. They come through warps that the shanta open between The Ice Fields of Gilthaw and the Sharras and Trinnu Jungle lands. The heavily decimated shantic race is too weak to fight the strong survivor civilisation in Thantier and use cleash as pawns. First contact between Thantierians and cleash results in major battle leaving over one hundred colonists and twenty cleash dead. Ensuing skirmishes show that at first cleash kill with little provocation; after human retaliation, they begin to attack on sight. Using the growing population, humans in Thantier begin to build and live in fortresses.
- 95 PC Cleash insurgence in Thantier becomes much stronger and continues for approximately the next thousand years. Thantierian colony network destroyed, possibly due to cleash activity. Swordsmithing and weapon-making return to status of basic crafts. Siege warfare is reinvented for use against the cleash. Thantierian civilisation regresses as it learns to cope with the growing cleash threat.
- 95 PC Descendants of the original colony survivors in western Thantier flee from the cleash insurgence from the Sharras jungle lands up into the Lus'ikai Mountains. Over the years they will become the Sky people.
- 96 PC Horse breeding flourishes and thombo domestication begins along north shores of Sea of Cerridus.
- 100 PC Last of Earth-supplied foods are thought to have been exhausted. In Thantier, human population declines without fresh stock to replenish bio-engineered Earth foods. Iscins plans for durlig are relatively unknown. The plant was so new that although it is seeded over much of Jorune, most will not eat the noxious leaves and roots. Human life expectancy falls to 36 years; the secret of durlig and the locations and contents of the cryo-bins passes into legend.
- 150 PC (date approx.) The numerous crugar make themselves lords over the other Iscin races through violence and sheer numbers. They are the most powerful of the Iscin children at this point. The other Iscin races are held in brutal slavery in the Gauss Valley. The Iscin races continue to grow in numbers. Most unstable mutations have been seeded out of their gene pools and the typical race traits of the Iscin races become prominent.
- 190 PC (date by tradition) The Iscin races free themselves from the oppression of the crugar. Leaders of the various tribes of creatures lead their kin out of the Gauss Valley.
- 190-300 PC The Great Wanderings. The bronth, woffen, tologra and blount migrate west into the Doben-al. The search for food and meetings with creatures like dhar corondon splits the migrating iscin races. The woffen are driven south. They continue through Sobayid, avoiding humans, and passing through the East Trinnu Jungle Lands to the lush forests of Anasan, rich with game. The bronth, tologra and some blount ultimately dare the wastelands and travel as far north as what is to become Ros Crendor. Another group instead passes south of the

great Doben-al deserts and up through the lakelands east of Lake Dau-uh-dey. Both eventually meet again and found Crendor. The blount, their numbers having suffered terribly during the years in the dry wastelands of the Doben-al, remain in and around Lake Day-uh-dey.

The crugar and cygra remain in the Gauss Valley. Tensions build between them as their differences become more pronounced.

- 200 PC The Delmeran people fortify cliff forts along the north-western coast of what is to become Burdoth. The forts provide protection from shantic warriors (who mostly leave them alone anyway).
- 210 PC The first group of bronth and tologra (and some few blount) settle in north-eastern Ros Crendor. The bronth settle along the coasts while the tolograns settle the Crack Lands inland.
- 220 PC The Sky Culture is established and perfectly adapted to mountain living and survival. They place their towns and villages in inaccessible places among the Lus'ikai Mountains, often expanding abandoned shantic ruins. Towns are found on high plateaux hidden by clouds or cut into high mountain sides. The three main towns of the culture are placed upon the mountains Hallivo, Torinuu and Hus'ika.
- 250 PC (date approx.) Ardoth is established as a fishing village.
- 270 PC Woffen in Anasan discover a stable warp to Lundere (near Yobreh) and settle Lundere peninsula.
- 280 PC The second group of bronth enter Ros Crendor from the south-west and settle in the outskirts of the brynkwood forests.
- 290 PC Bronth language first put to script, using a watered-down version of the Colonial English alphabet.
- 300 PC Drought hits Gauss Valley. Crugar and cygra bicker amongst themselves and are faced with a food shortage. They migrate out of the valley and head south-west into the Doben-al to follow migrations of some herd animals. Some clans remain among the northern slopes of the Thodic Mountains in the Doben-al, where the game is more abundant.
- 302 PC The "Lambruh" (Spirit Jailers) sect is established by the bronth in order to further investigate and protect the people of Crendor (now Ros Crendor) from the malignant spirits sharing their lands.
- 310 PC When the great crugar and cygra clans reach the eastern shores of Lake Dau-uh-dey, the cygra contingent splits away from the main clan nations and begins travelling north, through what is to become northern Khodre and into northern Temauntro.
- 312 PC The Delmeran people start migrating into the Gauss Valley after the crugar and cygra have left the valley. The groups that settle the inner regions of the valley become separated from the rest of the Delmerans and slowly start developing into the Gauss Culture.

- 315-795 PC Cygra begin settling northern plains near Jasp and Khodre. Crugar settle the Downtrough range and central and western Temauntro with occasional forays to neighbouring realms.
- 350 PC The Reigos people of Anasan try to restore civilisation and build the town of Reigos on the west coast of Anasan.
- 400 PC A human culture, centred around the great rivers of western Temauntro and the central west coast flourishes. It is known for its great river boats, floating markets and floating palaces. However, the threat of the migrating crugar clans presents itself early.
- 400-600 PC The Age of Monsters. A major alignment of Jorune's moons causes mutations among mainly humans, including boccord, muadra and trarch. Some mutations did not breed true and eventually died out. Hundreds of monstrous mutations create a fearful response in common people and public persecution and execution of mutations begin. First destruction of Ardoth by massive tidal effects of alignments.
- 400 - 490 PC A combination of shantic violence, a religious exodus, plagues and the fact that better lands were found, lead to the slow desertion of Crendor. More and more bronth settlers sail to the virgin lands of what is to become Dobre, while tolograns start to learn seafaring from the bronth, from whom they have distanced themselves by living in the central parts of the land. Bronth start referring to the lands as Ros Crendor (Old Crendor). The more social bronth migrate together, in tight nit family groups.
- 412 PC A nomadic tribe of humans finds the ruins of one of the Ithaca Research Stations in eastern Doben-al. Their presence activates the cryo-bin and awakens one of the sleeping scientists. He in turn continues to awaken the other scientists of the remaining Itacha Research Stations.
- 414 PC The awakened scientists of the Ithaca Research Stations gather and unite three nomad tribes of the area. They teach them civilisation and the ethics of their lost world. Four of the scientists choose to remain awake, while the other four are placed in cryosleep again within the area the three tribes control (eastern Doben-al).
- 450 PC The cleash start fortifying the Lus'ikai Valley and the Sky people soon find themselves under constant siege. They are cut off from the rest of the humans in Thantier and disappear from the known annals of Thantier.
(date approx.) The return of shantic warriors to western Anasan and countless diseases break the Reigos people. Only a few humans survive in small villages along the coast. The town of Reigos is abandoned.
- 480 PC (date approx.) Warp between Anasan and Lundere fails and remains closed for two millennia. Woffen begin seafaring as a way of seeking their lost brethren; woffen sailors take the name 'Searcher.'
- 483 PC A legendary Advisor, sleeping in a Sky monastery, is awakened. She helps the Sky people to protect themselves from the cleash by building hot air balloons, lookout

platforms and airships. The Sky people can now roam the high mountains more freely and move their villages around when cleash appear.

- 490 PC (date by tradition) A great colonising armada of bronth and tolograns (protected together from the emerging threat of the ramian) set out from Ros Crendor. A great storm (maybe just the legends explaining that the races actually travelled separately) separates the Iscin Races. Bronth make it to the new colonies, while tolograns are lost to history until 3498. Some bronth, mainly members of the Lambruh sect and their servants, remain in the coastal cities of Ro-Obiss, Dobharah and Hoodha (now Makvar).
- 491 PC After the four awakened Sleepers of the Ithaca Research Stations in the Doben-al have died, the three tribes that have been taught civilisation start abusing the earth-tec that had so far been secretly and carefully used. This attracts shantic warriors who destroy 2/3 of the population of the area. The survivors form a secret cult that hides among the western slopes of the Kuggin Mountains and watches over the remaining Sleepers.
- 492 PC The Advisor of the Sky people falls terminally ill and places herself in cryosleep again.
- 500 PC (date approx.) Sobayid tribes established in Sobayid. They are not united but share a common belief in individual Star Gods whom every tribes claims ancestry from. (date approx.) The mysterious towns of the upper Ellcor Mountains in central Heridoth are built by the equally mysterious Ellcor Culture.
- 555 PC (date by tradition) Paul Gauss born in Gauss Valley.
- 560 PC (date by tradition) Mayatrish born in Ardoth.
- 570 PC In Thantier and Gauss Valley visibly mutant children are killed at birth, while muadra and boccord children are driven away or murdered at puberty. In Ardoth mutant children are allowed to grow; boccord establish their value as hunters and fishermen. Muadra are considered small or weak humans, not mutations.
- 574 PC Paul Gauss discovers Iscin's private laboratory in the hills above the valley. He is barely able to read Iscin's journals on durlig and finds the foul tasting plant was engineered specifically to provide Earth-based life full nourishment. Gauss begins a regimen of durlig. He is unable to get his neighbors to try his new diet. In Thantier, persecution of mutant races eliminates all but purebred humans.
- 578 PC Gauss has grown from average to very healthy and robust. He convinces his neighbours to eat durlig, encouraging them to begin experimentation with preparing, cooking, preserving, and spicing it anything to kill the taste. They begin to flourish.
- 584 PC Gauss begins exporting durlig to other human settlements in the valley. Iscin's name is revered in human cultures from this point forward.
- 586 PC Mayatrish begins a trip by talmaron from Ardoth, but is attacked by duradon over Gauss's settlement. She falls to earth with her wounded talmaron. The talmaron dies,

but Mayatrish is nursed back to health by Gauss's people. She stays with Gauss family and learns the ways of his people, and teaches them about her people in Ardoth. Gauss and Mayatrish fall in love.

