

THE CREATION AGE - TIME OF THE GODS

(BEFORE TIME)

The Two And The Creation

Before all other things there were just two. The Mother and the Father and for a long time they were happy. Yet one day the Mother found she was no longer content, she loved the Father but she wanted children. The Father did not understand at first for all that existed were the Mother and the Father and he had no concept yet of other things but he loved and trusted the Mother.

The Mother took the Father's seed unto herself and inside her the seed grew and it was the seed of all life from which all other beings came but before she gave birth she knew there needed to be a place for her children so the Mother and the Father created the world and the sea's and upon them. Then the Mother gave birth to the first of all the children, the great dragons and they flew the lands for many years but they were destined to be the very life of the lands and they settled down to sleep and thus they became the lands on which other life settled. Then the Mother and the Father made the tree's and the grasses and the bushes and the flowers grow and in the sky they made the sun and the moon and it is said the Mother made the moon and the Father the sun but they decreed both were too beautiful to be in the sky at the same time so it was that the Sun would rise in the morning and go down in the evening and the moon would rise in the evening and go down in the morning. And all was good yet only the Mother and the Father could enjoy the beauty of the world and despite it's beauty it was empty.

The Creation

So the Mother gave birth to the mammals and the birds and the reptiles and the fish and scattered them throughout the world and the Father at once felt for the first time a great affinity with these other things and gained a love for nature that was never quenched. Then the Mother gave birth to the elder Gods and for awhile they stayed with the Mother and the Father and gained much of their wisdom before they were sent down to the world and for long years they roamed the lands and fell in love with them.

Among the first or elder Gods were Daghdha, the eldest son and the Mor-rigan their eldest daughter. After them came Diancecht and Balor, Llyr and Belenus, Arawn and Oghma and Goibhniu and Brigantia and finally Crom. The world was great yet some of the Gods wanted parts of it for themselves and they quarrelled and fought but none achieved what they desired except

for Llyr for he claimed the seas and the oceans and the other Gods had little interest in those. And the Gods eventually settled down and decided to share but among them one secretly kept within him the desire to dominate and control and that was Balor. Within him were the first seeds of evil which one day would spread into the world.

All was good in the world for long years but then Danu brought forth the last of her children, the children of thought and among these were the Giants and the lesser dragons and wyrms and the Fae and the Firbolg and humans yet when these races were new to the world Balor revealed himself to a group of Firbolg and they worshipped him as their God and King, and he promised them great strength in battle and that they would conquer the lands and he warped their forms with his evil and thus the Formorians were born.

And when the new races were brought to the world so too did Danu give birth to many new Gods yet all the Gods except for Balor hid from the mortal races unless they desired to show themselves. But these times were rare.

Long the races were at peace and they grew and the fastest among these were the humans though they had the shortest lives and soon they spread throughout all the lands except for Avalon for that was a holy land and only the Gods could walk there. The fey of which there were many kinds were the slowest to grow in numbers but they never grew old or died but they felt overwhelmed by humanity and protested to the Gods so the Gods allowed them to live on the sacred land where until now only the Gods and the animals could reside and humans and the other races were still forbidden from coming here. And the Fae that came, for not all did were happy there for long years.

War And The Rise Of Balor

For many centuries all the races prospered, none more so than the humans and in those years the humans learnt crafts, and sciences and agriculture and arts and the other races learnt these things from them. And soon many wars arose and clans were destroyed or became stronger from these and nations arose and Kings and Queen's rose among their races to rule them. But now Balor saw a chance to rule for his Formorians for centuries had grown strong in the ways of warfare and many human tribes were their allies. However for ten years Balor sent into the human lands great disease that weakened the humans and so then they invaded the many nations of the mainland and seized control, for so fast and brutal were their attacks and so weakened by disease were the humans that the human nations had little time to react and the strength of the Formorians were great. But many of the humans that

fled their lands allied with outsiders and invaded Balor's land yet it was in vain and many were killed or enslaved. Yet soon an ally the humans had not expected arose and these were the Fir Bolg and in great battle they defeated many of the Formorians and took their lands yet to the dismay of the humans they took them for themselves and ruled so thus the humans waged war on their former allies and in time their numbers overwhelmed them yet still there could be no peace for in this time Balor had built back up his strength and waged war once again and took back what he had taken before which were the lands from the sea far into land and he settled in the land he called Mag Tuireadh and this time for long years none could gather strength to overthrow him and those were evil years.

THE GOLDEN AGE - TIME OF HEROES

Time Of Heroes

The Golden age is the time in which many of the Celtic myths and Legends occurred. These are the stories of heroes such as Cuchulainn, Finn, Conoll and Deirdre written about in many works of literature on the Celts.

Although these myths and legends occurred on Earth, they are applied to the lands of Haven during this age. For example, whereas one of the tales applied to the ancient Kingdom of Ulster on Earth, in Haven's history it might apply to one of the Kingdoms that made up Marethdua in times past on Haven.

We would love to include all of these myths and legends in our own history, changing only the locations in which they occurred. Alas however, there are far too many for us to do this so instead we suggest the following books and websites if you wish to read about these events.

Celtic by T.W. Rolleston

Giant Book of Celtic Myths and Legends by Michael Foss

Chronicles of the Celts by Iain Zaczek

A Guide to the Gods by Richard Carlyon

Celtic Myth and Legend

<http://www.sacred-texts.com/neu/celt/cml/>

Mythography / Celtic Ireland

<http://www.loggia.com/myth/ireland1.html>

The Magic Web - Mythology and Folklore

http://www.mindspring.com/~jadcox/Mythology_and_Folklore.html

Remember, mythology always has different interpretations. Not all books on this will agree upon events. Some characters will be merged or split and some events will happen to one hero in one work, and a different hero in another. The web searches blur and mix up the lines even more so do not take what is in a book or on a website as read.

THE SILVER AGE - TIME OF MORTALS

0 Silver Age (6033 Creation)

For long years the Fae had grown strong and powerful in the lands of Avalon. Yet with this strength of power to some, not all came arrogance. Many saw themselves as above the other races, their grasp of magic put them on a level much higher. Some even dared to call themselves Gods, some even pretended to be one of the known Gods. Long had the Gods endured the growing arrogance, but their anger grew too strong when some Fae dared to call themselves Gods. In this year the Gods cast the Fae out from Avalon and its protection and back into the mortal world.

Through marriage of royal families, agreements and some warfare nine principalities came together to form arguably the first true country or realm. The Kingdom of Loght came into existence under the rule of the Caernach family who it was said descended from Conall Caernach, foster brother of Cúchulainn. The first King of this new dynasty was King Cormac I and he was famous for being both a great diplomat and warlord, indeed it was his conquests and negotiations that brought Loght into being and soon he endeavoured for a new great legacy, perhaps one he will be remembered for even more than the forming of this great nation, for he ordered the construction of a new and great city of light. A city of law, culture and architecture. A city that reached to the future and spoke of humankind's great achievements and potential.

The great Henge or Portals appeared in Haven in this year. It is said that Danu and Cernunnos asked Daghdha to construct it. He brought the great stones for its construction down from the Avalon mountains. He asked Goibhniu to place them for him. Then he asked Oghma to carve into them the ancient runes. He then asked Math to enchant them with his magic's. Next he asked Arawn to make it so the stones would never feel the effects of time and would endure against the weathers. Then he asked Belenus and Belisama to wash them with the eternal flames empowering them forever. Then he asked the Morrigan to bless them and finally he charged the newest of the Gods, a little Goddess named Bliss just born that year as their protector. This done he activated them and tied the portals to the other lands knowing one day people would find the entrance to the portals in their own land and come here.

These three great events of this year started off a new age, an age where humans and fae and the other sentient races would make great leaps forward, an age that came to be known as the Silver age, the Time of Mortals.

6SA (6039C)

War between Cigfran and Mareth breaks out. In the third battle of the year between them, King Clamour of the Cigfran is slain in battle, pierced by a spear to the chest, all would have seemed lost had it not been for the actions of Prince Aiden rallying the men and driving the Mareth back. Aiden is crowned Aiden the First the next week and the war continues.

9SA (6042C)

The war ends between the Cigfran and the Mareth, the Cigfran gaining and holding several miles of land.

10SA (6043C)

The Royal Palace, Courthouse and Library are completed in the City of Loght, all setting new standards in architecture and sculpture. Work on the rest of the City continues with many people now living and trading there. The great wall around the city continues to be build as well as many forts lining the new nation's borders.

19SA (6052C)

The majority of the Fae reach the little populated nation of Sithein. Few humans lived here, mostly a land of forest. After traveling through the lands for many years, attacked in some nations, helped in others they decide this land would be an ideal place to settle, one where they will have little contact with humans and set up their civilisation in peace. They elected among them a Queen to govern, Queen Mab who had already lived many centuries and was very wise and it was said was unequaled in the arts of magic.

21SA (6054C)

The great wall around the City of Loght is completed. In the same year they start their work on their greatest project, a great Temple dedicated to all the Gods.

23SA (6056C)

King Caernach 1st dies in his sleep. He is succeeded by his son, King Caernach 2nd.

41SA (6074C)

Small earthquakes were felt in all the known world in the late Autumn of this year and it is said that from the sea itself between the waters of Avalon and Banba an island rose up from it's depths then took to the sky. Many say this was land negotiated for by Belenus from Danu herself, others say it was land won in a wager between Belenus and Llyr. In times ahead this floating island would be seen in the sky drifting among the clouds and it came to be known as the Awyr Gwledig, from this time humankind strives to seek a way to reach this isle and the wonders that surely must exist on top.

50SA (6083C)

Work begins on a statue to Lugh, showing him hurling a spear.

65SA (6098C)

The first real attempt to reach Awyr Gwledig is attempted by people in Hydd. An almost laughable attempt by those who look back on it, it was taken very seriously then. Work was started on great wooden towers on wheels, however after strong winds destroy these in a storm, the attempt is abandoned.

