

History of Faalor

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What follows is a combination of official history and folklore. Facts stated here may or may not be objectively true. Some sources disagree on the details, but, if your character 'knows' anything about history, he or she will probably believe the following to be generally true.

Part I, Pre-human history

For thousands of years, the island now known as Faalor has weathered storms and volcanoes. The first people to inhabit the island, most experts agree, were the gnomes. No one knows how or why this happened, as Faalorian gnomes have a decided distaste for history. For an untold period of time, gnomes alone "ruled" the land. Then several thousand years ago, elves and orcs showed up. Both parties seem to agree that their appearance was simultaneous. According to most scholars (and it is indeed a rare sight to see anyone currently interested in these ancient mysteries), Maelwar and Adrahil both set their sights on the island and forces were placed. Adrahil sent Myloria and Maelwar sent Thath'urgul to personally supervise the operations in the spiritual planes around the island. No one but the eldest of elves can recall those days.

For the next several hundred years, the elves and the orcs fought a running battle. At one point, the orcs were all but decimated. Unfortunately for the elves, an elven wizardess of great power, gently persuaded by promises of more power to join the forces of darkness, rose up in the ranks of the Elven Court and betrayed the elven army to an orcish ambush. The tide turned once again and the elves were in retreat.

Almost exactly 1000 years before humans arrived on Faalorian shores, a large company of dwarves landed on the island and once again turned the tide. In a forced march, the dwarves, under their hero ("Thain" that is Cheifton), Glamfleud, made war against the orcs. Glamfleud began construction of a large fort--at the site where today's Mourningthain sits--the remains of which can be seen on one of the out walls today. With a large contention of gnomes and elves, Glamfleud pushed into the mountains, where, in a pitched battle, he lost his sons, brother and wife to orcish steel. Upon his return to the encampment, Glamfleud fell into a deep fit of despair. At that very moment the dwarves began to delve deep, creating a city below the forts. When the old dwarf died only a few years later, the city was named in honor of their grieving king.

The orcs had been driven back into their holes and the elves, dwarves and gnomes began to settle down in a peaceful rhythm of passing seasons. The City of Faalor grew and prospered as the

elves began to trade more with the outside world, sending ships far and wide with dwarven weapons and elven art. Large towers and magical lamps filled the city with wonder.

Unfortunately, all this wealth attracted the attention of three powerful forces, the Teusse people (who we will encounter in more detail later), the Illriggers and the dragon, Vraalrym, the Red. It is said, that, when Maelwar perceived the defeat of the orcs, he called forth evil men from the mainland to lead the orcs, corrupt who they could, and fight unceasingly against the forces of Adrahil on Faalor. A group of 13 humans (the first recorded instance of a human setting foot on Faalor) came ashore on a cold, mid-autumn night and began the work of Maelwar. Some say they were the ones responsible for turning the rag-tag armies of the northern orcs into disciplined (relatively speaking) soldiers that are today. It is also said that the Illriggers are responsible for the summoning of Vraalrym, The Red. A very old dragon at the time, Vraalrym laid siege to Mourninghain, Faalor and country-side, swooping down out in the dead of night to steal and kill. For well over 200 years, the dragon was unchecked until his sister, Ghuilrym, The Gold, arrived to champion the good races. Over the skies of Faalor, the two ancient wyrms struggled until both were exhausted. With wings tattered and fire spent, the two dragons went their separate ways to find huge caves to slumber in. Both of the dragons are said to still be alive and well, though none can claim to have actually seen them. It is rumored that Vraalrym lives in a cave deep in the Crags, while others say Ghuilrym lives in a wooded grotto in southern Faewood. Faalor, trying to rebuild itself was set upon by a new threat, human raiders from the north.

Part II: the Newcomers

The lands of Vilha are a cold and rocky land far to the northeast, across a frigid ocean. For generations, the people of the Teusse tribe, strong, fatalistic and honorable humans, lived by raiding nearby lands. For a generation, Teussian longboats would come close to shore and the fierce warriors would snatch what goods they could from the elves and flee north again. In 15 before the New Faalorian Era, Teussian raiders set up a permanent camp on the present site of the town of Kyrdanna. Relations became more smooth between the Teusse and the elves when the Elven Court signed a treaty of vasselship with the raiders in return for a guarantee that the raiding would stop a few years later. Indeed it did, and the humans and elves began to forge a lasting and good relationship. In the year one, colonists at Kyrdanna contacted Vilha and received permission from the elves to move nearly the whole tribe to the island. It is now commonly believed that the followers of King Alfred, the Great, were oppressed colonists seeking a better life in a warmer clime, that they were fleeing some oppression or invasion. Truth be told, Alfred was on a mission of conquest. But Alfred was no fool though and, when he landed on Faalor, took steps to ensure a lasting relationship with the indigenous peoples. Short of food and suffering the effects of a long voyage, Alfred accepted the elves invitation to stay, rowed upstream and his nephew, Joerund, and founded the town of Duath. A lasting and peaceful arrangement seemed to be in the works between the elves and humans. But the orcs and other dark things had other plans.