- 587 PC Paul Gauss and Mayatrish are married. The people of the settlement (now called Gauss) build a great wood statue of a talmaron as a wedding present to Mayatrish.
- 589 PC Members of Mayatrish's family, flying by talmaron, find her in Gauss because they see the talmaron statue. She returns to Ardoth with them and gives birth to a boccord son, Michael. She keeps the child's birth secret from Paul, who would have it killed as a non-human. Michael has no problem growing up among the human, boccord and muadra children of Ardoth.
- 590 PC Trade begins between Gauss and Ardoth through the efforts of Mayatrish and Paul Gauss. People of Ardoth become healthier as they begin eating durlig. Boccord and muadra from Gauss emigrate to Ardoth when they can to escape prejudice; Gauss welcomes the chance to be rid of minorities they consider a blight.
- 591 PC Mayatrish returns to Gauss. She continues to spend at least one season each year in Ardoth with her family, raising Michael.
- 600 PC (date approx.) Sea wall construction begun in Ardoth.
(date approx.) The Korrin people migrate down from their refuge in the Dowtrough Mountains and start settling the eastern foothills and the southern shores of Lake Dau-Uh-Dey. They come in peaceful contact with acubon, who until then had believed themselves to be the last human survivors.
(date approx.) The human Mash-ala Culture is established in southern Heridoth. It becomes known in legends as a lush paradise of peace and prosperity and the wisdom of its shantic Ca-Tra seers.
- 607 PC Mayatrish tells Michael about problems in harvesting durlig, which grows very deep in the ground. She asks him to think of a way to make harvesting easier. He begins to work on domesticating thombo, previously used only for livestock.
- 609 PC Michael leads a caravan of thombos to the city of Gauss. Mayatrish embraces him when he arrives, causing whispers of disdain. When Michael shows how thombos can make durlig harvest easier, by attaching a rig and having a thombo team pull the plants out, the disdain turns to a small measure of respect. Mayatrish then admits that Michael is her son; Paul Gauss accepts his son and concedes that there is a place for the mutant humans in society; the slaughter of mutant children must stop.
- 615 PC Paul and Michael Gauss supervise a secure trade route between the Gauss Valley and Ardoth.
- 616 PC Paul Gauss's death.
- 620-800 PC A series of plagues sweep through human and Iscin populations. Restoration gains from the pre-plague era are almost lost. Civilisation returns to primitive levels. Several cities rise, flourish and are wiped from the planet by contagion. New standards of hygiene determine the survival of whole populations.

- 621 PC Michael Gauss, now called Khaun (Great son of), maps strategies for defence of the Gauss Valley from anti-mutant fanatics.
- 623 PC Mayatrish dies in the first of the Valley Plagues, along with over half of the inhabitants of the valley. Some refugees seek other havens.
- 624 PC The Crugar that remained among the Kuggin Mountains after the Great Wanderings begin striking at human settlements in Gauss Valley. Already weakened by plagues, inhabitants of valley, under leadership of Khaun Gauss, retreat to a mountain stronghold named after their leader. Battle with crugar leaves new city burned and empty. Khaun Gauss dies during battle. Surviving humans leave Gauss Valley, now inhabited by crugar.
- 683 PC The multi-limbed mutant Lenkha rallies other mutants from the Age of Monsters in Heridoth. He leads them away from prosecutions and founds small community which will later evolve into a people, the Kan Lenkhas (“The Children of Lenkha”), who will wander the realms of Heridoth seeking business where they can find it. Lenkha’s uncanny and ability manipulate isho has never been seen before by humans and he attracts the attention of Ca-Tra priests.
- 700 PC (date approx.) Field science team from Jasp makes first discoveries of levitating crystal formation that will become foundation of Jaspian schooner technology.
 (date approx.) The Horse culture (or Sevait) of central Thantier is established. The fast nomads specialise in horse breeding and manage to avoid the cleash armies criss-crossing the Sevait plains.
 (date approx.) The Varak culture is established along the Shaygra river of south-eastern Temantro.
 (date approx.) The Temauntro Culture (humans) in western Temauntro is routed by arriving crugar clans. After years of conflict the crugar have become too many and the human survivors flee to the westernmost islands of Temauntro and to the northern Temauntro mountains.
 (date approx.) The first small towns are founded in central Sobayid by the Sobayid tribes. The Sobayid tribes also start slashing along the outskirts of the Trinnu Jungle Lands to create more fertile areas.
- 750 PC The Sobayid Document rumoured to have been written. First documented use of word sage as a regional ruler.
- 750 PC Boccord tribes, sub-tribes of the Fransei Tribes, maybe created by outcasts from the Age of Monsters, start settling the lands to the east. They slowly spread through the more fertile parts of Ros Crendor and come in peaceful contact with the bronth still living there. The Fransei-speaking boccord often refer to Ros Crendor as Lepaje (“the Lands”). The Lambruh sect start training boccord disciples. Mainly women are chosen.
- 790-810 PC The Sky Weeping War. The greatest cities of the Sky people are destroyed as cleash double their numbers and their efforts to destroy the elusive humans of the Lus’ikai Mountains. The culture diminishes rapidly into a few hidden villages around remote mountain monasteries.

- 800 PC Trade between Gauss Valley and Ardoth begins again.
- 820 PC Secret of skyrealm levitation unlocked by Jaspian scholars.
- 842 PC First Jaspian airship built by Ton Harik.
- 866 PC The city of Dow-Sen is built upon the ruins of an original colony blast site by the Dow people returning down from their refuge among the Dantrella Mountains. The Sacred Order Preservers first start recording Dow history. This is year 0 in the Dow Horoscope Calendar.
- 900 PC (date approx.) Salu begin building ships for Jaspian commercial fleet.
(date approx.) The southern survivors of the Temauntro Culture (humans) are destroyed by the crugar. It is the end of the westernmost river culture of humans.
- 935 PC City of Sholis founded in Heridoth.
- 939 PC The last of the Lambruh sect members leave Ros Crendor. Guardianship over the lands, especially the Dreamlord Tombs, is transferred to the boccord female priesthood that has evolved.
- 950 PC Cleash wars in Thantier escalate as cleash unleash terrible beasts in Thantier and in the Ceridis Sea. Their forts are numerous and their numbers steadily increasing. K'crikss ships starts harassing the Tan-Iricid coasts and only the massing of Corastin there prevents them from invading the island. The true intentions and cleverly hidden plans of the cleash rulers to take Tan-Iricid becoms clear to the shanta. Thanterians suffer terribly and many towns fall to the merciless cleash.
- 955 PC Kah Denni Harangire, a ramian Chiven Rachu-eh, is admitted for an audience with the Council of Servants in Jasp.
- 958-1162 PC Peaceful coexistence between Jasp and ramian.
- 1000 PC The Sobayid tribes abandon their earlier settlements in central Sobayid and move to the more fertile southern lands, as the encroaching Sobayid Desert creeps closer. The Ellcor Culture disappears and its towns among the Ellcor Mountains are left empty.
- 1100-1200 PC Many cities near Gauss Valley repopulated as Gaussians return from their crugar-enforced exile.
Northern coastal cities such as Sychill and Trosoe are founded around this time.
- 1100 PC Great plague in Gauss Valley. City of Khaun Gauss abandoned again.
(date approx.) The Essanja Culture is established in north-eastern Burdoth. Stout seafarers, talmaron riders and worshippers of the Sajjanis, the terrible SkyBird.
(date by tradition) The Mash-ala culture in southern Heridoth disappears nearly over night as extensive logging and slashing enables a great bushfire to ravage the lush lands for four years. After this the land is barren and turns into dusty plains. The people of the Mash-ala Culture are assumed to have been swallowed by the

surrounding Sholian, Sobayid and Yorkni Cultures. Strange ruins with many shantic influences and the haunted Mash-ala canyon is all that they leave behind. (date approx.) The Yorkni population explodes as refugees of the Mash-ala culture settle among the Yorkni fishermen.

- 1105 PC Boccord of the Fransei Tribes make their way to Jasp to seek new homes. Some stay and mix with the Korrin people of what is to become northern Khodre. Although many of the Korrin traditions and religion survive, the Korrin language is slowly replaced with a mix of Fransei, Korrin and Entren. After the pleading of Gjassum, the last Advisor, in Meshka-Tra the shanta act swiftly upon the cleash menace. Even when summoning all their new-won strength the shanta have problems controlling the cleash pawns they once unleashed. Acting just in time and before the cleash manage to solve the mystery of warp travel, the shanta manage to force the ancient cleash rulers in the Ice Field of Gilthaw to recall their minions. Cleash abandon their forts and strongholds and vanish mysteriously from Thantier in less than a year.
- 1107 PC Boccord receive old city of Jasp on Aylon Strait in exchange for services to nation of Jasp.
- 1110 PC First boccord on Jaspian Council of Servants.
- 1127 PC Expedition from Thantier encounters Ardothian party descended from survivors of North Valley Research Station in Gauss. Ardothians have never seen cleash, described to them by the Thanterians, but consider crugar to be their main enemy. The Thanterians think of crugar as a minor nuisance, and have no respect for the Ardothians. The two parties separate with no desire to resume contact with each other.
- 1140 PC (date approx.) Cultivation of durlig begun in Ardoth's south fields.
- 1145 PC Muadra seek refuge in Jasp.
- 1150 PC (date approx.) Three Sychillian Kingdoms are founded in the region known as Lusail in northern Burdoth. They take over from the more peaceful and rural Delmeran Culture and slowly absorb the latter.
- 1162 PC Ramian raid on Jaspian crystal fields for levitation crystals.
- 1163 PC Jarman Geer engineers Jasp's destruction of Gire Kosh Garch Hundader's ramian fleet.
- 1164 PC Muadra permitted to settle outside the city walls of Old Aylon.
- 1200 PC (date approx.) The Erucian culture is established around the coasts of the western Thanterian peninsula. The Erucians are simple fishermen with their own unique culture and religion that bears no traces of Terran ancestry.
- 1202-1204 PC The northern survivors of the Temauntro Culture (humans) succumb to harsh winters and the failure of crops. They leave only mysterious ruins in the northwestern mountains of Temauntro.

- 1200-1700 PC Famines and rot plagues begin. Will continue intermittently for next 500 years, reducing the growing population of human, Iscin, mutant, and lamorri races.
- 1280 PC The Sholian Kingdom is founded. It exists peacefully alongside with the Dow Culture for a long time.
- 1332 PC A religious pogrom conducted by the Sychillian Tolamuun priests drives most of the of the Delmeran Worshippers of the Cross into the deep Suh Larvan swamp or to the island Reet off Burdoth's north-western coast.