78SA (6111C)

Great pilgrimages are made and celebrations held in all the nations celebrating the anniversary of the defeat of Balor and his reign of tyranny coming to an end.

This is also the year the year that the Statue of Lugh is completed to mark those celebrations.

103SA (6136C)

King Caernach 3rd is assassinated, an attempt is made on his three sons but the eldest survives.

116SA (6149C)

Cataclysm as a large earthquake erupts upon the Island of Cilgantau. The eruption is seen for many hundreds of miles as great black smoke stretched out across the sky. All villages and towns on the island are completely wiped out and very little life survives. The heavy ash that falls down on the island itself is poisonous and it is left a place where nothing can grow there.

121SA (6154C)

Work is completed on the Temple of Loght. It is the greatest temple ever build and dedicated to all the Gods, it is also the largest and tallest building made though later when the Palace of Avalon is created some say that is bigger. Certainly no other building has been taller than it's 700 feet.

136SA (6169C)

The Kingdom of Bytheiad sends a scouting party into the forbidden lands. None of them return reinforcing countries' bans on people entering those lands.

159SA (6192C)

Skirmishes between Morelea and Mawr-Brynn break out into full fledged war. A army is sent to attack Mawr-Brynn but the Moreleans underestimated the terrain and were quickly beaten back, a devastating blow against them made by a rag tag army of mostly farmers and hunters.

164SA (6197C)

An unexpected attack is made against the Moreleans by the Fae of Sithein. With their army still recovering from the disastrous attempt to invade Mawr-Brynn, Morelea is in a weakened state. The Moreleans managed to defend their country from the Fae but this is the start of a very long war between the two nations.

184SA (6217C)

The war goes well for the Fae, but badly for the Moreleans. The Fae by now have made remarkable gains, in this year alone taking many miles of territory. Their fae magic's are an incredible advantage against the humans.

213SA (6246C)

The Moreleans find a way to enchant the effects of cold iron and make a great push back. They reclaim much of their old lands and some of the Fae's before deadlock is reached. Major battles after this simmer down for many years but tensions remain with skirmishes occurring many times a year between the Fae and the Moreleans.

220SA (6253C)

Construction on Castle Morelea begins.

249SA (6282C)

Great rains afflict the Lands of Mann and the surrounding nations causing many areas to flood and for crops to be ruined.

278SA (6311C)

The Dwarves emerge from the Kingdom of Sunder, their existence had often been put down to rumour and legend but their emergence from the mountains proved their existence. They made initial contact with the lands around them and formed agreements for humans not to trespass on their lands without permission.

285SA (6318C)

Limited trade treaties are made between the Sunder Dwarfs and the peoples of Cigfran, Mareth, Hydd and Gwaywffon.

301SA (6334C)

In the spring of this year a holy man emerged, healing the sick and injured. He performed great miracles and it is even said brought the recently dead back to life. He traveled the lands doing so and soon a cult emerged up around him, many claimed he was Diancecht himself come among the mortals.

303SA (6336C)

Construction of Castle Morelea is completed which acts as a great means of defence for Morelea against the Sithein Fae and a base from which to send attacks into the Fae lands.

323SA (6356C)

Drought affects most of the countries. In the south crops fail. On Banba a huge forest fire devastates most of the vegetation on the isle and kills over half of the population.

358SA (6391C)

Rival pirate gangs fought over the cavern and their spoils stored there. Descendants of the Formorians, well trained in the techniques of battle, were the winning pirate gang.

371SA (6404C)

Marius Verdant, hero of the realm of Loght, is born.

383SA (6416C)

Marius Verdant's parents are murdered.

384SA (6417C)

Marius hunts down his parent's killers and slays them.

389SA (6422C)

Marius defeats a band of outlaws terrorising the countryside.

392SA (6425C)

Marius retrieves the King's sword captured by three Formorians and defeats the Formorians in combat.

399SA (6432C)

Marius journeys into the forbidden lands.

404SA (6437C)

Morelea gains a great victory against Sithein, capturing nearly a third of Sithein's land. The Fae fall back and strengthen.

405SA (6438C)

Marius returns from the forbidden lands after many adventures. With him he brings the lost relic, the spear of Finn Mac Cumhal.

415SA (6448C)

The Kingdoms of Ulreth and Bytheiad in a surprise move both declare war on Loght at the same time. Inroads are made into Loght from the east and the west and Loght urgently had to recall garrisons to intercept these armies from it's southern regions. Meanwhile other armies prepare for the defences of their major cities whilst other armies are kept in on watch in case of attack from any of the nations that share borders with it in the south.

416SA (6449C)

Loght sustains heavy losses and several of their western and eastern cities are taken.

417SA (6450C)

The second city of Loght, Fargort is surrounded by the two main enemy armies. The start of a siege begins. Several months into the siege Marius Verdant sneaks into the city and takes command of the armies. Under his leadership the city defences are strengthened and new attacks are successfully repelled. Towards the end of the year Loght recalls it's armies in the south which move up to engage the armies sieging Fargort.

418SA (6451C)

The siege against Fargort is broken. The two enemy forces join up against a combined Loght army. The battle goes on for three days. Marius manages to lead a number of strikes and counter strikes successfully against the enemy hammering into them and dividing. Eventually victory is in Loght's hands and both the remaining enemy armies retreat taking heavy losses as they are pursued. Marius is found dead on the battlefield surrounded by the corpses of nine enemy Knights.

449SA (6482C)

An eclipse of the sun sent fear into the hearts of many this year.

460SA (6493C)

The first School of magic is set up in the City of Loght. Magic up to this point was a very fractured, little studied art with most of those that practised not being trusted. Some say the first person to set up this school was the God Math Mathonwy himself who acted as it's head for many years. This was the start of studying magic and ritual and mastering their forms, bringing it out of hedge wizardry and making it a science.

479SA (6512C)

Seven large villages combine and form the town of Cariad.

484SA (6517C)

The Town of Cariad is confirmed as the new capital of the Principality of Cariad.

501SA (6534C)

A fire sweeps through the city of Raverick in Cigfran.

547SA (6580C)

The first great black plague arises on the main continent rising first in Mawr-Brynn but quickly spreading.

548SA (6581C)

Both Loght and Banba close their borders but Loght is unsuccessful keeping the disease out of it's lands as it soon spreads deep into the core of the empire. Morelea is badly effected too and their war effort is greatly slowed down. The peoples of Sithein are little effected by the plague, with only very few cases. Queen Mab sought to use this to bring Morelea to it's knees but her council voted against the action. It was the first real challenge to her authority which if she decided to push could have led to a fracture of her people. Mab backed down but after this resentment grew in her heart for the council.

549SA (6582C)

The Plague by now spread across all the known world seeping into every corner. Few cities, towns and villages are unaffected. Even Loght with it's advancements in medicine and its great discipline is brought to it's knees. People are dying by the hundreds of thousands. The only nation unaffected now is Banba which turns back all ships that sail into it's waters, threatening to sink any that do not turn away.

550SA (6583C)

A mob attacks the School of Magic blaming them for the plague. The School keeps it's doors sealed firmly shut and is surrounded by the mob for over a day before the militia manages to disperse the crowd.

557SA (6590C)

The plague finally starts to die out after a long cold winter. By the end of it tens of millions have died and all the nations are left crippled.

600SA (6633C)

The first of the portals to the Henge is discovered within the borders of Loght. The Archmage of the School of Magic and his staff are called by the government of Loght to investigate. After three days of examination the archmage activates the portal and hesitantly steps through to find himself in the Isle of Avalon. In the days after this Loght send several scouting parties into Avalon.

601SA (6634C)

Loght sets up the first permanent base in Avalon. Mages from the School of Magic team up with Witches and Druids to investigate the Henge of Portals.

603SA (6636C)

All the rest of the portals are opened from Avalon's side. More scouting occurs on the Isle but the Gods who long lived on the isle in the open seem to have hidden themselves away. Tentative moves to start colonising the isle begins.

605SA (6638C)

The village of Haven is established near the Henge of Portals on Avalon. It is named Haven after the world itself for they thought that this isle was at the very centre of the world itself.

635SA (6668C)

The first Garden in the village of Haven is created by a beautiful, pale, raven haired girl. Nobody seemed to know her yet she worked hard on the garden and hired builders for it's walls and planted many varieties of rosebushes and other plants and trees within it's walls.

654SA (6687C)

Boats and ships started disappearing in the seas. Sites were reported of a strange large creature sometimes surfacing. There were even sightings off the Isle of Banba and other Isles.

672SA (6705C)

The second attempt to reach the floating isle of Awyr Gwledig is attempted. This time a group of people from many different countries banded together to try. Mages from the school of magic were a key factor in this attempt and two people managed to come close to the isle. What they saw there startled them. The isle had many grasses and plants and trees upon it and even it seemed huts and other buildings and they caught site of winged people on the isle. But before they could land the winds seemed to turn against them and they were forced back and made to land.

699SA (6732C)

In a surprise move Loght reveals the Portals to the other nations and thus giving up a possible tactical advantage should war ever arise with other nations.

704SA (6737C)

All the nations that have portals which link to the Henge meet in Haven village to discuss Avalon and the Henge. An agreement is made that Avalon will be considered neutral ground among all the nations and no nation can make claim to it. It is long after believed Loght had planned to make it a colony of their own but the powerful Druids and Witches in Loght used their influences to sway the King and his government away from this line of thought speaking of how sacred Avalon is to all the peoples.

724SA (6757C)

The first great migration into Avalon begins, with people from many nations traveling there to make a new life. Life is simple in Avalon, something some like, others wish for life to advance quickly there but the governments of Celtica only seek to develop Haven village as a neutral place to meet and discuss. Others travel out into the country of Avalon to settle and farm.

751SA (6784C)

Many witnessed three dragons flying in the skies in Gwaywffon in this year, leaving many terrified for their lives. But the dragons did not attack.