That winter, an army of orcs encamped against the new settlement of Duath. Throughout the winter, the humans were slowly beat down. While a single warrior could easily out match 10 orcs, the orcs had such an advantage in numbers that the humans seemed doomed. What happened next is in great contention to this day. . According to the humans, an elvish army

approached Duath and, instead of attacking the orcs, began to pelt the defenders with arrows. Magic filled the skies as balls of fire and lightning cut into the Teussian ranks. With a fierce cry, knowing that their doom had finally come, King Alfred led his battle-hardened troops out into the field of battle. Most of the remaining warriors died that day, but, in the end, the elves fled leaving the pitiful orcs behind to cover their retreat. It is said that no orc survived that battle.

Meanwhile, according to the elves, in Faalor, the elves received word from the humans that they were in great need. Seeing the hand of Maelwar at work, the elves rallied their troops and set forth where they were to meet the human army near the current site of the Crossroads is. There they met up with a human scout who told them of a plan to out flank the orcs by going through a narrow passage to the east. Instead of a safe passage, the humans lead the elvish army into a trap, where waiting for them on the heights was a large force of orcs. Called the Battle of Numenor's Pass, the elvish army disappeared under a hail of boulders and arrows. Leaving the elven capital vulnerable to attack.

With the destruction of the elven army, the orcs found the once-proud city of Faalor easy pickings and quickly took and sacked the city. For nearly 8 years, the city became the new orcish capital of the island. During that time, the human armies under King Alfred, the Great, began to amass, reinforced by new colonists from Vilha. After a series of frightful battles, the city of Faalor was liberated and the largest orcish army in history was scattered. But to their surprise, the elves had vanished as well. (Which to this day is offered as proof of their guilt.) The last battle in the First Wars was fought in the year 32. At Gravemist, the orcs made one last try to take back the island. There, as the King fell, so did the orcish dreams for conquest. Alfred was laid to rest and that very year, his son began construction of a palace to honor the late king.

For over a hundred years, the descendents of King Alfred prospered, still on the look out for the elves, who had apparently disappeared completely from the island. As it later turned out, the Elven Court did indeed survive the orcish invasion and had moved to a magical city deep in Faewood. The elves, believing that the humans had indeed allied with the orcs were content to hide in hopes that the humans would fade away. This did not come to pass.

Four Teussian kings followed in the footsteps of Alfred. The human numbers began to increase and become a settled folk. Around the year 100, halfling colonists began to settle the north west lands--something that would have probably shocked old King Alfred.

At times during that first century, though, it appeared that the elves would get their wish. Orcish marauders and fierce draughts and storms took their toll on the fledgling colonies. Duath burned to the ground in the year 84 just as winter was approaching and a nasty series of crop failures accompanied quickly by outbreaks of deadly sickness from 87 through 92 severely cut into the population. Throughout those first 100 years on the island, orcs were also a major threat, constantly harassing the human settlements. Worst yet, was a more subtle invasion, and invasion yes of a new colonists, but of new ideas.

Part III, A Time of Change

As before, a new people, the Simsulanians, began to dream of a new land to call home. From their lands south and east of Faalor, they began to arrive in greater numbers just after the great pestilence. They were a more urban folk, more likely to discuss politics and philosophy than hopelessly await their death in some glorious battle. The old ways were quickly replaced over a matter of a decade as the horrors of the Pestilence sank in.

At the end of the first phase of colonization, a wise Simsulan king arrived on the scene and started a new dynasty replacing the old Teussian line. Padral is perhaps the most outstanding figure in Faalorian history. In 123, King Padral, the Enlightened, was crowned. During the first year of his reign, another crop failure hit Faalor hard but Padral was able to trade with the mainland for heartier seed and, some say, infused it with his own magic. Since that time, Faalorian crops (especially wheat and corn) have been almost impervious to drought or blight. Padral is credited with starting the Academies, which began to increase literacy and spark interest in philosophy and magic already on the upswing. He is also responsible for the introduction of the Dralic Schools (a special class of monks who served as protectors of the nobility). Under Padral, the Church of Adrahil arose supreme. During his reign, magic was increased and almost became acceptable. It was during his reign also that the Elven Court sent delegates to speak with the king.

