



A Brief Timeline of the Land

- 1 The **OtherOnes** are first. They are few in number, but spread throughout the Land, practicing their magicks. They are one with the Land itself, in touch with its creatures and the realm of **Nether** through which the land and its denizens interact. The OtherOnes form small communities, living as a peaceful, studious society. Their powers are great, as is their connection to the Land.

- 2000 The OtherOnes become more involved with their own affairs and less with the Land itself. Many of their number become petty. The less wise trade familiarity with magic for experiments in technology. A schism in OtherOne society forms. A war. Eventually, the **Technologists** leave the Land to continue their studies, but they can't control the advances they've created. Out of touch with the Nether, they disappear or die.

- 3000 Few OtherOnes exist now. Most that did not turn their backs on the Land become so enraptured with the Nether they become one with it, leaving behind physical existence. A small handful stay behind as custodians of the realm. They remove themselves from one another and pursue solitary lives.

- 4000 Man exists. He is few in number, but spread throughout the Land, living for the moment rather than the future. Manfolk believe in magic, but few have the talent to understand, much less command it. The concept of Nether tied to the land itself is almost foreign. The OtherOnes take Man under their wing, protecting and guiding him in this new world, each one representing a series of ideals or principles: **Constable**- law, mediation, moderation. **Florana**- nature and balance. **Theorum**- knowledge and controlled advancement. **Solist**- determination and commitment. **Imageria**- creativity and genius. **Dutori**- virtue and humility. **Curio**- curiosity, intrigue, exploration. Man learns from his teachers and passes this knowledge to his children. In turn, the wise OtherOnes are revered and honored.

- 5000 Man is primitive, but intelligent and versatile. He adapts where the OtherOnes failed. He succeeds in distributing himself in places the OtherOnes would never go. Manfolk soon exist in all corners of the Land, peacefully and without malice. The OtherOnes withdraw from man's everyday life, shifting to a role of exalted outsiders.



- 5100 Another universe is dying. Having reached its limits of expansion, space/time threatens to burn out, collapsing upon everything within. The **Anemetai**, an advanced star-faring race, send thousands of machine probes throughout a host of universes, searching for a way to escape their fate or stop it entirely. One of these probes discovers the Land. It discovers something different about the earth itself. It doesn't understand the concept of the Nether, but it realizes this is something that does not exist in its own universe. It returns to the Anemetai to report its findings.
- 5200 The Anemetai are pleased. For the first time, they have evidence of hope. They send more probes to the Land. These spider-like machines explore with fervor, trying to unlock its secrets. They frighten man, who turns to the OtherOnes for help. These machines are unlike anything the ancients have seen before. The possibility of the Technologists' return is discussed. A confrontation occurs. The OtherOnes turn away the foreigners with their talents, but it is bittersweet. They know the intruders are machines. There will be more.
- 5201 In OtherOne society, a discussion begins. Should they teach Man the concept of war, or attempt to defend the Land themselves? A rift in thought occurs. What was once a unified mind of betterment for Man becomes split in philosophy. A course of action by all seven is undecided. Constable, Florana, and Theorum secretly forge the **Protectors**-formidable knights of tin dedicated to the defense of man and the land itself. They wait.
- 5210 The machines return. In what would eventually be known as the plains of **Rust**, a fierce battle occurs between the machines and the Protectors. The battle extends for days, for neither require rest or sleep. The entire countryside is laid waste for miles. The machines are ultimately beaten back, though most of the original Protectors are destroyed. Dutori is slain. Many manfolk witness war for the first time. One of these is a young boy named Coden. The violent confrontation will have a lasting effect on his ideology. Constable immediately begins forging new Protectors to replace the old.
- 5215 Constable's Protectors spread throughout the land, serving manfolk as both a symbol of honor and unwavering defender against invasion. Man continues to thrive, forming more closely-organized societies based on tribal structure. A primitive feudal system begins to develop in the lands below the **Darkstone Ranges**.



- 5218 The machines find Constable in *Xidel*. They can now speak. They tell him they are on a mission of exploration, not war. They will continue their mission undisturbed, or the entire realm will incur the same fate as Rust. Constable establishes a truce. In return for peace, the OtherOnes will allow periodic envoys to specific locations for study. In addition, the Protectors would have to be dismantled. Constable creates the *Alais*- shadowy creatures of organic material designed to destroy the Protectors. He lures the knights of tin back to Rust and unleashes the unfeeling Alais upon them. Some of the remaining OtherOnes are furious with Constable, for both the Protectors' creation and agreeing to the machines' terms on their behalf. The OtherOnes divide permanently. Only Florana remains in contact with Constable. The remaining four scatter throughout the Land.
- 5224 Small kingdoms begin to emerge in pockets of the Land, ruled by lords attempting to emulate the custodial nature of the OtherOnes. They are prosperous. The first of the scheduled Anemetai machine "envoys" begins in Xidel.
- 5236 The kingdoms of Man grow. Territories are disputed. Most of these disputes are settled amicably through diplomacy and trade, save one. Lord Coden expands his Darkstone Empire further south, forcefully. Having learned the concept of warfare through the Protectors and machines at an early age, the impressionable Coden leads his followers into battle. With the rest of the kingdoms caught by surprise and completely untrained for war, Coden quickly expands his empire.
- 5237 Theorum emerges from isolation to teach the northern kingdoms how to defend themselves. Rallying around their OtherOne master, the northern kingdoms unite under Theorum's reluctant rule.
- 5238 Using remaining materials and concepts taken from the Protectors, Theorum shows the northern kingdoms how to forge metal arms and crude armor, while also preaching tolerance toward Coden's threatening empire.
- 5240 Hungry for land, Coden's massive army sweeps northward. Though they vastly outnumber the unified northern kingdoms, they are defeated by superior arms and tactics. Coden's expanse is squashed. His empire suffers significant casualties, and he is forced to withdraw to south of the ranges. Theorum maintains protective stewardship of the northern kingdoms.