772SA (6805C)

The war flares up again between Sithein and Morelea. Sithein makes a number of successful attacks taking back much of the territory that they lost many years before. Mab pursues this course of action with particular aggression though her son, Oberon, Prince of Sithein tries to restrain her.

798SA (6831C)

There are terrifying sightings of spirits and other malign beings seen on the borders of the Forbidden lands.

814SA (6847C)

More terrifying reports and investigations over the year lead to the nations becoming aware of a new power rising in the Forbidden lands. The land appears to be overflowing with the undead and are led by a being known as the Wraith Lord. It is believed this Wraith Lord was one of the powerful Lieutenants of Balor, thousands of years ago who was slain, yet his malevolent spirit lasted and was tied to the land. Over the centuries he managed to grow in power and forge a great army of Unlife. All those countries whose lands have borders with the Forbidden lands strengthen their defences along the border.

865SA (6898C)

Banba gives back it's two satellite isles their more ancient names, Eiru and Folta. A village is established on Eiru.

892SA (6925C)

A strange battle is witnessed at the borders of Mann and Ulreth, yet the battle is not between these two nations itself. It is between a Dragon and a Wrym, creatures related to, and often mistake for one another. The battle went on on ground and in the air. The Wrym wrapping it's snakelike body around the Dragon in a vice like grip and biting at it, the dragon ripping at the flesh of the Wrym with it's claws and tearing with it's maw like mouth. From both at times blasts of flame pummel into the other. After many hours of this both creatures fall from a great height into the land causing a great crater. When people bold enough go to look they see within it both creatures lying dead still in the deadly embrace of the other. Some people took some of the flesh of the creatures to eat but soon those that ate it died a painful death, the flesh and blood being poisonous. Other parts of the creatures were taken, it is assumed some by Mages, Witches, Druids, wise women, alchemists and other who might find use from the parts before both governments decided to take the carcasses for themselves. Mann took the Wrym and Ulreth the Dragon. Both Nations striped the scales and flesh and organs and muscles from the bodies and mounted the Skeletons up in their capitals for the public to see.

915SA (6948C)

Morelea takes more land from Sithein.

928SA (6961C)

The crown jewels of Loght are stolen from their tower in the palace. No signs of breaking or entering can be found. Not even traces of magic are discovered. Whoever stole them remains a mystery.

948SA (6981C)

An army of undead flood into Morelea from the forbidden lands. They drive such fear and panic that most armies are brought back from the Sithein borders to fight against the new enemy. Slowly the undead armies are driven back through superior numbers, great leadership and nearly a 1000 years of warfare tactics put to good use.

953SA (6986C)

Morelea drives its forces into the Forbidden lands taking new territory unpopulated by humans for many centuries. But the victories they made are too easy. As they do so the Sithein forces swarm into their lands behind them.

972SA (7005C)

The battles between Sithein and Morelea are at their fiercest but Morelea keeps losing ground. They fight bravely but have had many blows against them from Sithein and the earlier attacks of the Undead forces.

992SA (7025C)

Morelea fights for its existence, little of their territory left. The Sithein forces push forth relentlessly driven on by their Queen who thirsts for the deathblow. Her armies and peoples backing her wishing to see an end to this longest of all wars in history.

1001SA (7034C)

Morelea is no more. They fought to the last, claiming some great victories in their last years but lacking the manpower or resources to turn the tide. Their lands are taken, their forces broken. Their King found dead having committed suicide. The peoples are not even allowed to remain in their own lands, pushed out by the Fae they travel south into the lands they took from Forbidden lands. Yet those lands seem cursed and little in the way of crops can live there. Some people try to make a go of it, naming these lands the new Morelea, but many continue in their travels south to settle in other nations. The once great country that many saw as having the potential to rise up with an empire to rival Loghts is no more. Many suspect Queen Mab made a deal with the Wraith Lord to help her win the war, it is something she never confirms or denies.

1033SA (7066C)

The Kingdom of Bytheiad had a number of incursions into it from tribes that live either beyond or in the Caeedig Mynydd Range that runs up the entire length of the known world.

1050SA (7083C)

A delegation led by a Lady Bliss from Avalon travel to Loght to meet with representatives of Loght and the other major nations. Talks of which lead towards the first steps to Avalon becoming an independent nation.

1059SA (7092C)

Bliss receives the blessings of the High Witch and Grand Druid to lead the peoples of Avalon after they spend three days praying to the Mother and Father Gods.

1072SA (7105C)

More incursions are made into Bytheiad, and some raids. The army is mobilised to patrol the eastern border.

1100SA (7133C)

Avalon is formally recognised as a nation within it's own rights. Bliss is installed as it's Queen. By now many have come to believe Bliss herself is one of the Goddesses who the Gods themselves have placed here to rule Avalon. When asked she neither confirms or denies this, however one of many things that lead people to assume this is correct is the fact she has not aged a day in all the years she has been known.

1138SA (7171C)

Loght and Sithein start formal relations and open trade pacts. It is the first real relations Sithein has had since it's establishment.

1161SA (7194C)

Avalon claims the Isle of Manannan and the Isle of Lir as being part of it's sovereign territories. This claim goes uncontested by the other countries.

1186SA (7219C)

The hero Jarik is born in Hydd.

1205SA (7238C)

Loght begins a great project to build a wall that travels the entire length of it's borders. The main reason is as protection again the forces within the forbidden lands but they decides to extend it around all their borders, much to the displeasure of neighbouring nations.

1243SA (7276C)

A large fire raged through the Temple of Loght and killed over a dozen people. Several wings of the temple were completely gutted and others suffered major fire damage but the building was saved. Work started right away to restore and rebuild.

1256SA (7289C)

Jarik is ambushed by five warriors and slain but not before killing four of them and dealing a mortal blow to the last. Jarik by now who has accomplished so much and is a man in his 70th year staggers the fifteen miles back to his home and dies in the arms of his wife.

1270SA (7303C)

Marlow, hero of Cigfran, is born.

1271SA (7304C)

Kieran, hero of Mareth, is born.

1284SA (7317C)

Marlow and Kieran enroll in the weapon master's guild in Avalon. Both soon become very good friends and shine out among the students in the arts of combat.

1293SA (7326C)

The mad King of Mareth, King Theos orders the start of the construction of the Labyrinth.

1300SA (7333C)

Kieran and Marlow defeat a Firbolg who attacked a village.

1304SA (7337C)

Work begins on the Tower of Ulreth.

1307SA (7340C)

Marlow and Kieran single handedly hold at bay the forces of the Cysgod Atodeg until the forces of Mareth can mobilise to engage with them.

1310SA (7343C)

Kieran and Marlow track down the Cysgod Atodeg but before they can engage him he calls forth four of his most powerful Shades to attack them. They eventually defeat these but the Cysgod Atodeg by now has long gone.

1315SA (7348C)

Marlow and Kieran corner the Cysgod Atodeg, a long battle takes place and Kieran receives a grievous blow, but before the death blow can be dealt Marlow blocks it. Marlow alone now takes on the Cysgod Atodeg and eventually manages to destroy him. A great evil that afflicted many of the lands is vanquished.

1320SA (7353C)

Cigfran and Mareth go to war. After a number of battles both sides realise they can not maintain a long war, both agree to choose champions in the old way to decide things. Cigfran chooses Marlow, Mareth chooses Kieran. The two friends who have for so long fought together must now fight for the sake of their nations. Both nearly refuse but for the sake of their lands decide to.

The battle between the two on the borders of their lands is fierce, neither pulling their blows despite their love and comradeship for the other. But both are equally skilled. The battle goes on all day and they rest that night before resuming the next. Once again the battle goes on throughout the entire day, neither giving quarter, both receiving minor injuries. They once again retire for the night, both exhausted, both know tomorrow will be the day that decides the fate of their nations. The next day for twelve long hours they fight before eventually Marlow's grip slips and Kieran drives his blade deep into his friend. Marlow collapses down and dies in the arms of his friend.

1321SA (7354C)

Mareth claims some of the lands from Cigfran in the December of this year due to their recent victory. In the spring of the same year King Theos of Mareth is killed by the hero Kieran who is enraged by being forced to kill his friend. The King was surrounded by a whole host of guards at the time, all of which failed to stop the hero. After he plunged his sword into the King and left it there, Kieran simply gave himself up and allowed himself to be taken to the dungeons. In the Summer of this year King Theos II has Kieran hung, drawn and quartered. A decision that splits the public, some thinking it the right decision other still remembering Kieran as a great hero of the land.

1330SA (7363C)

The tower of Ulreth is finally completed, a true testament to the architects of Ulreth and the tallest stand alone tower ever created, second tallest human made structure ever built. Rumours are they traded with the Dwarfs of Sunderhome for some of their new looking glasses to use to see great distances out over land and sea.

1352SA (7385C)

A number of attacks are made against Loght from the Forbidden lands. But it is not the undead armies of the Wraith Lord attacking, nor the Formorians of which there must be many still within those borders, instead it is human beings showing people still live there. Yet their hearts seem black and malicious and the villages they attack are shown no mercy.

1356SA (7389C)

As Awyr Gwledig passes over Ulreth, a number of balloons are launched from the famous tower using heated air to keep them aloft and make them arise. Two were lost in the attempt falling to the ground and killing those in the baskets attached but another three reached the isle. They found there a lush, fertile land with grasslands and trees. Yet no sight of the strange winged race which had been seen there before. A permanent base is established there and plans for trips back and forth. Scholars make charts for the island's projected path as it travels the sky.

1371SA (7404C)

An unusual heat wave hits the region, starting in spring and going on all the way through to autumn. Many crops fail and wither, water runs low and livestock die. Banba which already has a hot climate is hit hardest.

1389SA (7422C)

A new plague spreads into the lands from the south. The first hit is Banba which is infected after a ship from a foreign land docks there. Soon it is carried by boats and ships to the mainland.