The elves were welcomed with open arms by Padral and his court and several weeks of negotiations went uneventfully by. Many things were agreed to and it appeared that humans and elves might live together in peace and trust. Once again, though, fate stepped in (or some other dark force) to prevent a reconciliation. At a critical meeting, someone light off a powerful fireball spell, killing all the human delegates and most of the elven ones. Both sides blamed the other and the elves disappeared once again into the Faewood. (The elves also sent a delegation to the dwarven king; neither the elves nor the dwarves will say what was accomplished. It is assumed that the outcome was much more positive.) Padral died in 148.

During the next fifty years, two themes began to grow: decadence and fear of magic. With the passing of Padral, who himself had great faith in magic, people began to see magic in a new light. The sedentary life had almost completely choked the vitality of the Teussian old ways, and philosophy had begun to tangle every day life up in endless rules--which no one was paying much attention to anyway.

During the later part of this period, the elves came out of their forests. The result, once again, was disastrous. The so-called "battle" of the Orchards in 159, began with a peaceful journey from their forest home and ended with a full scale massacre. A group of elves made their way toward Duath when farmers confronted them along a road. Harsh words were exchanged and battle ensured. The magical forces of the elves easily killed a great many peasants (some say at least 100 dead another 200 or 300 wounded). Unfortunately for the elves, Duath had already sent a large contention of seasoned warriors to the scene, where, using a flanking maneuver, human knights were able to run down the elves and killed them to a man.

Further evidence of magic corrupting touch, was found in the last two rulers of this period, King Athelstan III, The Black and his incompetent son. King Athelstan III was from a long line of Simsuluan nobles. His education and upbringing found him wanting for nothing, but ever dissatisfied with life. Come to find out, Maelwar had promised him much in return for his service. Almost as soon as he took the crown, he began to institute harsh and repressive laws which only served to fill his pockets with gold. He hired an elite group of guards (some say, trained by the Illriggers themselves) to watch over the populace and enforce the new laws. The guards, all trained magic-users, infiltrated every aspect of life, infiltrating the Church and local governments like a slow cancer. Neighbor was encouraged to snitch on neighbor. All the while, people were snatched from their homes on the flimsiest of charges, never to be seen from again. (Some still whisper of the Dungeons of Athelstan, a place outside of Gravemist where people were said to be magically experimented on, warming their minds and bodies into hideous creatures.) Many still claim that it is no mere coincidence that orcs once again began to be seen in the reaches of the island.

When Athelstan III died in 200, there was great rejoicing. The celebration was short-lived as Athelstan IV was even more oppressive, vile and meddling. He immediately implemented a new series of laws designed to suck the economy dry. In the early autumn of his first year in power, a small band of warriors helped to lead a revolt. A large company of dwarves came down and blocked Athelstan's attempts to move supplies and troops between Faalor and Duath. The common man, in a show of surprising courage stood fast against the new guards (some reinforced with orcish troops) and finally overthrew the corrupt regime.

Part IV, Tranquility

Since the Harvest Uprising, 50 years ago, the kingdom has lived in relative peace but there seems to be a growing threat, a general uneasiness which seems to be growing not diminishing.

In the year 204, lone elves were once again seen moving through the woods at night. Needless to say there were a few fatalities as a farmer would be surprised by an elf and either kill or be killed in knee-jerk reactions. Slowly though, as the number of elves and the care in which the elves interacted with humans increased, elves were allowed to wander freely without much fear of being arrested or assaulted. While it is true that many parts of major towns are still officially off limits to elves, they are allowed to go where they will under most circumstances today. Elves have created small (10-30 person) communities at the Crossroads, near Napscomb and Applegate as well as near Bridalveil and Aerdawns with very few troubles to date. There is still a growing suspicion that the elves will strike again or are somehow involved in the increase in orcish activity.

In a sudden flood, the orcs sallied forth and laid siege to Mourningthain in 202. From the early months of Spring well into late Summer, the orcs had a strangle hold on the dwarven city. Repeated attempts to relieve the city were crushed by an orcish army that had apparently been amassing for several decades. For a brief time, the old Teussian spirit reemerged in the people of Faalor and thousands of men and women banged on the doors of the barracks throughout the land. King Jash II road out to meet the orc with his new and fierce troops. Casualties on both sides were great, but in the end, Mourningthain was saved and the orcs once again pushed back

into the hills. Since that time, orcish activity has been slowly but steadily increasing, leading some in leadership to begin to call for an attack into the orcs own homelands, to put an end to the orcish threat forever.