AGE OF EMPIRES

- 1340 PC The Essajeans conquer the Dow people of northern Heridoth and become fierce rivals of the growing Sychillian Culture. The two cultures start exploring the seas and try to compete with the already powerful Jaspian Trading Houses.
- 1350-1450 PC The Essajeans raid the eastern coasts of Heridoth and the yornki people suffer greatly. The yornki start organising themselves under chieftains and start fortifying their coastal towns.
- 1443 PC The aggressive Vucian people come down from the Kuggin Mountains and conquer the tribes among the western foothills and eastern Doben-al. Among the conquered are the Cult of the Sleeping Ones. The Vucians take their gods and secrets and make it their own religion. They awaken two of the sleepers who aid the vucian conquest but manage to bring them more peaceful teachings. The vucian priest caste is founded the same year. Year 0 of the Vucian calendar.
- 1500 PC (date approx.) Jaspian coastal trade begins along Temauntro's eastern coast, along what is to become Khodre's northern coast and as far as Ros Crendor and the northern parts of the Vucian cultural sphere. Great Trading Houses establish protected and sometimes fortified ports that attract commerce and grows into towns. Sophistication of the Korrin and Fransei tribes in the area increases after Jaspian influence.
- 1500-1800 PC Many wars are fought between Essanja and Sholia. The Essajeon fleet constantly assails the Sholian coast from their ports in Essanja and north-eastern Heridoth. During these wars the city of Sholia is destroyed more than once.
- 1501 PC Only ten years after the Sleepers have returned to their cryosleep, an autonomous Emperor is chosen among the Vucians. The knowledge of the Sleepers and their lore is made a secret held by the Vucian priest caste. The priest caste establish a strict system of advisors and pass many religious laws.
- 1555 PC To establish order and unity the Sobayid tribes unite under one Sage and Miedrinth is founded. The tribes keep their smaller tribal Star Gods, but the Sage of Sobayid is the divine spokesman of all the Star Gods of Sobayid. Only he and his priests may educate and train new members of the clergy. Although the tribes are united they remain few in number and live simple lives.

- 1600 PC (date approx.) The Lunghoth Culture is established in the Doben-al and they begin their great cyclic wandering that will take them 500 years to complete. After the first cycle is completed the Lunghoth keep following the Star which is their home.
(date approx.) The growing Vucian Empire pushes some of the Doben-al desert tribes into Sobayid. Many of these are muadra who find their bodies more strongly charged in these more isho-rich lands. The Doben-al desert tribes join peacefully with the Sobayid tribes and tend to settle the more desolate areas in central Sobayid.
- 1634 PC Sage Hajjilla IV of Sobayid finds the secret subterranean city of N'ar. He destroys the city along with the feared and strange Nama people who have been accused of stealing children from surrounding tribes. The Nama are believed to be extinct and the worship of N'Marr, God of the Underworld, destroyed.
- 1674 PC A sage is appointed by the yorkni to rule them. York becomes the sage's seat of power.
- 1690 PC (date approx.) Erucians suddenly develop ships that can outsail the winds and great fortress ships that can warp along the coasts. They begin spreading and conquering neighbouring cultures eastward and westward. The sailor Benhu and his artefact Benhual is linked to this technological escalation of the Erucian culture.
- 1700 PC Crugar from the Kuggin Mountains enter through northern Gauss Valley, driving most of population out. Newly resettled, Khaun Gauss is burned to the ground.
(date approx.) Smaller fractions of Essajeans living in the conquered lands west of the Accaptas Mountains flee the corruption of their homeland. They migrate into the mysterious Glounda forest and settle along the shores of Lake Elgry. Disappearing from the annals of men for over 1400 years they develop into the strange and secluded Gloundan Culture.
- 1700-1800 PC The Varak culture is crushed entirely by their Erucian conquerors and the people forcefully assimilated in the Erucian culture or spread throughout the Erucian Empire as slaves.
- 1722 PC Barhannu, son of Benhu, declares himself Emperor and founds the Erucian Empire.
- 1746 PC After an internal struggle for power and numerous minor slave rebellions the Sajja priests take over the task of ruling Essanja. They elect a Priest-King and start introducing strict religious rules. Subjects who do not worship Sajjanis are killed or exiled.
- 1759 PC The capitol of the Sholians is moved from Sholia to the more easily defended city of Koistra. This places their capitol out of the Essajeans reach.
- 1780 PC Erucians establish colonies in north-western Drail. The colonies grow steadily eastward along Drail's unpopulated northern coast. Erucians also encounter Jaspian off Temaunto's western coast. Enmity begins between the two exploring cultures and the Sharharras Sea is closed to the Jaspian.

- 1800 PC (date approx.) First stable Jaspian crystal schooner design permits trade to be expanded beyond coastline. Partnership with ramian proves profitable for both Jasp and Voligire.
- 1800-2000 PC The Coronian culture starts spreading throughout eastern and central Thantier. They consist of a merger of two cultures, the Gerann and the Sutturash. Those among the Sutturash that refuse to merge, migrate out into the See'iss Desert to their kin who had hidden there during the Cleash Wars. They become the fierce Sutturash Tribes. Their traditions and religion remain the same as the original Sutturash culture.
- 1818 PC The Priest King Hejjorcis IV of Essanja terrorises the surrounding lands. He is a religious zealot and insane, only further cementing the stereotype of the pious Essajeian Priest-Kings. His sajja priests relish in human sacrifice to their god Sajjanis and many slaves are taken from Ardis and Lusail. Common hatred for the insane Priest-King leads to a war on two fronts with Sychill and Ardis.
- 1819-1820 PC Slave revolts brake out in Essanja and the slaves manage to retreat into the highlands of Essanja and keep the territory.
- 1820 PC Sychillians unite under King Pekail the Tall against the threat of Essanja and the growing influence of the sage of Ardis. He declares himself Sage of Lusail. All of present day Lusail is secured during the first year. The Kingdom of Essanja is conquered with the help of the free nation of slaves in inland Essanja. A series of naval battles take place along the coasts of northern Burdoth and Essanja as the Sage himself moves his main armies over the Accaptas Mountains in a daring campaign. The Priest-King of Essanja is killed and his priests routed. The Sajja religion is banned forever along with human sacrifice.
- 1900 PC Crugar have lived in Gauss Valley for two centuries but are driven out by extensive drought and disease. They travel west, to the Doben-al again. The Erucian Empire is at its height of power. Its mariners dare the oceans and chart unknown lands. The sailors, their charting instruments and their ships are the best in the world.
- 1906 PC The age-old Vucian Empire is at its height of power and the area controlled is the largest it will be. The coast between Ros Crendor and the Gauss Valley belongs to the Vucians and most of eastern Doben-al down to Sobayid. Slave trade routes between Lake Dau-uh-dey and Burdoth, lamcra mines and coastal trade with the Jaspian is the Empire's main source of wealth. The Empire now begins to degenerate. The emperor has now become a Priest-King as the rulership of the realm is secured within the priest caste. The teachings of the Sleepers has been garbled, partly forgotten or misunderstood. While the Vucian armies are numerous the Vucian navy is small and notoriously poor.
- 1962 PC The Tirtive of Voligire order the charting, scouting and colonising of lands outside of Voligire. The ramian are drawn mainly to the ancient lands of their masters, Ponteer, but also start settling north-western Temauntro, Sillipus and Drail (Vareech Desert).
- 2000 PC Khaun Gauss returns to functional human and mutant population through immigration from Ardis and Sobayid.

Ramian start pillaging the coasts of northern Burdoth and Dobre. The attacks weakens the kingdom of Lusail and draws its attention away from its eastern lands. The Yorkni Culture starts spreading inland and soon come into conflict with the powerful and expanding Sholian Culture. As the two cultures have similar dialects and the same pantheon of gods, an alliance and truce is soon agreed upon.

- 2029 PC The Lunghoth tribes clash with the Ros Crendorian Tokrem tribes as their cyclic wandering take them into Ros Crendor. The Lunghoth remain for less than 50 years. The Ros Crendorian tribes unite under a High Priestess for the first time.
- 2100 PC (date approx.) Ramian attempt to claim crystal fields of Jasp, source of large crystals that make skyships possible. Jasp destroys ramian fleet and issues threat to destroy Vinteer (capital of Voligire) if ramian attempt any action against Jasp in future.
- 2100 PC (date approx.) Coronian culture is now reasonably uniform and begin great cultural growth.
- 2124 PC The Vucians wage a fruitless war against the Sychillians that have been weakened by ramian attacks. It is an effort to expand their territories, as the lands begin to become more barren in eastern Doben-al. The Vucians hold the city of Salam'arine for four years before it revolts and throws out the Vucian lords.
- 2150 PC Ramian colonisation of Ponteer and Sillipus is completed. The ramian continue to colonise northern Drail past the Vareech Desert and come into conflict with the Erucian Empire, which has colonised the central and western and parts of the northern Drail coast. The ramian of Sillipus start organising and intensifying their raids upon eastern Anasan. They make seasonal camps for shirm-eh harvesting along the eastern coast of Anasan.
- 2192 PC Hordes of fierce boccord tribes come down from Ros Crendor and take the northern parts of the Vucian lands along the coast. Many skirmishes take place throughout the area as the Vucians try to repel the numerous boccord invaders.
- 2200 PC Moon alignment creates enormous tidal disturbances in Burdoth. Many coastal cities destroyed for first time. Ramian invasions into Sychill and other coastal cities come at the same time. A massive migration of Coronian families, pushed northward by the death-throes of the Erucian Empire, reaches the shores of Lake Dau-Uh-Dey. They colonise the area and subdue the Korrin people in the south without any greater problems. The region is named Carissey and metal coinage is introduced to replace crystal currency currently in use. Temples, towns and forts are built to secure the Coronian's claim to the land. The new rulers of the land immediately clash with the acubon of the lake and a bitter conflict ensues that makes the lake perilous to all humans. Ramian use the tidal destruction to secure more Erucian holdings in Drail.
- 2220 PC Humans live in peace with acubon and blount on the shores of Lake Dau-uh-dey after initial clashes. It is the Korrin people with their greater understanding for the acubon that manage to negotiate a truce. Territories are divided and coleels enter world trade.