1390SA (7423C)

The plague spreads deeper into the lands and soon infects all the countries. Bliss makes a move to shut down all the Henge portals to keep the plague coming into Avalon, revealing she has such powers to do so, but too late already it spreads deep into Avalon too.

1394SA (7427C)

The plague starts to die away having left millions dead in it's wake.

1400SA (7433C)

The tower of Ulreth is abandoned in the early part of this year as parts of it start to crumble away. Engineers examining it come to the conclusion the tower was too heavy to long remain standing. Their verdict is confirmed when in the summer the tower came crashing down leaving only two stories, the rest ruins by it's side.

1412SA (7445C)

The first Pirate King, Jax absorbs several pirate gangs into his own after killing each of their Captains. He forms a lethal force that is organised and disciplined and his fleet causes great death and destruction in wake, leaving many coastal towns and villages living in fear.

1435SA (7468C)

Tensions break out between Mareth and Cigfran again with a number of skirmishes being fought on their borders.

1450SA (7483C)

The Labyrinth of Mareth is completed in this year. In the same year Mareth launched a full scale attack on Cigfran after the King, Queen and all the Princes and Princesses of Mareth were found poisoned with the exception of Prince Aiden the third son of the King who had been away hunting. Cigfran was blamed for the assassinations and the newly crowned King Aiden uses the deaths as an excuse for a full scale invasion.

The war went poorly for Cigfran and within five months it surrenders to Mareth and is annexed. The King of Cigfran, King Maudus is brought back to Mareth for trial. He is convicted but rather than sentenced to death, King Aiden calls upon a Sorcerer to curse the man and sets him loose within the labyrinth from which he cannot leave.

1476SA (7509C)

The nation of Banba started work on a great lighthouse based on Eiru. The nations of Cigfran, Mareth and Hydd. also help fund the work. The lighthouse would be used to shine the way in the channel between these nations where the waters are treacherous with many small rocky isles.

1480SA (7513C)

Cigfran is formally absorbed into Mareth and ceases to exist as it's own nation creating a greater Mareth.

1503SA (7536C)

The Lighthouse of Eiru is completed and is lit for the first time acting as a beacon for sailors.

1510SA (7543C)

The Great Wall of Loght is completed and the citizens of the Empire feel more secure surrounded by thirty feet tall and thirty feet wide ring of stone.

1521SA (7554C)

Mareth marches troops into Hydd in an unprovoked move. Hydd, taken at first by surprise mobilises their troops and engage the Mareth forces.

1522SA (7555C)

Hydd surrenders against the Mareth forces and its lands are absorbed.

1538SA (7571C)

In this year the hero Sean Mackerras is born.

1563SA (7596C)

Ullreth invades Brynn. Brynn takes heavy losses and in a matter of 7 weeks have lost half of their territory. Heavy snows halts the Ullreth army.

1564SA (7597C)

Ullreth continues it's war against Brynn and gains many great victories. The King of Brynn is slain and all seems lost when a Captain of a small Brynn division, Sean Mackerras brings in tactics using the terrain to their advantage and gain a great victory against a superior force.

1565SA (7598C)

The war between Ullreth and Brynn reaches a stalemate. Brynn in the early part of the year won back much of their territory and even made incursions into Ullreth's lands but soon neither side can gain significant victories against the other. In the Autumn of this year Ullreth troops attack Sean Mackerras' farmstead and kill his family.

1566SA (7599C)

San Mackerras becomes leader of the Brynn armies and using the Highland charge to great effect manages to drive Ullreth's army back out of the country.

He is hailed a great hero of Brynn, some even wish to crown him the new King but he turns down the offer and backs a cousin of the last King to take the crown. Sean goes back to rebuild his farmstead.

1569SA (7602C)

An assassination attempt is made upon Sean Mackerras by agents sent by Ullreth. But he defends himself well and kills all six warriors with his trusty claymore.

1575SA (7608C)

A marriage between the royal families of Loght and Cariad bring relations between the nations closer together.

1576SA (7609C)

Sean Mackerras is captured by men from a rival clan who it is assumed are also paid by the royal family of Ullreth. He fought well but overwhelming numbers manage to capture him. He dies burnt at the stake. This action causes frictions between many of the clans and the country goes to the brink of civil war.

1600SA (7633C)

Powerful earthquakes rock the northern lands of Loght and southern lands of the Forbidden lands, part of the great wall itself collapses under extremely powerful quakes. It is said that the true dragons themselves that lay sleeping and make up the continents moved in their sleep.

1601SA (7634C)

Taking advantage of the large gaps still un-repaired in the great wall, the Wraith Lord sends his legions into Loght's lands in a powerful, aggressive attack. Even being prepared for such an attack Loght is surprised by the overwhelming numbers of undead, Formorians, warped men and converted Firbolg and lose several miles of ground before they are able to bring the advance to a halt.

The hero Cormac, named after the legendary King is born in Cariad.

1602SA (7635C)

Neither the Wraith Lord, or Loght's armies are able to make progress. Both sides build trenches and prepare for the long haul.

1607SA (7640C)

After five years of little progress, the Wraith Lord orders the majority of his mindless undead legions to march across no-mans land and engage the Loght forces. Use of magic and siege engines destroy over seventy five percent of the undead forces yet twenty percent make it through and engage in melee combat. They cause some damage to the Loght forces but are otherwise easily dispatched. Within a few days a more deadly attack upon the Loght forces is made. The undead that made it through were infused with terrible plague like diseases, these diseases now ran rampant through the trenches. Taking advantage of this the Wraith Lord now sent more of his forces across no-mans land to attack but these forces are quickly beaten back with a constant flurry from Loght's siege engines.

1608SA (7641C)

Loght activates the draft to bring more into it's armies and over a hundred new training camps are established. Disease continues to ravage the trenches but section by section trenches are cleared of men, magic from Priests of Diancecht used to cleanse them and new men from the training camps used to fill them once more whilst the veteran warriors are treated in hospital camps several miles behind the trenches.

1612SA (7645C)

The growing Empire of Mareth invades Mann. Mann pleads with Loght for aide but Loght is unable to give it due to the war it is engaged with the Wraith Lord.

1615SA (7648C)

Mann is overrun by Mareth forces and is defeated and absorbed in Mareth control. Mareth renames it's Empire to Marethdua which means Greater Mareth.

1629SA (7662C)

A young officer from Cariad, Cormac who decided to join the Loght army to fight against the forces from the Forbidden lands known as Cormac distinguishes himself in many of the skirmishes and battles and is awarded Loght's highest honour and made Captain.

1637SA (7670C)

Cormac is made a General due to outstanding leadership qualities.

1645SA (7678C)

Cormac is made Field Marshal and takes control of Loght's armies.

1650SA (7683C)

The Wraith Lord makes the largest push yet. A new army of mindless undead are sent forward in waves. The first few waves of undead are wiped out. But more and more pour across no-mans land exhausting siege ammunition. Loght withdraws it's forces in many parts of the trenches mainly in the central lines and regroup. Withdrawing, and destroying the undead legions again and again most of the mindless undead are exhausted, however Loght has lost fifty miles along the line.

1651SA (7684C)

The main armies of Loght and the Wraith Lord clash on Pendant fields. The Wraith Lords armies attack again and again but Loght's armies hold firm. After seven days of this Loght counter strikes and causes devastating damage to the Wraith Lord's forces and drives them back.

Over the next few months the war rages fiercely with each side gaining the upper hands at times and losing it at others. However over the time Loght manages to drive the enemy back up to and beyond the trench line.

1652SA (7685C)

The Wraith Lord's forces are driven back into their own lands. Parts of Loght that were lost over fifty years ago are reclaimed as well as the borders including the great wall. Loght pushes beyond the wall and entrench as stonemasons and workmen and slaves are brought to rebuild the sections of the wall destroyed. Siege engines are also mounted on top of the wall. Cormac is known to wish to continue the push to the gates of the Wraith Lord and vanquish him. But a cautious King Malek of Loght orders the armies to hold position and defend the walls whilst they are repaired.

1662SA (7695C)

The wall fully repaired and after having survived the many attacks from the Wraith Lord, Cormac now pushes the King for a full invasion of the Forbidden Lands and to vanquish the Wraith Lord once and for all. The King, unable to

make a decision after several weeks causes Cormac to decide upon the invasion whether with the Kings backing or not. Marching the Loght armies deep into the Forbidden Lands they meet little resistance until they come to the Wraith Lords Fortress itself, Mag Nia.

Spread before Mag Nia are all the Wraith Lords armies like a black swarm. On the second day of arriving Cormac orders the attack. The first day does not go well for the attackers, and the Wraith Lord's forces perform a successful counter attack. On the third day the tide starts to turn, Cormac's change in tactics work well and many successful blows are landed against Mag Nia's armies.

On the fourth day, the Wraith Lord himself rides out and greatly boosts the moral of his troops. Attack and counter attack are made. By three of the afternoon Cormac sees an opportunity to engage the Wraith Lord himself who had slain many a brave warrior that day. The two leaders engage in combat and none dared close. They fought for over an hour, trading and defending against blows. Each outstanding in their skill but where as the Wraith Lord had the advantage of his unlife, Cormac seemed to be blessed by Lugh himself. As Cormac grew tired the Wraith Lord pierced through his defences, his blade stabbing into Cormac's shoulder, but he left an opening and Cormac drew up his axe and cut the Wraith Lord in two right down the middle. The Wraith Lord was dead, his undead armies upon his death either destroyed or released from bondage, his men and Formorians and Firbolg sent into chaos and destroyed or sent fleeing. The day was won for Loght.

