

# Timeline of the History of Falnorian

**Time Notation: Era (Thousands of Years) || Age (Hundreds of Years) || Year || Moon**  
**Written As: Day.Moon.Year.Age.Era || Example: 13.4.269.3.3**

## 1st Era (~5,000ya - ~3,000ya)

- **1st Age - Age of Creation.** The world began, although no one knows where it came from. The Olden Gods - creators of mortals - emerged; deities of all pantheons shaped the world and the life on it. It is not known how long this age lasted; very little is known about it.
- **2nd Age - Age of Mortals.** The Olden Gods created elves, humans, dwarves, and hobbits. They imbued many gifts into their mortals and taught them the ways of the world. For the first century or so, species remained in their homelands and established the original cities of their regions; after that, they began to explore and meet one another. There are signs of initial fighting between them, and signs of peacemaking from the Olden Gods. The first Bard Schools established.
- **3rd Age - Age of Magic.** Magic was discovered, starting with simple spells such as magetorch or medicine ball and then building on that knowledge to discover use of complicated magics like sorcery. Many other large cities were established, and complex civilizations developed as peoples migrated across the map. Worship of Gathered Gods increased greatly during this time.
- **4th Age - Age of Darkness.** The Dark Council seized control of Falnorian and ruled it for several centuries. Those within their sphere of influence had little to no connection to their gods; those outside their influence waged war on the Council for many centuries until they were eventually defeated.
- **5th Age - Age of Strife.** Many wars followed the defeat of the Dark Council, including many wars waged on behalf of both the Olden and Gathered Gods; signs of manifestations of divine beings and even deities themselves during this time. Wood Elves emerged as a new species and warred with High Elves. Political boundaries shifted significantly during this time.
- **6th Age - Age of Decline.** War continued; sickness, famine, death, and other troubles plagued Falnorian as ties between peoples began to slowly unravel. Many depictions of the Olden Gods fighting or in some way being broken during this time.
- **7th Age - Age of the Fall.** Volcanos erupted in the Halhar Mountains, destroying the Afinilimin civilization and driving its people from the mountains and severing travel routes and all contact between the regions bordering the Halhar Mountains. The Olden Gods cease to exist, and all knowledge of Sorcery as well as mysterious gifts from the Olden Gods are lost in Falnorian.

## 2nd Era (~3,000ya - ~1,000ya)

- **1st Age - Age of Remaking.** Falnorian begins to build its major cities, starting with Oldmin and followed by Halimin and Eldspel. Ardel and Gildmar are built later. Dragons are discovered in the Halhar Mountains. Falnorian begins to establish contact with neighbors not across the Halhar Mountains - Xucu'an, with which it had a brief war, and Enmondia, a vast region to the east. The Tree of Life emerges as a new deity.
- **2nd Age - Age of Discovery.** Falnorian is more thoroughly explored. Many natural features are discovered. The city of Falnin is discovered not to be cursed and the many ruins in the Falor Plateau are discovered and the plateau rebuilt; the ruins of the Great Ring Road are also discovered and rebuilt. Strange phenomena across Falnorian are studied as more major cities are built; Falnorian develops a knowledge of tinkering to supplement its lack of complicated magic.
- **3rd Age - Age of the Throne.** Falnorian build upon its existing great cities and found more cities across the map. It develops stronger relationships with its neighbors, particularly Enmondia

and then Dennond to the east, and begins to develop sea routes. Rare travelers from other regions across the Halhars begin to make successful journeys across the mountains. The Culling of the Throne in Oldmin sees the destruction of nearly the entire royal family; at which point Falnorian establishes a High Council, moves the capital to Falnin, and divides Falnorian into regions to be overseen by the few remaining children from the royal family.

- **4th Age - Age of Promises.** Political refugees from Illionor seek asylum in Falnorian, and bring knowledge of Sorcery back to Falnorian. Many mage schools are built or expanded. The city of Syenon is founded, and becomes the center of a long war with Illionor. The Illion Mafia gets a foothold in Falnorian. People begin to build passes through the lesser Halhar ranges and begin to establish contact with other regions across the mountains. The city of Halimin falls as the region turns to desert, its rulers go mad, and its people rebel against the region's throne and execute their leader. The Halimin region becomes the Wildlands.
- **5th Age - Age of Calamity.** Falnin fights a civil war with itself over leadership of the region; thousands of new morganti weapons flood the region, leading to this war being among the most deadly in Falnorian's history. The High Council wins, and the noble families who rebelled are disgraced. A variety of strange magical and metaphysical phenomena across Falnorian emerge or are resolved. Undead begin to take over the tunnels inside the Falor Plateau. Ardel is burned to the ground by pirates and rebuilt.
- **6th Age - Age of Splintering.** Falnin begins to declare war on its other neighbors, killing the leaders of some and being repelled by others. The Dark Council is discovered to have reconstituted itself and found to have been operating within the Falor Plateau for possibly centuries. Regions across Falnorian begin to develop a wide variety of problems, and political and social structures begin to fragment and crumble. The Tree of Life following is outlawed, and many of its followers killed.
- **7th Age - Age of Catastrophe.** Volcanos erupt in the Halhar Mountains, plunging Falnorian into a years-long winter full of famine, disease, and death. Disasters reshape the map as rivers change course and biomes and climates shift. Another wave of new morganti makes its way across the map in the hands of followers of the Harbingers of the Fall. The rulership of many regions fails and Falnorian splinters into many small regions with little to no contact between them.

### 3rd Era (~1,000ya-Now)

- **1st Age** - Splinter regions begin to diverge culturally and linguistically, and establish their own societies and rulership structures. These regions begin to meet, starting with a Moot in the Harmini region, and war with one another or slowly coalesce into several smaller regions over the following centuries. Many of these regions band together to defeat the Dark Council a second time. The Shapers and Breakers are discovered as additional deities overseas in the Olden Gods pantheon. Falnorian begins to make contact with its neighbors. Falnorian wages war on hostile regions within its borders, including Hur and Old Syenon; contact is made with another world during the course of the latter, and the Brilliant Faces pantheon is introduced to Falnorian. Eldar is declared the capital of Falnorian at one of the successive Moots.
- **2nd Age** - Deeper exploration and mapping of Falnorian begins as major cities are build or rebuilt, including the city of Halimin and the old Xucu'ani city of Tezchi'tatl. Contact is made with other nearby regions, such as the Gildmark Empire. The Lost Death is introduced as another facet of Death. Several natural and magical disasters once more reshape the face of Falnorian. Morganti in the city of Syenon "comes alive" and kills many across the region. Bellmorn duels Eldar for the rulership of Falnorian and loses. The Great Ring Road is rebuilt. The city of Halidar is established.
- **3rd Age** - The here and now, with many stories yet to be told!