- 2288-2295 PC The Erucian towns of Jarcissa, Tercia and Obocia in eastern Thantier are taken by the Coronians and renamed Thantis, Terc and Obothin.
- 2240 PC Due to the ramian raids in the area and the weakening of the Sychillian fleet, the Dow people revolt and cast off their foreign Sychillian rulers in northern Heridoth. The Essanja province remains part of Lusail but gains more sovereignty.
- 2240-2350 PC The Blood Years. Sholia and the Yorkni try to seize the land of the now freed Dow people in northern Heridoth. The Dow people viciously defend their new-won freedom. Many battles are fought along the borders of these three realms.
- 2250 PC After the weakening of the Sychillians, the Ardoth trading fleet gains access to the Sychill Sea and the Kymay Sea. Ardisians start trading with Vucia, Dobre, Jasp, east Heridoth and Anasan. Ardis monetary influence increases.
- 2296 PC The Erucian city of Dorakon in northern Drail is sacked and burnt by ramians. It is retaken within a year and rebuilt.
- 2342 PC Ramian colonising efforts escalate in northern Drail as more fleets of ramian arrive to the Cerridus sea. The superior and unearthly fleet of the Erucian Empire initially hold the ramian at bay and confine them to Ponteer. As the power of Erucia wanes the ramian gain more ground and conquer many of the Erucian colonies in northern Drail. The Ramian Wars begin.
- 2342-2586 PC The Ramian Wars.
- 2344 PC The Erucian city of Dorakon in northern Drail falls to the ramian. They slaughter the inhabitants and fortify the city and its harbour.
- 2348 PC The Sholian Kingdom takes the city of York and the coastline between the Ellcor and Yucid Mountains. The sage of York is beheaded, but a new line of sages start ruling the Yorkni from Meard.
- 2383 PC The wandering Kan Lenkhas of Heridoth have over the last centuries manage to hoard tremendous amounts of wealth through their not always so legal businesses over the realm. These gypsie-like people are the descendant of mutants from the Age of Monsters and sometimes a mutant strain will appear. They are scorned by all, but their services often used. With their wealth they build two great cities in the barren eastern parts of the Elcrellia valley.
- 2392 PC Battle of Dakhol. The Coronian settlers of Carissey (Now Khodre) conquer all of northern Carissey and wrest the lucrative crystal mines and the political power in the area from the Jaspian Trading Houses.
- 2401 PC The ramian of Sillipus establish permanent ports on Anasan's east coast. The remaining human and woffen population is driven inland.
- 2414 PC The first Lunghoth tribes appear in the Vucian sphere of power. They are taken as slaves.

- 2430 PC Thousands upon thousands of Lunghoth pour over the decadent Vucian Empire and the Lunghoth Wars starts.
- 2430-2512 PC The Lunghoth Wars. The nomadic Lunghoth follow the star that represents their home and stay in the area of the Vucian Empire for nearly 100 years. During this time they constantly clash with the Vucians who refuse them to enter their lands.
- 2440 PC Emperor Racoril IV of Erucia is killed after a coup and a slave rebellion and the most holy artefact of the Erucian Empire, the Benhuial, is lost. The Sword-Tool Benhuial controlled the Erucian fortress-ships' ability to warp along the coasts and leaves the Erucians nearly defenceless against the ramian and the emerging Coronian super power in the east. Instead of an Emperor, a High Lord is elected to rule the Erucians and the search for Benhuial begins. Many coastal cities in eastern Drail and eastern Thantier are lost to invading humans and ramians as the empire crumbles.
- 2449 PC Great religious schism among the Coronians in eastern Thantier as the Pluran Church and the followers of the Sura Scripture are pitted against each other. After great pogroms the surviving Sura priests escape into the See'iss Desert to join their more barbarian cousins there who had kept the faith. They bring with the original Sura Scripture and hide it in a secret desert temple.
- 2450 PC Skirmishes begin between Sholia, Ardis and Sobayid. Territories, allies and reasons for the wars shift violently over the next centuries.
- 2459 PC The Holy Coronian Empire is created as Jan Hakiron unites the warring Coronian lords with help from the Pluran Church. Power is divided between the Emperor and the Pluran Church.
- 2460 PC The Sevaitis (Horse culture) are forcefully assimilated into the Holy Coronian Empire. Families are spread over the Empire to provide horse breeding and horse riding skills to the Coronians. The culture slowly dies or descends into klade-like families.
- 2462 PC Corávia, the capitol of the Vucian Empire falls and is sacked by the Lunghoth. The Sleeper there is awakened. He sides with the Lunghoth and helps them overthrow the decadent Vucian rulers.
- 2465 PC The Vucian towns Socorié and Cahtur fall as the pressure from the Lunghoth and the tribes of the northern coast become too much for the Vucians. The Coastal Kingdoms are formally established. Many refugees flee to these lands and are accepted as subjects.
After many successful negotiations with the Coronian descendants in Carissey, Carissey officially becomes part of the Holy Coronian Empire.
- 2468 PC The Holy Coronian Empire officially joins the Ramian Wars as a desperate Erucia needs allies against the ramian. Initially the Coronians suffer many losses as they are not used to fighting ramian. Even though the Coronian infantry is strong and capable of braking the ramian ranks, the Coronian and Erucian ships continue to make great losses at sea.

- 2469 PC The Sleeper of Curávion who has aided the Lunghoth against the Vucians is captured and ritually slain by the Vucian priests.
- 2476 PC After having gained a foothold on the Drail mainland, the heavy Coronian infantry start pushing the ramian eastward, retaking many Erucian towns, harbours and forts under ramian domination.
- 2480 PC After heavy taxation by Emperor Korrad Vayid II, to pay for the expenses of the ramian wars, Carissey peacefully revolts and breaks away from the Holy Coronian Empire. Arhad DharMartin becomes the first Sage of Carissey.
- 2482 PC Emperor Korrad Vayid II proclaims all liberated land in Drail as part of the Holy Coronian Empire and breaks the alliance with the Erucians. The Coronians start pushing the Erucian westward in Drail and march against Erucian holdings on mainland Thantier.
- 2482 PC An expanding Carissey (now Khodre) tries to conquer the fertile western parts of Ros Crendor. The Ros Crendorians show their awesome united power for the first time and expel the invaders. Organised border raiding from both parties commence. The Border Hill forts are erected by the Carisseans to protect them from the Ros Crendorian barbarians.
- 2500 PC The ramian start raiding Heridoth from Sillipus and their holdings along the east coast of Anasan. The ramian threat of the Kymay Sea is now seriously concerning the Dow and the Yorkni.
(date approx.) Warp reopens between Anasan and Lundere.
- 2510 PC The infantry of the Holy Coronian Empire take the ramian city of Dorakon after a three year siege.
- 2512 PC The last of the Lunghoth tribes leave the Vucian lands and pass out into the central deserts of the Doben-al. The Vucian lands are now divided into warring city states in the north (the Coastal Kingdoms) and some scattered people of Vucian descent in the infertile eastern parts of the Doben-al.
Vucian priests move back into the ruins of Curávion and Socorié.
- 2512 PC The Battle of DharKesh. One of the greatest battles in Burdoth's and Heridoth's history. It leaves Sobayid without any land claims to the Ardoth Bay and places Sobayid outside of the tiring conflict of the area. It also puts the lid on the Ardis – Sholia conflict for 80 years.
- 2529 PC The Lunghoth once again return to southern Ros Crendor. The High Priestess manages to negotiate a truce between them and the Tokrem tribes. The Lunghoth pay tribute to live in Ros Crendor. They remain for less than 50 years.
- 2542 PC Carissey wages a second war upon Ros Crendor to stop the raiding and claims the land beyond the border hills. Once again the clans unite to a powerful force and repel the invaders. The forts of the Border Hills are taken by the Ros Crendorians and placed under the guardianship of the Manjere tribe.

- 2550 PC Horse breeding and riding is established among the dakrani throughout Thantier. The Sevait families that still exist are Coronians now, but renowned beasters.
- 2551 PC Imperial armies from the Holy Coronian Empire march across the See'iss Desert in histories most daring campaign. They reach Sobayid and quickly lay siege to the towns along the fringes of the East Trinnu Jungle Lands. The Cavran Plateau is quickly taken as the Sobayid tribes cannot withstand the heavy infantry of the Thanterians and their efficient siege warfare.
- 2554 PC The ramian of Drail are pushed back into the Vareech Desert of north-eastern Drail by the Holy Coronian Empire. Erucia only maintains control over its coastal cities of western Thantier. The Sharras and Drail colonies remain firmly in Erucian control.
- 2557 PC After a three year siege, Miedrinth is taken by the Thanterian armies. The sage of Sobayid is killed. The sage's successor flees out into the central desert to hide among the desert tribes. Most of Sobayid is now occupied by the Thanterians.
- 2560 PC The Holy Coronian Empire overruns Erucia and most other Erucian towns in western Thantier after the Battle of Erucia. The smaller towns are made subjects to the Coronian Emperor. In return for laying down their arms and swearing fealty to the Holy Coronian Emperor, the Erucian ruling families remain in control of the city Erucia.
- 2561 PC The Erucian colonies in Drail officially declare their independence to the High Lord of Erucia in order to be freed from the oath to the Coronians.
- 2562 PC Two great ramian armadas reinforce the ramian of the Cerridus Sea. They have sailed around Temauntro from Voligire to secure the ramian claim on Ponteer and Drail. Ramian ships pillage all coasts of the Cerridus Sea, including mainland Thantier. Although not being able to brake the Coronian fortifications in Drail and Thantier, the war seems to have been painfully prolonged and no solution to the conflict seems possible. The Drail colonies become isolated and the Cerridus Sea becomes impassable for years.
- 2586 PC After some brilliant negotiations and political manoeuvres the thriddle manage to negotiate a truce between the ramian and the humans around the Ceridis Sea. The thriddle are isolated on Tan-Iricid and suffer from the destruction of the Ramian Wars. Most importantly, however, the thriddle fear the mighty Pluran Church and a future Thanterian invasion. The ramian keep Ponteer, Vareech and some central parts of Drail, while having free passage to and from the Cerridus Sea. The Holy Coronian Empire and the Erucians are allowed to keep their colonies in Drail.
- 2589 PC The Hidden Sage of Sobayid allies with Ardis to drive out the hated Thanterians from Sobayid. Soldiers of Gauss, allied to the Ardisians, also join the conflict.
- 2590 PC Ramian grant a small stretch of their westernmost land in Drail to the thriddle of Tan-Iricid. This only proves further thone treason in the eyes of the Coronians. The ramian defend the thriddle colony but always leave it after they have driven off Coronian agitators. As protection, Corastin are invited en masse to the thriddle colony by the thriddle who control the stable warp to the region.