Cormac ordered the destruction of Mag Nia and siege weapons slowly tore it apart. He wished to drive on into the lands and destroy what was left of the enemies army and claim the Forbidden lands for Loght. But King Malek ordered the withdraw back into Loght not wishing to break the agreement made thousands of years back. Though displeased privately that Cormac had attacked without his order, he publicly decorated Cormac with a new medal, the High Medal of Loght and made him Lord Protector of the Empire of Loght. Cormac, now a noble and national hero sporting a permanent wound to his shoulder decided to retire to the lands given him and takes a wife late in life and starts a family.

1696SA (7729C)

Cormac, the hero of Loght dies of old age, surrounded by his family.

1704SA (7737C)

Marethdua holds the first exhibition of engineering, people from every nation to submit in new wondrous devices they have invented for the display of the public. A revolution in clockwork, locks, war machines and most impressively a display of the new alchemy with the common name of black powder and its explosive effects are behold by many of the public. It is deemed a great success and plans to run such exhibitions every ten years are agreed upon.

1721SA (7754C)

The new Kingdom of Morelea, which has quietly been rebuilding itself to the south of its former great nation effectively declares their return as a nation with the opening of their parliament in their newly developed capital city, Genedigaeth. Despite past conflicts, Sithein does not seem threatened by this and there is no build up of military forces along its borders.

1735SA (7768C)

Loght holds an international musical festival. A number of composers from all over the known lands, but mostly from Loght have their concertos listened to in packed musical houses with the grand finales being held in Loghts new grand philharmonic hall.

1744SA (7777C)

Relations between Cariad and Loght are strengthened when the King of Loght, King Cormac 21st and the Queen of Cariad, Queen Ethelred 3rd marry, linking the two nations. Though for now they both retain their own sovereignty.

1768SA (7801C)

The first cannons are developed by Loght powered by black powder. Able to launch large heavy metal balls known as cannon balls at great speeds and over great distances they prove an incredibly effective weapon and more than that a powerful deterrent. Soon they are mounted upon the great wall and in other strategic locations. Other nations quickly start their own development of weapons like these. Some with great success, others with some disastrous failures. But Marethdua is the only nation able to rival Loght in their development. This soon leads to an arms race among nations which drives through great technological advances.

1780SA (7813C)

King Cormac 21st and Queen Ethelred 3rd die in a tragic accident when their carriage runs over a cliff after its horses were spooked by a bear.

Argument immediately breaks out between their three sons Prince Cormac, Prince Malfrek and Prince Tobin as it was decreed Prince Cormac would be made King of Loght and Prince Malfrek would be made King of Cariad. Malfrek and Tobin grew jealous of their brother's power. Each three gathered their armies and prepared for battle. A number of skirmishes went on over the year before a great battle between all three armies were engaged on the last day of autumn. At the last minute an agreement between Cormac and Tobin was reached and Tobin joined forces with his older brother which led to the defeat of Malfrek who fled the field. To where nobody knew. Some said he fled north into the forbidden lands. Others said he fled to Marethdua. Cormac is crowned King Cormac 21st of both Loght and Cariad and immediately announces Cariad's absorption into the Empire of Loght. He also his brother Tobin to be made archduke of Cariad and gives those lands to his brother to control.

Some in Cariad are unhappy that Cariad has merged with Loght and there are protests held as well as riots for several weeks but it seemed the majority of the population were happy to join with the world's greatest Empire.

1809SA (7842C)

King Cormac 22nd declares war on Bytheiad after claiming constant insults and refusals to meet from King Tiriam. He also claimed Bytheiad harbours his brother Prince Malfrek.

1811SA (7844C)

Loghts armies march into Bytheiad and after initial success where they gain many miles of land their advance slows down as they have trouble in transporting their cannons.

1812SA (7845C)

Loght decides to abandon its cannons even after they proved a great success in the initial stages of the invasion and revert to more traditional means of warfare. They find fierce resistance from the Bytheiad forces who have a primitive form of cannon fire. But soon the Loght forces are gaining ground quickly with a number of great victories. With the use of infantry to distract the cannon fire and long range archers to harass the Bytheiad forces Loght then used its cavalry to swing around in an arc to bear down on the cannons and take them out of action.

1813SA (7846C)

Loght forces take the Bytheiad capital and accepts the surrender of the Bytheiad forces. Before King Tiriam can be captured he takes his own life with the royal sword. Malfrek is never found.

1853SA (7886C)

Cannons are mounted on ships for the first time by the Marethduan navy as Marethdua continued move to increase its dominance of the waves.

1878SA (7911C)

Bytheiad is formally absorbed into Loght expanding Loght's empire once more.

1893SA (7926C)

Marethdua develops the first form of musket, a hand held black powder projectile weapon beating Loght to be the first to do so.

1902SA (7935C)

The hero Jace is born in Loght.

1903SA (7936C)

The hero Corin is born in Loght.

1905SA (7938C)

The heroine Marian is born in Avalon.

1913SA (7946C)

Oberon, Prince of the Fae and son of Queen Mab starts secretly courting a common Sidhe called Titania.

1923SA (7956C)

Corin saves the village of Mill from an attack by a pack of wolves.

1925SA (7958C)

Jace rescues the maiden Brianna from the clutches of a jealous former lover and returns her in time for her wedding.

1926SA (7959C)

Marian hunts the White Stag in Avalon forest and finds it. Once found she gazes into its eyes and it is said is imbued with the blessings of Herne.

1929SA (7962C)

Marian and Corin meet up whilst hunting an Ogre. They decide to team up and slay the creature.

1930SA (7963C)

Jace masters the two sword style of combat after many years training and by now is unequalled in this style.

1931SA (7964C)

Jace meets with Marian and Corin and the three agree to band together to combat the evils in the world.

1932SA (7965C)

Jace, Marian and Corin who are now known as the Blades track down the giant Thulgrim who had destroyed several villages in Loght, Marethdua and Ullreth. After a long hunt and many skirmishes in which on three occasions Thulgrim escaped they eventually corner the giant and slay him. All come away badly wounded with broken limbs but Jace receives the worst wounds and for several months lays on death's door, his left lung pierced by his broken ribs. It is said a Lady in white one night came to his bedside healed his wounds.

1934SA (7967C)

The Lady Eirwen daughter of Mab and sister to Oberon loses her husband and soulmate to a duel with another Sidhe. Her grief and sorrow is so powerful it is said the freak snowstorm that hit Sithein that night on the first day of Autumn was her grief manifesting itself. The next day the man who killed her husband was found dead with an icicle through his heart.

1936SA (7969C)

Numerous Goblin raids are made into New Morelea.

1937SA (7970C)

The Blades are sent to New Morelea to investigate the attacks and they manage to fight off an entire Goblin raid against a village by themselves. Marian tracks the raiders beyond the borders and deep into Sithein. After an ambush the three got separated and it is said Jace met with Eirwen.

1939SA (7972C)

The year of the great betrayal. Jace met first with Corin and produces a new sword made by the greatest of Dwarven craftsmen and imbued with magic by Eirwen. Taking Corin by surprise he plunged the blade into his former comrades heart and it is said Corin's soul was sucked into the blade. A month later he met with Marian who did not seek to hide from him, she sought revenge for the murder of her comrade. They fought long and hard. Jace used the new sword Corin as well as another similar blade made and enchanted in the same way. Despite this Marian held him at bay for many hours, the blessings of Herne aiding her and at times she almost defeated the betrayer. But Jaces new blade gave him the skills and strengths of Corin added to his own and in the end he defeated Marian and plunged his blade into her chest, drawing her soul into the other sword. Jace now had the skills and strengths of both his former comrades added to his own. It is said he did this and had these blades fashioned after being twisted up by his injuries from the fight with the giant. It is said his pride led him in this direction and Eirwen guided him to do the things he did promising he would be the greatest of all heroes.

1940SA (7973C)

Jace is pursued by the Wild Hunt. At first in his pride he thinks with the power of his new blades he can defeat it but soon he is overcome. He struggles and escapes but barely and managed to flee into Sithein where he disappears.

1950SA (7983C)

It is predicted work begins on the wonder the Mirror of Mawr in the mountains of Brynn.

1980SA (8013C)

Mab discovers Oberon's courtship with Titania and forbids it. Oberon in anger rages at his Mother yet she is adamant and has Titania locked in a dungeon in parts of the ruins of castle Morelea.

2000SA (8033C)

Work is completed on the Mirror of Mawr in the mountains of Brynn. Nobody is sure who made it and for what purpose.

2001SA (8034C)

A late night rescue frees Titania from her imprisonment. Nobody is sure who performed the rescue but most are sure Oberon is behind it. Queen Mab is enraged and Oberon flees into hiding.

2004SA (8037C)

Oberon and Titania marry in a secret location.

2005SA (8038C)

The Lighthouse of Eiru is destroyed. An earthquake causes the outcrop on which the lighthouse stood to crumble and fall into the sea making the lighthouse disappear without a trace.

2010SA (8043C)

Oberon rises after many years gaining support. He secretly raises an army within this year. He demands the abdication of Queen Mab and in a surprise move the council backs him. Civil war erupts with Fae of all races being forced to choose sides.

2011SA (8044C)

After many skirmishes the first real battle begins in the spring of this year. In a large meadow in the region of Arcadia Mab's armies square off against Oberon's. Oberon and Mab meet before the battle to parley and Oberon pleads she abdicates listing many decisions she has made over the last few years that have made her council and her people unhappy with her but she refuses and labels him a traitor and disowns him. Within an hour both armies clash and fight long into the evening. The Redcap units on Mab's side manage to swing the victory as twilight falls and causes Oberon's armies to retreat, harried along the way as they do so.

2014SA (8047C)

Mab captures the capital city Arcadia.

2021SA (8054C)

Oberon recaptures the capital and forces Mab's forces to withdraw deep into the woods.

2029SA (8062C)

This year is known to the Fae as the year of Blood or the Blood year for it was the bloodiest year of all the years of the Fae wars. Every year since the war began saw battles but none so many as this year. Great victories and losses were gained and received on both sides but towards Autumn Oberon's forces were starting to get the upper hand.