In 208, Jash II died leaving the throne behind to his young son, Jash III. Jash III was a kind a generous ruler who all but put an end to the orcish threat by sending a great army into the Craggs. By 248, orcish activity had forced local governments to act, calling on the power of the King to act. And act he did. In 250, in response to a number of small orcish raids out of the Craggs, Jash III lead a large army into the orcish homelands. In a lightening strike Jash's army sliced into the Craggs surprising a huge army that was poised to strike into Duath. After a brief respite at the newly discovered Orc Tower of Ylumthargash-Bormil, Jash's linked up with Dwarven forces moving from Mourningthaine. Turning south then with his new allies, Jash met the Illrigger lord, who had openly declared himself at this time, in a field near Aerdawns. Unfortunately, for the army of Jash III, the Illrigger Lord brought with him nearly four thousand Mluung orcs and trolls from The Black Morass. In a six day battle, Jash's troops inflicted a heavy loss on the orcs and, after their lord had been killed on the field of battle, they fled once again to their swampy abode. In 250, at the age of forty-two, Jash III unexpectedly died.

Part V, The Island in Flames

The people were greatly divided on whom they would follow after their Hero-King had died. Jash III left behind three children who had none of their father's good sense. Prince Nywith had been administrator of the City of Faalor for many years. Unfortunately, the city was weighed under by crime, decadence and heavy taxation. Rumors spread of his mistresses, bribery and incompetence. Jash's youngest son, Pierce, was administrator of Duath, again the town had prospered but at a terrible price. Princess Yurissa was a popular if untested heir to the throne. Needless to say, conflict started immediately after Jash's internment. Nywith and Pierce declared themselves King and moved their new "capital" to Faalor and Duath respectively. Meanwhile, Yurissa, with the Church's backing settled in Gravemist to set up her own court. By the end of the year, Mourningthain declared fealty to Pierce and a new Gnomish Council announced the Freehold of Xantha (named after the new Gnomish High Councilman) centered around Napscomb. Bridalveil and Aerdawns both sided with Prince Pierce and Applegate and the Crossroads threw in with Prince Nywith.

The year 251 was one of the worst in the memory of even the eldest of the elves. A very cold winter was followed by an extremely wet and warm spring. What crops survived undrown in knee-deep pools of mud that were once productive fields rotted soon after harvest. The summer was a cold and wet one as well; not a single day between early March and late September went without some rain falling it seemed. Hoarding lead to outrageous grain prices while the feuding heirs to the throne began setting up heavy tariffs on imports from their competitors' lands. Combined with uncertain imports from the mainlands, thousands of Faalorians died of starvation or hunger-related disease. In 252, full scale war broke out between the forces of Nywith and Pierce for the rich farmlands south of the Crossroads. The Battle of the Fords took place on April 16th, 252 between two well-trained armies north of Raelik Keep. In the end, hundreds of men died, but neither side could impose it's will on the enemy. Pierce retreated to Duath to collect taxes for the hiring of foreign mercenaries and Nywith encamped at the Crossroads.

Meanwhile, Princess Yurissa executed her own plans for taking control of the island. Though the Church had officially backed her, Yurissa could not sustain support in any region except Gravemist. The other pretenders had either bribed or threatened the Bishops of Duath, Faalor and Kyrdanna to back them instead. Yurissa though, as it would later turn out, created a band of spies and assassins known as the Black Hand. Late in 252, the Black Hand struck, leaving Pierce and most of his high-profile supporters dead or missing and presumed dead. Yurissa, though having the foresight not to take responsibility, graciously offered to administer the regions of Duath, Raelik Keep, Aerdowns and Bridalveil.

Early the next year, Nywith resumed his campaign against the south, this time concentrating on a march through Raelik Keep. Unfortunately for the defenders of the Keep, Yurissa was still reorganizing her new military assets to use them effectively and Raelik Keep was allowed to be quickly over come. Bridalveil though proved to be a tougher nut to crack. On June 2nd 253, Nywith's troops came upon a fortified township. For nearly six weeks Nywith's forces clashed with peasants drawn away from their fields. Students from the University soon took up the call to arms and formed the so-called Knights of St. Calumus (named for a holy man who was said to have wandered into Vraalym's cave and won his life by keeping the dragon interested in what he had to say just long enough to escape). In the end, though, the valiant defense was put under by Nywith's superior forces. Soon enough, the tables were turned on Nywith's forces who had taken up quarters in the town proper. Yurissa's forces arrived in late September and, after a brief but bloody battle, Nywith sounded the retreat after ordering the town, the University and the nearby farmlands burned to the ground.