- 2594 PC The central tribes of Sobayid and the Gaussians start striking at Thanterian caravans passing through the See'iss desert. They soon ally with the Sutturash people of the See'iss Desert, who have been oppressed by the Coronians for centuries. No support troops or supplies can pass from The Holy Coronian Empire to Sobayid.
- 2595 PC Taking advantage of the Thanterian invasion of Sobayid, the Sholian King Harkin Matteredton takes land between the Thanterians in Sobayid and the Ardisians after a successful offensive. This leaves him in control of southern parts of Ardis along the Krayll road. The Sholian kingdom now encompasses most of southern Heridoth, from coast to coast. King Harkin Matteredton declares himself Sage of Heridoth and founds the Sholian Sagedom. A great line of Heridothian sages are to follow him until Shandane. Later that year, the sage of Ardis retakes the land conquered by the Sholians.
- 2596 PC The great Thanterian army in Sobayid is not receiving any supplies from its homeland as tribal raids increase along the trade routes and rebels strike at barracks. With the aid of its Gaussian allies, Ardis defeats the Thantierian general Jehann Sokhomet outside Cavra. Sobayid is freed from the Thanterian invaders but has to swear allegiance to the Sage of Ardis and surrender its northernmost territory along the Krayll road. Most Thanterian survivors return home, but some families choose to remain in Sobayid. These formally swear allegiance to the sages of Ardis and Miendrinth, but prove over the centuries that they remain loyal to Thantier.
- 2599 PC The Sholian Sage Harkin Matteredton forces the fortified cities of the Kan Lenkhas, Lendûra and Keityr, to swear allegiance to him. They do so and receive formal guardianship over the West Road that leads through the Elcrellia Valley. The cities of the Kan Lenkhas also start serving as neutral markets for the Sholian, Yorkni and Dow traders. The wealth of the Kan Lenkhas keeps increasing but so does their ancient fear of persecution.
- 2602 PC Thodicean priests spur the Thodicean tribes to enter the war-torn and desolate lands of western Thantier. The mountain vales can no longer hold the expanding tribes. Smaller raids quickly turn into full-scale invasions as entire tribes settle in the lowland regions.
- 2610-2750 PC The 50 Wars. Countless skirmishes, battles, raids, sieges and attempts at routing the Thodicean tribes leave great scars in western Thantier. The lack of coronians and Erucians in inland western Thantier prevents the Holy Coronian Empire to maintain its hold over the region. At the end of this time, the Thodicean tribes have established themselves as rulers in Thantier and start making alliances and pacts with each other and swearing fealty to the Emperor. They are slowly incorporated into the Empire on their own terms.
- 2620 PC Crugar migrate down the Shaygra river from the central parts of Temauntro. The sheer bulk of this migration drives all remaining Erucian settlers along the Shaygra river and the coast of north-eastern Temauntro.
- 2623 PC The ramian holdings of eastern Anasan are retaken by the Anasani with the help of Lundere volunteers and a great trading fleet from Sholia, Dow and Yorkni. The east

coast of Anasan is heavily fortified to prevent further ramian attacks. People, mainly traders, from Heridoth and Burdoth emigrate to these new towns.

- 2631 PC The Vucian priesthood is fractioned into two halves. The splinter sect, The Keepers of the Written Word, isolate themselves in the city of Nokura in the Coastal Kingdoms.
- 2650 PC Attempts are made by the Black Kings to unify the Thodicean tribes in their new lands in western Thantier.
- 2677 PC Tologran revolt in Sharden against dictator Hulsan Terassi; he is defeated with aid from ramian.
- 2684 PC The human city Kask on the western shores of Lake Dau-Uh-Dey falls to crugar raiders. The mining town slowly turns into a human/crugar pirate citadel over the years.
- 2704 PC Laindra Elayn travels west from Heridoth. Upon returning home, she carves images of peoples and animals she saw. Her work sparks a renaissance in Joruni exploration.
- 2750 PC (date approx.) The crugar nations of Temauntro start moving eastward. They are spurred by charismatic religious leaders and the pressure of far too large clans. The crugar of southern Doben-al are drawn into the great migration eastward, towards the holy "Birthing Lands" (Gauss Valley).
- 2798 PC York is liberated from the Sholian Sagedom. The sage of the Yorkni reinstates York as the capitol.
- 2800 PC The Skamaan people enter Thantier from the north-east. Coronians do not accept them, but the Skamaan start settling the Huragach Highlands by force.
- 2822-2849 PC The Skamaan Wars. During a series of battles the Skamaan prove their superior prowess in battle against the Coronian Heavy Infantry. The Skamaan learn much from Coronian warfare and incorporate this with their own superior tactics and well-drilled troops. The Skamaan start fortifying the boundaries of the Huragach Highland after the Coronian model.
- 2849-2852 PC The Crugar War. Crugar, the age-old nemesis of the Skamaan, start pouring into Thantier from the north-east. (It is the massive push of the crugar nations that pushed the Skamaan into Thantier to start with. Skamaan and Coronians ally to destroy the raiding crugar clans. The crugar are no match for the disciplined Thanterian armies and are routed. They follow the main bulk of the crugar eastward, towards Burdoth.
- 2852 Emperor Haans Koriz and his sons are slain in a crugar ambush as the Coronian troops are returning from the final battle against the crugar in the eastern foothills of the Thodic Mountains. As the emperor leaves no heir, the greatest of the dakrani families start fighting over the throne to the Holy Coronian Empire.
- 2852-2993 PC The Succession Wars. A disastrous time of civil strife, shifting alliances and greedy

bids for power tears the Holy Coronian Empire apart. The 10 sagedoms are established.

- 2866-2959 PC The Dark Rule. An evil High-Priestess usurps the power over the Ros Crendorian tribes. Human sacrifice instated and many raids are conducted upon Burdoth, Khodre, the remains of the Vucian Empire and the Fransei tribes of the Doben-al.
- 2914 PC Gends, a young muadra, discovers the shanthic temple of Tashka, protected by Sho Copra Tra, a sholari. Gends begins training with Sho Copra Tra and becomes the first muadra capable of weaving dyshas.
- 2924 PC Caji Gends is now very skilled with dyshas and is given title copra by Sho Copra Tra. He returns to his people in the Gauss Valley. Begins to teach philosophies and technology of dyshas to select muadra. Trains his students in a peaceful manner. New muadra become Maustin Caji, a secret society. Gends friend and thriddle advisor Bennid Ho-Gomo is also trained (his knowledge later filters down to other races).
- 2933 PC Crugar tribal nations have reached Burdoth and start invading the Gauss Valley.
- 2934 PC Ninindrue Plague Slayings. A plague rages out of control in Gauss Valley. It afflicts only woffen, paralysing them and leaving them helpless as crugar invasion of valley gets underway. They cannot defend themselves. Caji Gends trains his band in dyshas of Desti. They defeat the crugar killers. Woffen and muadra become bound in friendship. Woffen begin to learn Power Hold to avoid repeat of Ninindrue slaughter.
- 2935 PC Crugar driven out of Gauss Valley. The main bulk of the crugar start slipping into Burdoth south of the Gauss Valley.
- 2940 PC Telmin on Reet settled by patriots of Trosoe, Sydra.
- 2945-2946 PC The South Cerridus War. Due to the everlasting civil strife in Thantier and unrest in the colonies, Thodicean princes manage to grab colonies of their own in northern Drail.
- 2947 PC The Way of Gends starts spreading like wildfire among muadra settlements in Burdoth. It soon spreads via trade routes and muadra networks to Heridoth, Jasp and Khodre. Caji Doss, a student of Caji Gends, brings the Way of Gends to Jaspian muadra.
- 2959 PC Loyal priestesses of the Earth Mother and tribesmen of western Ros Crendor manage to free the Ros Crendorians of their evil High-Priestess. They are aided by the Lusail fleet which lays siege to Ro-Obiss and the Ardisian infantry which drives the Ros Crendorian tribes out of the Coastal Kingdoms. Carisseans, Sychillians and Ardisians all require tribute prisoners from the ruling tribes for the next 101 years to ensure peace.

- 2982 PC A lunar constellation creating great tidal waves and inland floods destroy many coastal town and villages among the Coastal Kingdoms. Some fields are so leached with salt that nothing can grow there for nearly 50 years. During the same year a great earthquake destroys Turacca and the whole island holding the city Nemhatur sinks beneath the waves.
The Lunghoth tribes reappear in the area.
- 2993 PC The Guardians and the Pluran Church manage to gather all ruling dakrani in Lanna to solve the strife that is tearing Thantier apart. The title of Thankrani is created. A member of house Turitz is chosen as Thankrani for 10 years. The Thankrani assembles the Thanterian Council, co-ordinates external affairs and governs the economy from Lanna, which becomes untouchable. No Emperors, Dharsages or Kings are allowed in Thantier. Titles such as princes, dukes, sages and High Lords are used instead. Beginning of the Annua Thankrani.
- 2993 PC The crippled cities of Shakmé, Vucuria, Nahtur and Nokura are sacked by the Lunghoth. The few Vucians of these towns and the remainder of the scattered Vucians of Eastern Doben-al flee to their last city, Shatur.
- 3004 PC Crugar harass the northern tribes of the Sobayid as their scourge takes them eastward along the southern rim of the Glounda Forest.
- 3007 PC Crugar invade Ardoth. Sage Shandane of Heridoth brings relief to Ardoth and helps drive out crugar forces, then establishes Sholian control over Ardoth.
- 3010 PC Shandane expelled from Ardoth by popular revolt.
Most crugar driven out of Burdoth, but a huge number of tribes still reside in the Kuggin mountains and in southern Doben-al. They will prove to be a great threat in the coming centuries.
- 3012 PC The Lunghoth return to south-eastern Ros Crendor. The Tokrem and the Lunghoth meet peacefully for the first time as both show respect for their neighbours. Marriages and cultural influences are exchanged. The Lunghoth stay for less than 50 years.
- 3017 PC Several small battles occur between cities in the Sholian Sagedom as the Ardisians take the conflict to Heridoth. Shandane dies in the battle of Sholis and it is the end of the original line of Sholian sages that started with Harkin Matterton.
The Dow people pushed southward along the east coast of Heridoth and conquered the Sommint valley and all lands east of the Ellcor mountains as far south as the Kyis River.
- 3060-3090 PC The poor and weak Essanja province of Lusail is slowly assimilated with Ardis, as Ardisian traders control all ports. Ardisian troops finally remove Sychillian garrisons with only smaller skirmishes and claim the area officially.
- 3061 PC Several slaver-tribes establish themselves outside the southern borders of the Coastal Kingdoms. They are of Vucian heritage, but have nothing in common with their ancient legacy except for their coloured and raised hair. They sell slaves to ramian, crugar and Thantierians, mainly from the slave markets in Podrola.