2031SA (8064C)

Oberon gains a number of victories against Mab causing her to retreat with her forces into the eastern part of the forest where she sets up her defences. Oberon's forces make a number of attempts to overcome them but Mab's forces repel each attempt.

2040SA (8072C)

Eirwen, who had been gathering forces secretly and stayed out of the Fae civil war led a surprise attack into New Morelea. Eirwen has gathered an army made up mostly of Goblins, all of which now bore snow white skin. She also had a number of Sidhe and Ogres in her forces. New Morelea taken by surprise and containing only a small army is quickly overrun by the end of the year.

2053SA (8086C)

Key officials from Oberon's armies now known as the Seelie and Mab's armies now known as the Unseelie meet and agree upon a truce. In the last 22 years since Mab fled to the west neither side has been able to break the others line and both sides grow weary of war.

2064SA (8097C)

The printing press is invented in Marethdua which allows for the mass production of books, decrees and newsletters. Loght orders fifty such machines in and soon it becomes the biggest producer of literature.

2083SA (8116C)

Mab and Oberon sign a treaty formalising the truce made thirty years ago. Neither side is happy with this arrangement but the war devastated both armies and Fae, unlike humans are not fast breeders. Neither side had strong armies anymore. It is said more Fae lost lives in this war than in the entire war with Moreleans.

2099SA (8132C)

Oberon is crowned King of Arcadia (west Sithein). In the same year Mab starts the creation of a new city in Arkanous (East Sithein) and Eirwen declares herself Queen and names New Morelea after herself giving her Kingdom the name of Eirwen. In the years since she invaded, the winters had grown longer each year. Each starting earlier and ending later. In this year Spring and Summer never began and the land was now in constant winter. Because of this the peoples of the land called their new Queen the Ice or Snow Queen and never dared speak her name.

2113SA (8146C)

People of Banba make contact with a strange civilisation up to now unknown to Humans who live under the seas. Long had it been known that sentient races lived under the waters but it had not been known they had created a large civilisation that in the human tongue became known at Tir.

2120SA (8153C)

The governments of Avalon, Loght and Marethdua establish contact with Tir and they alongside Banba start trade routes.

2134SA (8167C)

Human resistance movements active in Eirwen start making raids into Sithein.

2137SA (8170C)

Delith Grimsky, a Troll, enters Arkanous and the unseelie Fae try to drive him out. A human raid then took place, and the Fae were losing when Delith fought for the Fae and drove the humans back. The Fae granted him freedom to stay in their lands. He accepted and built a place for visitors to stay, Delith's Inn.

2140SA (8173C)

In revenge for the human raids from Eirwen, Arkanous sends goblins to invade. The Snow Queen took the best archers and riders from her people and magically enhanced their abilities. They fell upon the invaders like hawks, shooting their arrows and slaying the goblins. Together with their white cloaks, to disguise themselves against the snow, they were named the "White Kestrels" in honour of their prowess during this event. During the combat witnesses saw a man leading the White Kestrels who looked very similar to the

hero and villain Jace, but as a human who should have long been dead by now. It is thought perhaps this is an ancestor or he has somehow achieved long life either from the magical blades he carries or from the Snow Queens dark powers.

2150SA (8183C)

The seelie Fae were being driven back from the coast by human raiding parties. The humans settled and formed an encampment there, and built the Arcadia docks. After the peace the docks became part of Arcadia.

2189SA (8222C)

A Sunken Wreck is adopted and adapted by the government of Tir fo Thuinn as their offices. It is believed to be a sunken vessel of the explorers, the Fenians. They travelled regularly up and down the coast, filling their boats with mead and food bought from the farmers inhabiting Banba. These Fenians are the original ascendants of the residents of Tech Claiomh. It is assumed that the vessel sunk in a bad storm.

2202SA (8235C)

Awyr Gwledig for the first time in its history drifts beyond the realms of the known world south.

2212SA (8245C)

Minor skirmishes occur between Avalon and Marethdua over trade treaties broken. The skirmishes occur at sea and both navies lose ships. Avalon, having only a few war ships sue for peace and before a full blown war can break out both nations negotiate new treaties and agreements.

2222SA (8255C)

Tir establishes the town of Thuinn. The cavern in which it is established was originally the site of a mine. Dwarves of old mined the hills for the metal ores for making the sturdy yet beautiful weapons that they sold to other races, profiting from the repeated urge to go to war, especially by the human races during the battles against Balor's armies in the age of creation. Pirates and smugglers have always used the cavern to hide and store their ill gotten gains. There is a tale of rival pirate gangs battling it out in this cavern fighting over their spoils. Legend says that the scattered Formorians, after Balor disappeared, were the dominant pirate gang that won the battle over ownership

of the cavern, but over many years they gradually died out or left, leaving the cavern empty for the later inhabitants.

2230SA (8263C)

Elaborate carvings, of which a few remain in the Trefdwr Hotel, and the hewn stone buildings of Thiunn Town are found and are believed to have originally been made when Morgan, a malign fairy or sorceress, said to be related to Badb and Morrigan, was ruler of an underwater paradise. Many believe this cavern was the site of her palace and these rooms and carvings are said to be the only remains of her home. Once she was revealed to be Morgan the goddess she returned to Avalon, abandoning the cavern.

2246SA (8279C)

A devastating attack is made on the Sorcerer School of Magic in Loght by a being of immense magical power. This being overcame the magical securities with ease and killed many of the apprentices and mages within the building. Each person he killed immediately animated as some form of ghoulish creature each still retaining the magical aptitude he or she had in life and they joined in the attack. The attacker was eventually driven back by the circle of nine, who were the most powerful mages of the school and those that governed it. But the attacker, before it was driven back gave the promise that twice more it would attack and shake the foundations of the School each time. Investigation later discovered this being to be known simply as Malice who was one of the prime Necromancers of Balor.

2267SA (8300C)

The great Giant Thurm awakens in the south of Loght and emerges from the hill that has formed over him in the last few thousand years. He walks the long walk from south Loght into the Forbidden Lands, destroying a section of the great wall as he does so and disappears again. The section of the great wall demolished is soon repaired within a year.

2282SA (8315C)

The mine of Dwfn Fy caves in after an earthquake shakes Marethdua and kills over five hundred Dwarves.

2302SA (8335C)

Awyr Gwledig returns to the known world of Celtica after having drifted away one hundred years ago. Those who live on the surface speak of strange,

warmer climates and vast plains where the peoples have dark skins yet worship the same Gods though sometimes in different forms. Most people on the returned floating isle were born long after the isle disappeared though a few Fae who live on the isle have lived long enough to remember when the isle took its usual route above Celtica.

2333SA (8366C)

Small skirmishes occur on the borders between Acadia and Arkanous over Acadian claims that there have been raids on Arcadia villages.

2350SA (8383C)

The first fireworks are developed in of all places Avalon. A firework display is held in the meadow beyond the Henge and many who witnessed the event marvelled at it. Many thought it was some form of magic and not science that created such a display.

2370SA (8403C)

The Royal Opera House in Cariad burns to the ground caused by a spark in the wings.

2390SA (8423C)

The first United Games Tournament is held in Loght. All countries took part with the exception of the three regions of Sithein and the games involved sports to do with track and field, swimming and diving, wrestling, boxing, jousting and fencing and archery. The tournament is a resounding success and it is agreed that it shall be held every five years.

2406SA (8439C)

Gwaywffon declares war on Marethdua in an attempt to pre-empt a possible invasion. Gwaywffon had expected Ullreth to do the same but Ullreth, whether they changed their minds at the last minute or never truly intended to attack, remain neutral. Gwaywffon breach Marethduas defences in a series of lightning attacks and travel deep beyond Marethduas borders.

2407SA (8440C)

Marethdua at first taken by surprise by Gwaywffons attacks now mobilises and starts the push back. Better experience, tactics, war machines and a larger force mean soon Gwaywffons forces are being pushed back. By the end of the year they have retreated to their borders.

2408SA (8441C)

Ceasefire is declared between Gwaywffon and Marethdua.

2418SA (8451C)

Marethdua breaks the ceasefire and invades Gwaywffon. Use of heavy cannons tear apart Gwaywffons defences causing large gaps for Marethduas cavalries and infantries to gain access.

2419SA (8452C)

Marethdua continues its push now over fifty miles into Gwaywffon lands.

2420SA (8453C)

Gwaywffons defences break down and Marethduas forces overrun them. King Eoin surrenders to Marethdua and after several months negotiations agrees for Gwaywffon to be absorbed into Marethdua with himself still retaining governorship and the Royal Rank of Archduke.

2430SA (8463C)

Gwaywffon is formally absorbed into Marethdua.

2439SA (8472C)

King Morloce of Marethdua is poisoned, some claim as revenge for the invasion of Gwaywffon.

2469SA (8502C)

The year of the great freeze. Winter starts early this year and lasts well into spring with temperatures going well below zero for many months at a time. Blizzards hit most regions and cause many buildings to collapse under the weight of the snow. The only nation unaffected by the freeze is Banba.

2491SA (8524C)

An assassination attempt is made on the life of Queen Bliss of Avalon. A bomb was thrown at her carriage as she passes through crowds on the day celebrating the anniversary of Avalons formalisation as a nation. Queen Bliss survived unscathed and the assassin was soon captured and in the struggle died. This is thought to be the first time a bomb was used in an attempt to assassinate but at this point the designs for such devices were still crude. No-

body was sure why the attempt was made and who if anybody was behind the assassin.

2500SA (8533C)

In the summer of this year one night there was an eclipse of the full moon then the very next day an eclipse of the sun. Great earthquakes shuddered through the continent, especially in the region of the Forbidden land and Loght. Then the next night dark, crimson light could be seen from deep within the Forbidden lands. Balor had returned to the land and with him he had brought many of the other Gods and Goddesses of evil and Formorian armies. The forbidden lands were once more the lands of Mag Tuireadh and Balor once again took his seat on the throne as King.