- 5243 The northern territory is named Freelord. Theorum is already beginning his plans to withdraw from power. The machine envoys continue to study magic, but cannot grasp the concept. Years have passed, and they have made little progress in understanding it. The Anemetai's universe is now only centuries from collapse.
- 5245 Coden dies from disease. With no plan or concept of succession, his empire breaks apart. The southern territories become ruled by warlords continuously skirmishing for power. Unknown to the OtherOnes, more and more machine envoys appear throughout the Land, unnoticed. Greater attention is now being paid to the Land's ***Netherwild***.
- 5247 Anemetai experiments in their own universe attempt, and fail, to duplicate magical effects by creating artificial Netherwild.
- 5258 Theorum, having set up a structure of leadership based on scholarly and philosophical ability, grants his rule to the newly formed Freelord Council. Their firm but fair government slowly gains progress.
- 5299 The machine envoys steal the Netherwild from the land. The ramifications to the Nether are profound. The OtherOnes lose much of their connection to the Land and their magical abilities.
- 5300 Constable, betrayed by the machines, begins to create a secret army of Alais. Without substantial connection to the Nether, he seeks alternative sources of magical power. Weighing the good of the Land itself over the will of the individual, he quietly kidnaps and exploits manfolk to create his dark magical army.
- 5325 Constable distributes his unfeeling, unaging warriors throughout the land to form pockets of resistance, if needed.
- 5330 Freelord is the first legitimate and prosperous Manfolk nation. Other nations of civility begin to develop throughout the land, most based on simple monarchy.



- 5425 The Anemetai fail to discover the secrets of magic, and in so doing fail to cease the collapse of their universe. In haste, they begin an exodus to the Land to start anew. Of the billions that flee, only thousands escape. An unexpected miscalculation ensures most of the Anemetai race perishes while in descent to their new world. They arrive in a fury of fire, falling to earth in what comes to be known as *Starfal*, bringing their advanced technologies with them. Manfolk is terrified and awed. Many of the surviving Anemetai are from different clans, and these clans quickly distribute across the land to fortify themselves.
- 5426 At urging of the council, Theorum again resumes leadership of Freelord. Constable reinforces his Alais, dispatching them as silent spies and stealers of information. There are still too many Anemetai machines to fight a war and his creations are too few. But Constable can wait. He is OtherOne. Like the Land, he is eternal.
- 5428 The Anemetai clans shift to monarchies as the strong in each build alliances and climb upward. Most of these new lords waste little time in absorbing the inferior manfolk kingdoms, who regard the newcomers as superior beings. The small domains of the OtherOnes, including Xidel and Sajelistra, remain untouched.
- 5430 Anemetai nations cover much of the Land. Though most of their culture and technology did not survive the exodus, it still dwarfs Man's progress by a great order of magnitude. Man interprets the Anemetai technologies as powerful forms of magic. The Anemetai lords dictate a new feudal structure, sharing minor advances with Man, but keeping much to themselves. Man serves his Anemetai lords with equal parts fear and awe. With their connection to the Nether severely limited, most of the remaining OtherOnes withdraw into hiding.
- 5431 Though they are extremely long lived, the Anemetai race is stricken with sterility. The transition between universes has left precious few the ability to bear children. Without skilled maintenance to fix or create new devices, much of Anemetai technology begins to break down. Anemetai nations begin to war with each other, not for territory, but to win technological commodities. Most of their soldiers are manfolk, blindly following the orders of their petty lords and fighting with arms and armor they were taught by their masters to forge. The handful of Anemetai technicians remaining are treated as valuable commodities. Thousands of men will die in battles staged to kidnap them or win their favor.