- 3076 PC Thousands starve in Jasp as result of a corrupt administration.
- 3077 PC Jasp revolts against Sage Khanat.
- 3111 PC First major crugar assault on Carissey region. Southern Carissey is occupied and Kirlan taken. The entire ruling family Galitei is destroyed as Sage Astos Galitei and his relatives are killed. At the same time ramian start raiding the northern sea coast of Carissey.
- 3113 PC Ramian massacre of population at Telmin and invasion past Trosoe into Sydra. Invasion pushes Sydrans south, and eventually into Glounda. First appearance of thivin with ramian (previously unknown to Earth-based races). A part of the occupation force is sent to Ros Crendor. Most coastal town are conquered and the High Priestess flees from Ro-Obiss. Ramian priests start a disturbing activity among the old lamorri ruins. For unknown reasons the ramian forces flee the land. Ramian from Sillipus raid Anasan and Heridoth and occupy parts of Anasan's east coast for nearly 30 years.
- 3115 PC Sydrans decide to take their chances in Glounda. They form a population base at the steps of Liggitt Mountains in Elds. The refugees soon bump into the secluded Gloundan Culture along the haunted shores of nearby Lake Elgry. In ancient cities covered with lichen, roots and vines live the strange Gloundan people protected by their sacred Shadow Warriors and their hypnotic Sajja priests. Ramian driven out of Lusail and Sydra later that year. Lelligire, as Trosoe has renamed herself (meaning the beaten or defeated Gire), fills the power vacuum left by the flight of the Sydrans. When the refugees of Elds and Lake Elgry return, they find their city's remains being scavenged by the Lelligirians.
- 3117 PC The town Glounda is established along Lake Elgry. It is an effort to make a new city composed of Sydran refugees who have stayed in the Glounda forest and Gloundans. It is situated just outside the forest covered and partly abandoned mystical city of the Gloundans, which becomes reserved for the Shadow Warriors and sajja priests. The two cultures blend successfully but two religions are maintained in the area. The Tolamuun belief of the Sydrans and the worship of Sajjanis.
- 3140 PC The Anasani manage to overthrow the ramian lords of the east coast. Humans and woffen regain control over the all the forts along eastern Anasan.
- 3142 PC With the aid of the Jaspian, Carissey is liberated and a sage of the Corolia family ascends the throne in Kirlan. For the first time in history, Jaspian have showed other human realms the potential of their Crystal Fleet and their well-trained army.
- 3160 PC Ardisians are finally successful in driving most ramian out of eastern Burdoth. Sychill's army is mostly destroyed. Ardis expands to include the Lusail region under the leadership of Sage Sar Arilell.
- 3161 PC Ardis attempts to take over the Lusail region, but sage Sar Arilell can't control a region this large; his forces are already spread too thin, especially with taking Lusail.

Sar Arilell still declares himself Dharsage of Burdoth, as Ardis controls the regions Ardis, Gauss Sobayid, Essanja region and now Lusail,.

- 3181 PC Lusail revolts against Ardothian control, expelling the Ardothian garrison. Forces are sent by sea. Vicious repression of muadra uprising in Lusail during this period later serves as the inspiration for the Seytra Caji secret society. The Lusail/Ardoth battle is stopped by shantha on a battlefield west of Accapta Mountains.
- 3200 PC (date approx.) Thivin seek settlement in Jasp for creation of their trade goods near raw materials Jasp provides.
(date approx.) The City of Imagri settled in Temauntro. The tribes of the area are more organised and the crugar unification starts spreading throughout Temauntro. South wall extension of Ardoth.
- 3215 PC Caji in Ardoth send orbs skyward in imitation of a recent meteor shower and create spectacular aerial display. Now celebrated on 33 Crith, although event was said to actually have taken place some time in Auss.
- 3290 PC The Thankrani of Thantier is assassinated and the popular sage Helia Kemper of Toronia usurps the power in Thantier. She declares herself Empress and strips the Pluran Church of its privileges. She reinstates the Coronian Empire (Not Holy anymore) and the old capitol of Thantis.
- 3290-3300 PC The Usurper War. The Pluran Church rallies the Thanterian sages against Empress Helia.
- 3300 PC The self-declared Empress Helia Kemper and her allies are forced to capitulate outside Thantis. She takes poison rather than being humiliated by the Pluran Church. A new Thankrani is quickly selected by the Pluran Church among the victors to avoid internal strife.
- 3305 PC Change in way Ardoth's new dharsage is chosen. For most of history, the kim of Ardoth and the keshts of Ardis has chosen the most qualified military officer. This year the previous dharsage Khodre Attios' son Khodre Hattoreos considered the appointee to be incompetent and carried enough popular support to usurp him. The title has remained hereditary since then. Ardis came very close to a civil strife as the chell and klades opposed the dharsage and the whitehand keshts.
- 3337 PC Lelligirian ex-patriots emigrate to city of Carissey. Great tensions arise between the massive amounts of immigrants and the original inhabitants.
- 3352 PC Plastic-producing bacteria from Earth colony were found surviving in Cushindell Marshes and transplanted to Ardoth.
- 3366 PC Crugar invasion of Kaigon in Gauss Valley.

THE MODERN ERA

- 3371 PC Salrough Gomo born.

- 3385 PC Thriddle are now in stronger contact with the developing cultures of Jorune and are travelling to gather information. A Thriddle math breakthrough in the theoretical description of warp mappings. No applications are possible yet.
- 3386 PC Boru and Ros Crendorian relations increase. Scholars start exchanging lore and a bronth school is established in Ros Crendor. Bronth iscin are slowly introduced to the ancient mysteries of the lands again.
- 3390 PC Sagess Jollai Corolia builds many forts along Carissey's southern borders to protect the realm against the growing crugar threat. She also grants land in western Carissey to immigrants that can defend it and the mines there.
- 3398 PC Ardothian families (Dharmery and DSerris) develop mining operations and political organization of western Carissey. Their great influence soon spreads into central Carissey.
- 3406 PC Jaspian miners discover large block of crystal with unique sympathetic vibration properties.
- 3408 PC Sagess Jollai Corolia of Carissey dies in childbirth. Kesht Markiss DSerris manages to usurp the Corolia family and becomes Sage of Carissey. The first Carissean sage not of Coronian descent.
- 3411 PC Crugar attack the borders of southern Carissey. The forts and immigrant defenders of Carissey withstand the crugar onslaught and the majority of the crugar migrate towards Burdoth.
- 3412 PC Thivin begin to establish themselves as merchants in Ardoth. Prince Khodre Allonkarb born in Ardoth.
- 3418 PC Crugar, led by Chaln Docha, start a mass invasion/assault across the Doben-al. The drive is slow.
- 3421 PC A curse or mysterious plague drives the Krang people out of their valley in the Thodic Mountains. They migrate into central Thantier, where they are allowed to settle if they serve the Coronian sages among the Sholoza fields. Their existence becomes as low as that of slaves and their black market field-cities attract all kinds of scum and villain.
- 3425 PC Ros Crendorians unite to repel the crugar from their south-western lands. The crugar and the southern Ros Crendorian tribes and some of the fransei tribes, however, make a pact. The crugar are allowed to pass unmolested. Some boccord raiding parties take advantage of the crugar confusion and start raiding the Gauss Valley and Sobayid. Southern Ros Crendor slips out of the control of the High Priestess.
- 3430 PC Routes for mid-sized Jaspian crystal schooners established across most of Jorune. Trade becomes a maze of intrigues with Jasp claiming neutrality in international disputes.

- 3431PC A civil war begins between Koistra and Sholis, with strong sentiments in Ardoth as fighting affects Burdothian sea trade. It is the final blow for the dying Sholian kingdoms. Khodre sends troops to back Koistra at urging of his Heridothian cousin, Yan Gizer Tarsory.
- 3432 PC Burdothian support troops slaughtered by their supposed Koistran allies. Prince Khodre commits more forces to end the fighting in Heridoth in what has become a drawn out engagement. He sets up a Burdothian-dependent government with families from both Koistra and Sholis.
- 3433 PC Some Crugar raiding parties start pouring into Thantier from the north-east. Once again, they are no match for the Skamaan, Coronians and Firelance Knights. The main bulk of the Crugar invasion continues eastward.
- 3435 PC Crugar invasion picks up momentum. The humans of Gauss hear of the crugar's crossing of the Doben-al. The woffen and bronth of the valley begin recon into the Doben-al.
- 3436 PC Crugar invasion reaches Gauss Valley. Forces split north and south as crugar pillage Burdoth. Lusail, Sobayid and Ardis under siege (Essanja is safe). Prince Khodre turns his attention to this incoming assault too late to prevent the crugar approach on Ardoth.
- 3437 PC Chaln Dolcha crosses Liggit Mountains. Crugar invasion makes it as far as Ardoth. Old walls are overrun. City is cut off except by sea. Darthis Torran, chell of Ardoth, killed in the attack. Rhan Harsri appointed chell by Prince Khodre. Energy weapon rediscovery: result of warp progress of thriddle. The Sallecia, a salu chausis from Tan-Iricid, arrives in Ardoth Bay bearing energy weapons from secret Earth-tec cache site. Humans drive crugar from walls and start north/south expulsion of crugar, north through Lusail and south through the Sobayid. The dharsage conquers the provinces of Lusail.
- 3438-3445 PC The Energy Weapons War.
- 3438 PC Thantierians have been waiting for crugar to return. Chaln Docha dies on the retreat back to Temauntro, falling victim to a Thantierian lance wielded by the Fierelance Knights of Slegun. Khodre robbed of satisfaction of defeating the crugar leader directly.
- 3439 PC Crugar swarm into southern Carissey and cause great havoc. Humans flee into forts and cities.
- 3440 PC Crugar pushed back to Temauntro borders after bloody battles across northern Burdoth and the Doben-al. In the Doben-al, Khodre Allonkarb's forces are attacked by Ros Crendorian tribes allied to the crugar and the fransei tribes or otherwise raiding in the Doben-al. A small burdothian naval force later destroys the town of Makvar to set an example. The High Priestess assumes control over the usurping clans and declares that tribute prisoners from the southern tribes shall once again be sent to Burdoth for 101 years.