2501SA (8534C)

Balor begins the rebuilding of his realm. Castles that either were in ruins from long past wars or from simple long decay and time were rebuilt. Roads started to be built and the land once mostly the habitat of the unliving saw life within it once more. Though most of this life was the dark and tall forms of the Formorians.

2503SA (8536C)

Loght called a meeting of nations to discuss the new threat that faced them and possible alliance. Its intention was to strike against Balor now before he could rebuild and organise. All regions of Sithein turned down the invitation. Banba brought a small delegation but as an island which mostly had simple peoples and no real armies it could not commit troops. Avalon was in the same position, willing to commit troops if it could muster them but having no real army. Brynn was content with the protection of its mountains and confident it could defend itself should Balor attack. Ullreth and Marethdua stated the same reasons as each other that they would not risk troops to aide Loght in case Ullreth or Marethdua decided to use this to attack the other whilst vulnerable. In the end there was impasse and Loght alone began the task of building up its army and creating new engines of war.

2506SA (8539C)

Loght sends an invasion force into Mag Tuireadh. They got thirty miles into the lands and destroyed several castles and forts which were being rebuilt. But they then came across the main forces of Balors armies. Loght was brutally under-prepared for the might of Formorian infantrymen and they were

heavily defeated. The retreat was called and the Loght armies pulled back to the safety of the wall.

2523SA (8556C)

A large asteroid hit the mountains in Brynn close to the town of Mawr. One mountain had its entire side torn free causing avalanches and devastation. Many mountain farms and nearly an entire clan were wiped out. After fires ripped through the forests and were only subdued by a heavy storm two days later which brought forth floods of rains.

2550SA (8583C)

Balor wages war on Loght as his armies march on the lands. His armies mostly made up of Formorian warriors but also containing some humans, said to have joined from the subjugated Eirwen. Also there were some of the unliving within the army, remnants of the Wraith Lord's forces from many centuries past. The first push fails and despite mighty weapons of war being brought forth the great wall serves its purpose and holds. But only just. Loght sends forth its armies to the north section of the wall leaving only a skeleton force to man the wall at its other borders.

2555SA (8588C)

Balor's armies make a second push and the fighting is terrible. King Cormac 48th takes direct charge of the defence and rallies the troops in a particularly difficult time turning defeat into victory and causing the destruction of no less than thirty trebuchets which threatened to create a large gap within the wall. The defenders are victorious but the King lost his life in the defence.

2556SA (8589C)

King Cormac 49th is crowned King of Loght at the young age of sixteen.

2567SA (8600C)

After many battles over the last eleven years Loght decides to attempt a push against Mag in an attempt to break the stalemate. Focused cannon fire causes chaos in the main bulk of Balor's army allowing for Loght infantrymen to create a wedge and drive through which then gives space for cavalry to punch through and come in behind the enemy army. Loght now attacks Mag's forces from both sides causing chaos and devastation in Balor's forces. For the first time the new weapon known as the flintlock, pistol and musket is used to great effect and volley after volley even manages to cause fear in the

Formorian troops. The Mag troops are forced to pull back from the wall and Balor brings back all his armies even those at different sections of the wall. Debate amongst the Loght generals as to whether to push forward goes long into the night but in the end the King decides not to make the push, cautious after Loght's last humiliating defeat whilst trying to do the same earlier in the century.

2598SA (8631C)

Mag Tuireadh attacks once again and manages to cause the first breach in the wall. King Cormac takes after his father and namesake and rallies troops to drive back the enemy forces that stream through the gap and after nearly a week of long and bitter fighting Loght's troops are victorious and quickly plug the gap with masonry and timber. Like his father King Cormac 49th loses his life in this battle and with no immediate male heirs his daughter Lucinda is crowned Queen of Loght.

2600SA (8633C)

The year of devastation. The year the largest and oldest empires fell. Mag Tuireadh renewed its attacks against Loght and breached the great wall at several locations. Formorian and undead warriors streamed through the gaps and a beleaguered Loght army had little power to stop them. The Loght army fought bravely and cannon and musket fire destroyed many a Formorian warrior, but in the end the day was won. The Loght armies scattered and broken, Balor now had a foothold in the Loght Empire and began the march south toward the city of Loght. The first symbolic loss of the empire was the Wonder, the statue of Lugh which Balor had torn down and the head ripped asunder.

Ahead of Balors armies the School of Magic is attacked for a second time by Balors Necromancer, Malice. Once again all he slew rose again as ghouls whilst still retaining their skills and arts of magic. This time the attack was far more devastating than the first and all but three of the mages were destroyed. This attack ensured no magic could be used in the defence of the City of Loght when Balors armies arrived. The three survivors, three members of the School's council escaped and fled to Avalon.

Balors armies came to the great city of Loght, where all but five of Loghts armies had withdrawn to. The siege began and Balors armies catapulted disease-ridden corpses into the city and waited for five months. Disease and famine afflicted the city and many people and soldiers died. In this weakened state Balors armies attacked using catapults and trebuchets to rain down rocks and boulders upon the city walls and the buildings within. Loghts sol-

diers and citizens fought back bravely but too weakened the war was lost and Balors armies flooded into the city. The Queen was smuggled out of the city in the chaos as buildings were set alight and smashed. Perhaps the greatest loss, amongst the loss of many great and ancient and wonderful buildings was the loss of the Grand Temple of Loght which was also the centre of worship to all the Gods.

2601SA (8634C)

Balors armies continued south and Cariad, the second city of the Empire was soon lost. Now all but the western reaches of the Loght empire were lost and Balor now claimed all the lands taken as the new and greater Mag Tuireadh.

Queen Lucinda of Loght met with King Marius of Marethdua and King Carnell of Ullreth and all agreed that none now alone could stand against Mag Tuireadh. An agreement was made that Lucinda would marry Marius and the three nations would unite under a greater Marethdua with Carnell as its first Prime Minister.

2602SA (8635C)

The Dwarves of Sunder agree to join Marethdua and share their steam technology which they have been developing over the years. An agreement is made however that the Dwarves would still retain their King and royal line and rule themselves.

2603SA (8636C)

The Covenant of the Sun and Moon (United Religious Order) relocated to Avalon and set up temporary base five miles outside Haven Town.

Queen Bliss of Avalon closes the portal which leads to the mystical stone that lies within the lost borders of Loght. She also commits troops from her armies to the borders of Marethdua to aide in the defense against Balor's forces.

King Marius sues for peace with Mag Tuireadh though Queen Lucinda refuses to appear at the negotiations. Balor accepts peace and a treaty is drawn up. Both Kings recognise the others new, expanded countries and borders. This agreement of recognition was said to enrage Queen Lucinda when she heard about it.

2614SA (8647C)

Famine hits Banba causing many crops to fail, including one of the main sources of its economy, the grapevine.

2656SA (8689C)

The town of Manwy is established in Marethdua near the Sunder hills where the Dwarves live. It soon grows and becomes a prosperous fishing and trade town.

2672SA (8705C)

The Voada, a band of women who hail from beyond the known world in the south landed on the eastern shore of Banba and settled there within the forests. Up to now this was a mostly uninhabited region of the island but any men that lived within or close to the forest were killed or driven off. Women were invited to join them. Men were allowed to stay but only as slaves.

2683SA (8716C)

Skirmishes occur in Banba between the Voada and farming men of Banba who live mostly on the west of the Isle. The Voada by now having named their lands taken as Voadica set up patrols along its borders leading to resentment amongst many men who have lived on the island for many generations. Several attacks are made trying to drive the women out but the Voada are far better trained and skilled and easily defeat each raid leading to more anger and bitterness.

2709SA (8742C)

The Voada made many raids upon the Banba farmers stealing money and goods and even in some cases encouraging the womenfolk of the farmers to leave the men and join them. Though raids had been made for many years before in this year they were particularly heavy and the farmers pulled together to fight back. During another raid the farmers counterattacked and what before had been raids and skirmishes now developed into a full pitch battle. Despite their anger and bravery the farmers were no match for the highly trained women and many a man lost his life that day. The next day a band of men known as the Fenians landed on shore and came across the scene of the battlefield. These men act sometimes as mercenaries, other times help the underdogs or oppressed for free and are said to hail from off the map to the north.

2710SA (8743C)

The Fenians return to Banba and agree to help the farmer and fishermen against the raids. They quickly manage to thwart a number of raids and

though do not asked to be paid for doing such and indeed spend many coin buying mead and food and crafts from the village folk.

2715SA (8748C)

Fenians and Voada clash in a three day battle which ends with no side victorious. Voada are enraged at the new arrivals and demand the locals refuse their aid or they shall hit all the harder when the Fenians are not around but despite this the locals continue to invite them back and many consider them to be close friends.

2721SA (8754C)

Pirate raids increase in particular around the coast of Marethdua. The towns of Manwy and Ravencrest are particularly hit hard though Manwy is better able to defend than Ravencrest by using its new found wealth and prosperity to build defences and purchase cannons.

2728SA (8761C)

Fenians settle permanently on Banba having made friends man friends amongst the farmers and fishermen there. The village there in renames in their honour to Tech Claiomh or House of Swords. This move effectively split the island in three. The land of the women known as Voadica where women dominate and men are slaves. The land of men known as Tech Claiomh where men rule as like the Voadica in what they claim to even things out women are relegated to a servile role. And in the centre the land of the original inhabitants who maintain the old lifestyle where men and women are considered equal.

2766SA (8799C)

Gold is discovered in the mountains of Brynn causing a gold rush. The Henge of portals use increases nine fold as people travel from other realms to the Highlands seeking gold but some trespass on clan land and find themselves in conflict with angry clan members. Others under prepared find death in a harsh winter or from fatigue or natural disaster. Little gold is found though the locals make great profits from selling mining equipment.