- 5439 The Anemetai begin to adapt to their fate. They understand their advances are fleeting and look once again to the secrets of magic to support their ailing society. Anemetai lords reach out to the OtherOnes, some as friends of convenience and others to forcefully take their secrets. In southern Freelord, Anemetai Lord **Kitvabnu** begins attacking villages in the north, in attempt to blackmail Theorum into relinquishing his secrets. These attacks do little, other than to provoke Freelord's reluctant leader, who ultimately responds with raids of his own. These attacks will continue for decades.
- 5454 Though the Anemetai are extremely long lived, they are not eternal. They are aging slowly, and with only a handful of youth replenishing the race, the Anemetai lords look to other means of prolonging their rule. Some take up the fashion of adopting manfolk children. Most of these nobles are raised to serve their adopted parents with a loyalty so unswerving they put the Anemetai race before their own.
- 5462 Lord Kitvabnu secretly meets with **Silverand**. If the OtherOnes will not give their secrets by trade or force, they will trick their knowledge out of them. Kitvabnu will begin more prolonged raids into Northern Freelord, in hopes of eventually wearing the nation down enough to require assistance, hopefully from Silverand.
- 5465 **Toren Clockwerker** is born.
- 5466 Under consultation with the Freelord Council, Theorum places more cultural emphasis on war. Thousands of soldiers are trained. Most of Freelord diverts its resources to war preparations. The **Theornic Crusades** officially begin - long tours of battle to the border of southern Freelord. They will defend border villages and push back Kitvabnu's forces. Thousands will die.
- 5488 The 1st Theornic War occurs, characterized by Kitvabnu's substantial razing of lands on the border of the Darkstone Ranges. Many peasants are killed. Kitvabnu makes a conscious decision to spare the children - a calculated effort to tax Freelord's social system by burdening it with orphans. These displaced orphans are pulled back towards the hub of the nation, while the borders are fortified with more and more soldiers.
- 5490 The Theornic Crusades resume. Freelord's philosophic society is becoming burdened more and more by the heavy costs of war. Few, save youth and elders, remain in the center of the Land.



- 5492 A pact is arranged with Silverand, which provides fresh soldiers and grain in exchange for labor. Much of this labor comes from the orphaned children, sent north to Silverand to work in Tradesman shops or cargo docks.
- 5494 Silverand's reinforcements are "surprisingly" effective, beating back Kitvabnu's border raiders and discouraging continued attacks.
- 5495 Silverand begins a series a diplomatic exchanges with Freelord, acquiring occasional magic vestments from Theorum as part of the process. Silverand secretly shares some of these enchantments with Kitvabnu.
- 5499 Toren travels to Silverand as part of Theorum's envoy. His skill with machinations is noted formally for the first time. Theorum takes a personal interest in Toren and has him assigned to his honor guard.
- 5505 Theronic Crusades informally end in a decisive victory against Freelord on the western coast near **Ravenkeep**. Theorum continues to appease Silverand with occasional magicks, while Silverand's soldiers occupy most of Freelord for its defense. Children are still sent northward to the Tradesmen. Toren creates mechanical experiments which tap briefly into the Nether. Toren does not fully understand the nature of these machines, though Theorum does. Some of Constable's Alais are aware of these experiments and report back to their master.
- 5508 Freelord is poverty stricken from both spending their resources on war and indenturing their children. Silverand makes an offer to the Freelord council to absorb Theorum's stewardship in exchange for a release of debt and an ease of labor requirements. Part of the arrangement includes eventually keeping Theorum in Silverand as counsel. Feeling indebted for creating the Silverland relationship in the first place, Theorum accepts the terms. Toren continues his experiments, to a greater degree of success.
- 5509 The Alais come for Toren. Theorum defends his savant, faking his death and sending him north to Silverand. Here, Toren will serve as Toren Ranjrider under Lord Silverand. Toren continues to practice his strange skills. Silverand sees some of the magical crafts Toren has made for Theorum, but the OtherOne still refuses to give away the secrets.



- 5510 Toren retires, establishing a clockmaker's shop from a stipend by Silverand, who suspects Toren helping Theorum engineer these special devices. Silverand continues to monitor the retired clockmaker. Theorum now spends great amounts of his free time assisting Toren in his studies. Toren begins to learn OtherOne lore from his former master. Displeased with the poor yield of Theorum's magical secrets, Kitvabnu and Silverand quietly discuss building a new war to motivate the OtherOnes, this time including both *Sajelistra* and Freelord.
- 5511 Toren experiments with mechanical Netherwild. Hundreds of pieces are forged, engineered, tested, and discarded. One of these, a clockwork cat, is fully completed, though it does not appear to work. Silverand, suspect of betrayal, drafts Toren to travel to southern Freelord as a diplomatic envoy to Kitvabnu. Toren, himself suspicious of Silverand's motives, destroys or hides many of his mechanical creations.
- 5512 As planned, Silverand's envoy is poorly received. They are slaughtered and a new series of battles are sparked. The peaceful city-state of Sajelistra is also brought into the fray. OtherOne Florana reluctantly joins forces with Silverand, though she is careful to not suffer the same mistakes as Freelord. Theorum is now fully enslaved politically.
- 5513 Theorum claims Toren's shop. Theorum discovers some of the clockwork Netherwild parts and moves much of this to his study in Lord Silverand's residence. Through his spiritual defeat by Silverand and his desire to regain lost power, Theorum becomes obsessed. He begins to spend most of his time continuing Toren's failed experiments, to the knowledge and pleasure of his Anemetai Lord.
- 5514 As the Anemetai's grasp of the Land slowly begins to unravel, Constable and Florana secretly plot a new course for the realm, one that sees the ultimate destruction of the Anemetai and the dissolving of their kingdoms. The balance of power may shift at a moment's notice, but the Anemetai threat remains.