Khodre pushes to Temauntro border and turns north to Carissey. His forces liberate the besieged Carisseans and drive the crugar out of Carissey. Khodre stays in Carissey for several weeks after defeating crugar forces and places Carissey under the protection of Burdoth.

Dobren forces invade the Dow territories and York in Heridoth.

Harsri expels muadra from Ardoth. Most travel south, living in huge encampments in the Sobayid. The rest travel north to Mar, or east to Gauss Valley.

- 3441 PC Carissey changes name to North and South Khodre. Khodre returns and forms Ardoth Guard to protect Ardoth. Khodre and Ardothian forces return to Heridoth to find Dobren League in control of Heridoth's eastern coast and entering Sholis. With a powerful energy weapon arsenal at his disposal, Khodre will not permit this. The Dow people, forced to fight for the Dobren League against Khodre Allonkarb, suffer great losses at the Battle of Elcrellia as they are mowed down by energy weapons. Energy weapons placed in hands of drenn and kesht in the military. These sidearms indicate great prestige, but are more for self defence than outright military advantage; heavy weaponry such as laser turrets and blaster rifles make the greatest difference in large scale combats. Power cells are in short supply, and Khodre has no portable source of renewable energy to tap. Pistols cannot be resupplied; energy must be conserved and used for the large-scale weapons. Saress Dharmery born to Sagess Lailia Dharmery in Kirlan. Dharmery family has great influence and control in this area. Lailia is 31 at this time; she now rules North and South Khodre.
- 3442 PC Battle of Sholis, with the Dharsage's troops against Dobren forces, gets underway. Neither side is successful. The destruction of Doosah, a Dobren supply base. The Dharsage's second attack on Sholis is successful. Thriddle discover three caches of Earth-tec which they do not report to Khodre.
- 3443 PC Destruction of Polpedroth in Essanja by Dobren forces. Maustin Caji resurface, allied with Dobren League. Sinking of Camder by Maustin Caji at mouth of Esheye Bay. War escalates as forces are brought into heart of Heridoth. War deadlocks in Sommint Valleys.
- 3444 PC Khodre's forces start to lose their grip in Heridoth. The forces opposing him are too great, his energy weapon arsenal is not growing quickly enough, and he does not have adequate energy cells (his Earth-tec Iscin have not yet divined the use of tec-gens) to sustain the war. Battles continue to rage in Sommint Valleys. Khodre returns to Ardoth, and marries Esilla Jaimare Cartan. Harsri driven from office; Marshill Cardis installed as chell. Khodre knows that he cannot win the war in Heridoth as things stand; it is temporarily a lost cause. He looks for a way to bring his forces out of Heridoth without losing everything he has gained. Khodre meets secretly with Klein Ko-Trid on island of Curili. They discuss basis of a settlement whereby the dharsage gives up Heridoth and Doben-al and allows muadra back into cities; in exchange Heridoth becomes a neutral zone to all sides. Khodre returns to Ardoth to consider what he has heard. He worries about the presence of muadra within the capital. The effect of daji upon humans has long been known but little understood until now. Khodre meets ramian on the island of Reet to arrange a daij/shirm-eh exchange in hopes of establishing a system by which muadra can be monitored. Sillipus is chosen as a point of exchange.

Khodre Dhardenn is born to Khodre Allonkarb and his wife Esilla. Khodre is on Reet at the time of his son's birth.

- 3445 PC Klein-Khodre Accord and end of Energy Weapons War. Khodre is to relinquish control of Heridoth, Doben-al, and direct control of other Burdothian provinces, although he will still lead the realm militarily. In addition, he must allow for muadra living within Burdoth and the confines of Ardoth's wall's (although not necessarily within the citadel). In Khodre's favor, Dobrens and Lunderians must also give up any claim to Heridoth; that land is to be left to Heridothians. In addition, Dobrens must give up all claim to Sillipus, which had become a Dobren base during the war. The treaty also provides that a council, located in Ardoth and consisting of representatives from Burdoth and other nations involved in the war, would serve to monitor actions of the Dharsage. Prince Khodre considers the council idea ineffective, and assumes that its presence will not hamper his jurisdiction significantly. The Ardothian council is established with representatives from Dobre, Gauss, Heridoth, Lunderere, Lusail, North Khodre, the Sobayid. South Khodre, and Tan-Ircid, with observers from Temauntro (although the crugar still aren't quite sure why they've been asked to participate in the affairs of Burdoth.) Secret human-ramian trade of shirm-eh for daij meat begins on the island of Sillipus. (Sometimes, the island of Reet is used when the ocean warp from the Waters of Vosule to Sillipus is closed.) Great number of daijic appear in Ardoth. Burdoth is united as a nation under Ardothian Dharsage Khodre Allonkarb.
- 3446-3448 PC Fighting between anti-caji groups and caji. Night raids and burned muadra homes spur immediate retaliation, which bring daijic and yords into the conflict. Still, caji assimilation into society begins. They learn that calling the yords is a better long term solution than frying racists.
- 3446 PC Refugees of Burdoth and Heridoth relocated to Sillipus by Khodre. Dobrens leave island only months before. New Sillipus residents left to fend for themselves (though they are not worse off than they had been in their homelands). Rebuilding of Ardothian city walls overseen and encouraged by the council. Outside labour imported from Dobre and Lunderere to help in the reconstruction. The part of the city that these foreigners live in is The Shen, which has been inhabited by foreigners for hundreds of years. Ardothian Council generates considerable popular support by helping in reconstruction of Ardoth. Khodre is surprised at level of co-operation.
- 3447 PC Metal coinage in Burdoth recalled with reintroduction of gem currency. With laser torches available to the Dharsage, it is possible to uniquely identify gems. There are bits, gemules, gemlinks, gems, gemclusters, and gemstars.
- 3449 PC Muadra (with support of Ardothian Council) push for establishment of kerning bays located throughout Ardoth. This causes friction between Khodre and Council.
- 3450 PC Kerning bays permitted, fees required. Only twelve in all of Ardoth. Most kerning bays in Burdoth located in run-down parts of cities. This includes Ardoth, Miedrinth, Sychill, and Lelligire. Glounda remains an exception, permitting dysha use within city boundaries. Disillusioned remains of Maustin Caji persecuted and driven into

East Trinnu Jungle Lands. They will later become nucleus for a violent countermovement against the thriddle of Tan-Iricid. Thivin immigrate into Joble in the Sobayid, as refugees after Energy Weapons War. They make Joble a gambling center.

- 3451 PC A portion of the Dharsage army is sent to South Khodre to protect the realm against crugar raids.
- 3452 PC Heavy daij/shirm-eh trade is directed through Sillipus. Island character as a center of corruption and open opportunity established. Several thousand humans have lived on this island since before the turn of the century, but with influx of refugee humans, social impact becomes staggering.
- 3453 PC Ardoth's city walls rebuilt. Thriddle reveal discovery of new energy weapon cache (actually one of the ones they knew of in 3442).
- 3454 PC Thantiers spy network in Burdoth and Tan-Iricid enables the Thankrani to beat the Burdothians to a newly discovered Earth-Tec cache. This cache, along with ancient historical details forgotten in old Thantierna libraries, lead to the discovery of the Survivor Network and the Advisor Network and ultimately to more Earth-Tec chaches. With the vast supplies of new-found Earth-Tec, Thantier becomes a rival nation to Burdoth. A cold war of sorts starts between Thantier and Burdoth.
- 3455 PC Maustin Caji (Burdothian military veterans) stir up trouble in Anasan. They have traveled through hundreds of miles of dark jungle, and are disillusioned with their treatment by the Ardothians. Travelling through this sparsely populated realm, they push their weight around. Death of Khodre Dhardrenns mother, Esilla Allonkarb (ne Cartan) in childbirth. Baby boy dies at same time. Kirra Ho-Trid becomes Khodre Dhardrenns tutor and mentor.
- 3456 PC Maustin Caji take over Rhodu, Anasans capital city, and terrorise population. They take a ship and travel to south-eastern tip of Thantier, where they disembark.
- 3457 PC Maustin Caji terrorize Thantierian population as they travel through the realm. Upon reaching the city of Obothin, they commandeer another ship and set sail to Tan-Iricid. Ransly Creb, a Burdothian, is forced onto the ship when the Maustin Caji kidnap him as a hostage.
- 3458 PC Maustin Caji land on Tan-Iricid and inflict random, senseless damage. They travel to the Mountain Crown. Dharsage forces sent hastily by Prince Khodre to Tan-Iricid to help stop Maustin Caji.
- 3459 PC Maustin Caji attempt to take Tan-Iricid. The Mountain Crown suffers some damage.
- 3460 PC Maustin Caji contained by Salrough Gomo, Thriddle Seer of the Northwest Woodlands, through a clever trap, which prevents Maustin Caji from warping away. Most members commit suicide. The few survivors are taken captive by Dharsage forces that arrive in time to help Salrough with his defense. A few Maustin Caji are placed in keeper rods. Ransly Creb is placed in a keeper rod by mistake, since he is small and looks a lot like a muadra.