2792SA (8825C)

A strange statue is discovered in the river Brigantia in Avalon which causes a strange new cult to spring up around it. For several months the new cult flourishes and claims this to be the one true God until Queen Bliss herself

meets with them and comes to look upon the statue. Tis a thing to pay homage to indeed. She said. Though not the only God he is our Father God for this is a statue of Cernunnos and it is very old. After this many but the most hardened of the cult give up this strange new religion coming to see the foolishness of this course and the statue is brought to a resting place north of Coed Pentre where a small shrine is built around it to venerate the Hunter.

2817SA (8850C)

The pirate attacks were stepped up in this year with the now legendary Pirate Captain Dugoch Llanw who took control of the biggest pirate fleet and terrorised Avalon, Banba and most of all Marethdua. Three separate devastating attacks from this pirate band in which Ravencrest was sacked, its men murdered and its women raped and spirited away left the town devastated and many buildings razed. Unable to take anymore what citizens were left fled the town leaving it to the pirates who set up there as a base from which they could launch attacks against other coastal villages and towns, in particular Manwy which still held many riches. The people having nowhere to go and nowhere that will take them fled to the legendary mountain of Caer Dathyl.

2818SA (8851C)

The refugees from Ravencrest for the first two months lived in relative peace in their new encampment until one day they came across a scouting party of Dwarves. These Dwarves had not been known to humans. Though they lived close to Sunder where most Dwarves lived. The Dwarves were separate and indeed had been cut off from humankind for many thousands of years. The Dwarves thinking humans as barbarians and a threat attacked the humans and many skirmishes broke out.

Things came to a head between the people of Ravencrest and the Dwarves in this year and the humans numbering only eighty were in great danger of annihilation when the Dwarves prepared two hundred warriors to attack. This may have indeed been the case has a human woman by the name of Maude came across a Dwarven woman called Bryllig Fogramdotter who was the daughter of Fogram Broadbelt who himself was fourth in line to the Dwarven throne. Bryllig was badly injured and close to death. Maude bound her wounds and brought her back from the brink of death and was in the middle of helping her drink some water when the Dwarf scout party came across them. This sign of compassion forced the Dwarves to reassess their views on the humans and instead of attacking they opened talks with the humans which led to negotiations which lasted for eight months and ended in a tentative alliance between humans and Dwarves. Though the Sunder Dwarves

had come far in new advances they had come not close to the advances the Dwarves of Caer Dathyl had made. In particular in the areas of steam technology which they had harnessed from natural vents in the mountainside.

2819SA (8852C)

Twenty-nine months after being driven from their homes in Ravencrest, the citizens returned to face their pirate tormentors, and came neither alone nor empty-handed. They brought with them a battalion of Dwarven allies, and fearsome, steam-powered ballistae and catapults. The pirates were caught unawares, and were by-and-large wiped out. No prisoners were taken, and wherever possible none were allowed to flee the battle. Two galleons were sunk; one at the dock, and the other two hundred yards out as it attempted to flee the harbour. Dugoch Llanw escaped the attack being out at sea with a number of his ships readying for another raid on Manwy.

2820SA (8853C)

The rebuilding of Ravencrest began. Most of the Dwarves who aided the humans in taking back their town returned to their mountain, but some remained to help with the rebuild and shared their technology. They also helped set up the new inventors guild in this year. Soon Ravencrest was not only restored but began to grow and prosper. New mines opened nearby brought coal and led to a new industrial revolution that would not only push Ravencrest into a new age far in advance of any other nation but also much of Marethdua.

2839SA (8872C)

After long negotiations Queen Bliss of Avalon agreed to open the Loght portal which now lay in Mag Tuireadh lands. She personally met with Balor and gained many assurances from him. Mag Tuireadh was a country of great wealth and resources and many wished to trade with it. The portal to it would bring much to the Avalon economy.

2850SA (8883C)

Ravencrest is officially recognised as a city.

2856SA (8889C)

Manwy, still suffering many attacks, its citizens took to hiding in a series of networking caverns whenever there was a raid. They no longer repaired the more prosperous buildings after attacks as that would only invite more raids.

Manwy once a town showing even more promise than Ravencrest was starting to deteriorate.

2859SA (8892C)

Ravencrest and Manwy pooled their resources to form the Marethduan Free-Standing Navy. This new navy took head on Dugoch Llanw pirate fleet and sunk many a pirate vessel. Dugoch Llanw himself was slain in a pitch battle and died at the sword of Commander Thomas Hurgrew after a swordfight that was said to last over an hour.

2868SA (8901C)

The capital city of Marethdua, Marethdinas falls victim to a terrible plague. This shows the best and worst in people when the affliction broke out. It was a terrible strain of plague leading to great suffering then death with ninety nine percent of all who contracted it dying and it spreading at an incredible rate. In one of the noblest acts seen in recent history the Marethdinas council voted to seal the cities borders so that nobody could enter and nobody could leave so that the disease would not spread into the rest of the country and the wider world. Many attempted to escape the city but guards posted inside the city and outside brought these people down with rifle fire.

Within months the city was a ghost town. All within dead or dying. The Marethduan army moved in to pull down the mostly wooden buildings on the outskirts whilst wearing full body suits made of oilskins. They then brought in oil and covered the city in it before setting it alight. The capital of Mareth and later Marethdua, seat of power to its Royals for thousands of years and from which the nation was governed through the good and the bad was no more. Only the stone buildings at the cities centre and the Labyrinth on its outskirts remained now It was quarantined once again in case any plague survived there and all but the labyrinth remains quarantined to this day.

2869SA (8902C)

Marethdua names Ravencrest as its new capital city and the Royal family orders the building of a new palace there.

2880SA (8913C)

Work began on the last of the nine wonders of the world and also one of the biggest, the Palace of Avalon. It was commissioned by Queen Bliss to be not only a residence for the royal family but the location of Avalon's government offices, a place for each of the other realms to hold an embassy and a safe

haven for people to come and debate and trade. The grand design of the building would reflect Avalon's growing importance, wealth and centre of trade and negotiation in the world.

2899SA (8932C)

Queen Bliss meets with her soulmate a Lady called Ravenshade. So in love with the woman is she it is said she pleads with her parents to grant Ravenshade immortality so they could be with one another forever and this was granted. They handfasted and married the same year in late summer at the Henge of portals.

2906SA (8939C)

Cariad, which had long been in decline as a city of culture since Balor invaded opens a number of Casinos in this year to attract tourism. Already many new brothels has opened over the years and the former glories of the city such as the Opera House, theatre and galleries start to cater to a different kind of audience.

2924SA (8957C)

Taylak Gwin, a prominent businessman and vineyard owner in Banba finally manages to negotiate a peace between the Voada and Fenians after a long period of violence that effected both tribes and the normal people of Banba. Both sides agreed to respect each others borders yet still in Voadica men would only ever have the status as slaves and in Tech Claiomh women would only have the status of slaves. The peace thus far has remained apart from a few minor skirmishes but there remains a state of unease.

2964SA (8997C)

A strange illness strikes Queen Ravenshade weakening her greatly. Sometimes she would sleep for days even weeks at a time. A worried Queen Bliss withdraws for the most part from public life to care for her wife and only appears in public for a few special events. Some suspect agents of Balor of being behind the illness, though these accusations are never publicly made.

2965SA (8998C)

Dark times visited Sithein, Arcadia in particular when a dark figure tried to cause chaos in the land and conflict. Charged with the lands protection two council members Lily and Kale gathered others to fight this new menace

backed by Queen Titania and King Oberon. After several months of turmoil the menace was subdued and relative peace could return to the land.

2966SA (8999C)

Queen Bliss officially opens the completed Avalon Palace and invites all to enter. She also formally invites each Realm to set up an embassy within the palace.

A pirate attack against Manwy harbour caused the sinking of the RMNV Maximum which was the flagship of the Marethduan Fleet. During the investigation into these events it was revealed that the Marethduan Minister of Defence (and acting Commodore of Her Majesty's Navy) Daniel Malone once served in the pirate fleet. He was immediately stripped of all rank and position and sentenced to hang but before the punishment could be carried out he was broken out of jail by as of yet persons unknown and went on the run.

2967SA (9000C)

Tensions developed between Mag Tuireadh and several other nations in this year when Mag Cabbon Drach'nyen, Balor's warlord and commander of Mag Tuireadh's military ordered the construction of a fort on the Mag side of the portal. This act concerned Queen Bliss of Avalon and she gave Mag Tuireadh an ultimatum to pull down the fort or action would be taken. Cabbon enraged by this came to visit Bliss in her palace and ranted and raved at her for some time making threats and flinging insults. After three days Mag had not submitted to Bliss demands and she closed the portal between Avalon and Mag Tuireadh. Meanwhile it was reported that Cabbon had made threats to invade Awyr Gwledig and with growing concerns on the intentions of Mag Tuireadh several Realm leaders met to discuss forming an alliance which would impose trade embargoes on Mag Tuireadh and possibly declare war. Suzerain Shannon of Awyr Gwledig imposed a ban on any Mag citizens from entering her realm but before things could escalate further Ambassador Constance from Awyr Gwledig assassinated Cabbon Drach'nyen and fled back to her homeland. Not long after she was promoted from Ambassador to Seneschal, an act which Mag saw as rewarding her for her actions and also causing them to accuse the assassination as sanctions by Suzerain Shannon. The new second in command of Mag Tuireadh Chancellor Lucinda demanded Constance be extradited to Mag to be put on trial for her crimes. A demand which has led to increased and continued tensions between the two realms. Despite this the assassination led to tensions calming between Mag and all other realms and the portal being opened once more and Cabbon was replaced as Warlord by Lord Leozak.

The History of Haven

Later in the year Avalon opened its Museum to the public that celebrated the history, archaeology and culture of Celtica. Queen Bliss opened the museum to the public but the bulk of the work and organisation of creating the museum and collecting for it from around the world was done by Ambassador Fionuala.

2968SA (9001C)

Now