- 3462 PC Prince Khodre becomes very ill. He acknowledges Saress Dharmery of South Khodre as his daughter, much to amazement of Burdothians and Khodrens. Saress lets it be officially known that she is Khodre Dhardrenns half-sister by taking on the last name Khodre (she has used her mothers name until this time). She succeeds her mother, Lailia, who is only 52, but is old enough to want to pass on her rule. Prestige of Khodrens is boosted significantly by the changes. They become part of Burdoth for all practical purposes.
Young Prince Dhardrenn makes small changes in Ardoth. Kerning bays are now free, and fifteen new ones are constructed in various parts of town.
- 3463 PC Muadra midwives emerge. Launtra healing dyshas are available for pay for first time.
- 3464 PC First cleash sighted in East Trinnu Jungle Lands.
- 3465 PC Death of Prince Khodre and ascension of Dhardrenn to Dharsage. Rhan Trohan takes over position of Chell of Ardoth after retirement of his predecessor, Marshall Cardis. Group of Gloundan jer witnesses flaming (creation) of cleash eggs and reports the incident.
- 3466 PC Mass standardization of Ardoth. Khodre Dhardrenn implements program of renaming many of Ardoths streets and neighborhoods. Inter- neighborhood commerce can now take place, because common street names are used throughout the city.
- 3467 PC Death of Marshall Cardis.
Thantier aligns some of the more unruly Drail colonies with their arsenal of Energy Weapons. The Thanterians also take the thriddle colony in Drail.
- 3468 PC Khodre Dhardrenn meets ramian Gire for first time in Sillipus to arrange for continuation of daij/shirm-eh trade.
- 3469-3472 PC The Second South Cerridus War. The ramian are angered over recent transgressions and attack the Thanterian colonies in central Drail. The ramian return the lands west of Vareech to thriddle custody and occupy the central Thanterian colonies. The thriddle grant 2/3 of their colony to the Dharsage of Burdoth in return for his protection in the Cerridus region. A new actor arrives at the political arena of the Cerridus Sea, as Burdothian troops and colonists pour into their new colony through the stable warp that the thriddle control. The Burdothian colony Drailoth is announced and the cold war between Burdoth and Thantier escalates. The ramian only manage to hold onto their gains for a year before the Thanterians retake what is theirs with their superior energy weapons.
- 3469 PC Human concern over cleash sightings prompts fewer expeditions into Trinnus. Kerning bays located just outside Cryshell (Citadel) are built so it is convenient for caji to enter without having to make a lengthy trip to a distant kerning bay.
- 3470 PC Khodre Dhardrenn learns of the thriddles treachery (the Earth-tec discovery that was not revealed to Prince Khodre), which prevented his fathers early victory during the war, from Stanra So-Gomo, a Citadel querrid. All thriddle are expelled from Ardis, including his friend and mentor, Kirra Ho-Trid.

Ardoth bans East Trinnu travel because of cleash threat.

Ardothian Council discovers Sillipus daij connection and shirm-eh is cut off from Voligire. Khodre institutes crystal daijic wherever possible. Small daij supplies will last for now, being used for high security within the Dharsage palace.

Ramian establish themselves in Sillipus and southern Drail.

Crugar and ramian meetings are reported in Sillipus and in northwestern Temauntro.

Earth-tec aerators appear in Gauss Valley, two in Gauss and one in Khaun Gauss.

- 3471 PC A plague in Voligire runs out of control. Those with shirm-eh live, those without will die. Fleets launched in search of shirm-eh.
- 3472 PC Ramian Gire raid northern coasts of Burdoth and Dobre. Gire use propaganda-fed tologra mercenaries as assault troops against bronth, muadra, boccord, human and woffen. Some tologra are taken prisoner, but their existence is kept secret. Ramian ships attempting to pass through Sychill Sea are stopped. Ramian are attempting to reach East Trinnu Jungle Lands in search of shirm-eh. Sea battle begins. Bronth press the war in their loo-raums. Major ramian defeat at Telmin.
- 3473 PC Lelligire passed as ramian travel between Burdoths northern coast and Reet. They are destined for Sydra. Penzer Cattletross sends his fleet to stop their crossing Reetian Straits. After sufficiently dismembering the Lelligirian fleet, Gire press inland in search of shirm-eh. Ramian make a quick inland run, take all the shirm-eh they can carry, and retreat.
- 3474 PC Ramian siege crushed on Dobres northern coast by Dobrens and Crendorians with help from Lunderian and Dharsage forces equipped with energy weapons. Ramian survivors return to Voligire to greet their ravaged realm. Angry representatives from several countries, especially Dobre, demand restitution from the Dharsage for damage caused by ramian. Ardoth is blamed because of their previous shirm-eh trade with ramian. Information is never made public because the civil unrest and division of the public it would create would put Burdoth on the brink of civil war. Saress Khodre agrees to allow a Council contingent to set up mining in North Khodre; profits will go to Dobre, Lelligire, Sychill, and Sydra for reparations. The mining operations will last fifteen years, during which Saress will be only a figurehead in North Khodre.
- 3475 PC The Warp-Flash of 3475. Major isho storm in Glounda. Warps are created in Ardoth for the first time in human history, violating Ardoth's most sacred form of security. A cohort of 400 Ardothian militiamen are sent to explore the source of the latest isho storm in Glounda Forest when the Eelshon She-evid emerges from obscurity and destroys them. Damage done by Warp-Walker kept as secret as possible. Public is never told full story, though bodies wash up on shore and a few are found impaled on trees near the city. Most bodies are never recovered. Thousands of thriddle trek through warps in southwestern Tan-Iricid to show up in Cosahmi. They travel into Ardis begging for entrance to Ardoth to investigate the warps. Khodre refuses until he learns about the cohort that was wiped out in Glounda only a short distance from Ardoth. Khodre Dhardrenn grants thriddle new acceptance in Ardoth and a new Shen is built for them. Thriddle return Ardoth to warp-free status.

- 3477 PC Major border disputes at Temauntro border. Most recent crugar attack on Khodre; permanent detachment of Burdothian guard established in Khodre under the protests of the Council.
Corobis Jarec starts inciting provinces of northern Khodre to declare their independence and declares the existence of the realm Northern Khodre.
- 3478 PC Salt water lakes discovered in Jasp. They become source of new controller crystals for advanced Jaspian schooners.
- 3479 PC First muadra on Ardothian Council (from Sobayid).
- 3480 PC Piracy hits Lake Dau-uh-dey under direction of Saress (she is issuing letters of marque). The pirates only attack settlements and ships from Northern Khodre.
- 3481 PC Dharsage begins development of new crystal schooner technology. Rumoured crash of test ship; Jasp begins espionage to uncover Burdothian skyship projects. Only the Dharsage understands the theoretical way to take advantage of sustained beta isho.
- 3482 PC Dharsage uncovers working Earth-tec starcraft. It is mistakenly brought to Ardoth and displayed for one evening before it is removed to a secret fortress skyrealm (the Shendarri SkyRealm) where Dhardrenn keeps his Earth-tec storage and development teams.
- 3484 PC Kolovisondra skyrealm breaks free. Ardothian Council outraged at Khodres plan to take Kolovisondra for its shirm-eh. Although no actions are taken, Council takes punitive steps to restrict outside sources of daij meat.
- 3485 PC Civil War erupts between North and South Khodre as the Warship "Faraki" is sunk by rebels from Northern Khodre.
- 3486 PC Tologra seen publicly for first time when a ship sails into Ardoth Bay, accompanied by a Dobren loo-raum.
- 3489 PC Assassination attempt on Dhardrenn fails.
The Lunghoth appear again in eastern Doben-al and attack Shatur. Last stronghold of their mythical enemy, the Vucians. Burdoth intervenes and stops the war that could destroy their Vucian province and its crystal mines in the Kuggin Mountains.
- 3490-3493 PC The Second Skamaan War. Led by the huge boccord freak, Count Korligan, the Skamaan try to enlarge their territories as prophesised by their war gods. Korligan declares himself king and conquers the Erucian lands in Thantier. As he pushes into the Thodicean lands in eastern Thantier the other Coronian lords remain passive as they are not threatened and benefit from the weakening of the Thodiceans. The Pluran Church finally rallies the Coronian sages against the "thone" that is King Korligan. Korligan is assassinated by the Thodiceans and the Skamaan slowly retreat back to Huragach as their enemies become too many.
- 3491 PC Experimental crystal schooner airship breaks up over Ardoth. Burdothian marines prevent anyone from investigating debris.

Lost ruins discovered after major sandstorm in Hobeh. Appears to be human and mutant survivor civilisation built without durlig or Earth-tec. Thriddle and the Ardothian Council sends teams to study revealed city.

The ancient message "Jason's Will" is discovered in an earth-tec cache by Thanterians. They start searching the eastern parts of Doben-al for the Sleepers.

3492 PC Burdothians and Jasprians hear about Jason's Will and manage to steal copies of it. The search for Jason's Tomb and the Sleeping Gods of the Vucians begins.

3497 PC Great storms and a huge tide sweeps over the coasts of Burdoth, Heridoth and southern Dobre during one of the most powerful lunar constellations in centuries. Great destruction is caused in Salam'arine, Sydra, Ardoth, Dowsen and Koistra. Astrologers and Doompriests foresee the destruction and herald the end of the world. Ardoth's underground lamorri structures go haywire. The ramian have also foreseen the lunar constellation and launch a full-scale invasion upon Burdoth and Dobre. Their carry great metal shield walls to protect them from the energy weapons of Burdoth.

Ramian priests and small raiding parties show an interest in Ros Crendor during the invasion of Burdoth and Dobre. The High Priestess is disturbed by this and receives warnings about the ramian activities all over the world by Choi Sternhand of the Silent Ramian of Jasp.

3498 PC Saress Khodre finally defeats the rebels and reclaims Northern Khodre. Corobis Jarec is brought in shame to Kirlan and publicly executed and the Reunited Khodre is declared by Sagess Saress Khodre.

Burdoth and Dobre manage to shake of the ramian invaders surprisingly easy. The ramian had acted too soon and it is evident that there is an internal power struggle among the ramian rulers. Ramian also routed from the Coastal Kingdoms through a cooperation of Burdothian and Dobren naval forces.

3499 PC The Thanterian sages of Toronia, Slegun and Thantis start invading the coastal cities of western Anasan. While it is a desperate attempt to bring the jungle towns back into their control, the Pluran Church and the Thankrani soon supports the effort of the sages and other allies join in the conquest. The small skirmishes develop into a full-scale invasion that is only limited by the dense inland forests and the fact that many volunteers from Burdoth, Dobre and Lundere join the Anasani.