The following year, Yurissa and Nywith both seemed content to hang on to what lands they could and deal with internal problems. For Nywith, it was the Gnome Council, who was demanding more autonomy. A small battle broke out between Nywith's militia and Gnomish foresters after the Gnomes had refused to pay taxes to anyone by the Council. Well over a hundred gnomes were rounded up and sent to prisons in Faalor. Needless to say, this caused a permanent rift to develop between gnomes and humans on the island. Yurissa made some attempts to reach out to the Gnome Council but was unable to concentrate on matter far from home.

In 254, Bridalveil announced its independence from both parties, set up it's own Regent and sent word into Faewood seeking the support of the Elven Court. Surprisingly, the Elves not only made contact but actively strengthened the relationship with gifts of food and lumber to help with repairs. The Church officially reversed itself on the issue of magic, when a new Archbishop of Gravemist was coroneted in November of that 254. For almost a century before hand, magic in any form was thought to have dark overtones, perhaps even a manifestation of Maelwar himself. Things had been slowly changing as magic, under direct supervision of the Church, became more commonly seen. The new Arch-bishop, Remchat Morl, declared in his Acceptance Sermon that, not only is magic a useful thing, but, indeed, it is a gift from Adrahil itself. In an optimistic turn, Remchat declared that, though the Great Judgment is near at hand, Faalor need not concern itself with it's immediate destruction. Citing an ancient text, penned by the dubious St. Shemlok (who was reported to have prophesied a great peace and fellowship of the races and nations), Remchat declared the next year to be the year of "Peace and Security". Most people of Faalor grasp at his optimism but still maintain a healthy distrust for anything magical.

By the end of 255, the Island began to settle into a more peaceful pattern with the various factions quietly going about its business. The Dwarves began once again to trade with both human heirs and the Gnomes busied themselves in recreating their ancient government. At this time though trouble seemed to be brewing in the Faewood. Rumors spread of a war in the wood began to leak out. At first, it appeared that the elves had declared an all out war with the orcs of Faewood as small bands of orcs were seen fleeing north, south and east through human lands. Suddenly, contact between the Elven Court and Bridalveil was cut off with nothing more than a curt note from the elven delegation claiming problems "at home demand our full attention." The elves marched back into the Wood with no other explanation. From time to time, forest fires and magical firefights keep locals supplied with rumor material. In addition, there have been strange incidents where elves will launch unprovoked attacks on humans who wander too deeply into the Wood. To outsiders, no elf speaks of those events. (If you play an elf or would otherwise have access to this secretive information, [click here to read what happened.](#))

Part VI, Recent Events

In 256, Yurissa and Nywith seem to be gearing up for another round of battles. In late February, Yurissa made a call for more troops in preparation for the planned recapture Raelik Keep. Preempting her focus on her younger brother, Yurissa was forced to look southward when an army of half-orcs and trolls under the command of a new Illrigger Lord captured Aerdawns at the end of March. Rumor has it that he (or she) has begun a massive fortification project of the small town. Meanwhile, in the north, Mourningthain signed a treaty with the Gnome Council backing any claims the gnomes had to create a separate country called Fwithwane (the gnome's ancient name for the north-western region of Faalor). Of course, this brought great protests from Nywith. To his dismay, there really was nothing he could do about it. In April, taking it's cue from Bridalveil, Kyrdanna announced it's independence while informally backing Yurissa's claim to the unified throne. Around that same time, the Knights of St. Calumus took over the ailing Bridalveil University and created a new Military Academy. They immediately began inviting all sorts of strange folk to come and teach: elves, dwarves, Churched knights as well as practitioners of the magical arts to help create a new kind of soldier to defend the tiny and very new 'country'. Even though the Church still had official sanctions against the practitioners of witchcraft, a shift in popular thinking has recently made magic much more acceptable in the eyes of the common folk. People still hold magic-use in great suspicion but the number of public witch burnings has gone from 65 in 254 to 0 this year. Arch-bishop, Remchat Morl of Gravemist, has recently hailed such "forward" thinking as proof of the dawning of a new age of peace and prosperity. . . .

Fortunately, by early summer, peace appeared to have come again, though at a terrible cost. In June, Yurissa sent a large force to secure Bridalveil. As her troops approached the town, a thick mist engulfed to valley and by morning the whole town had vanished. Left behind was a stinking swamp. In the south, bands of local resistance fighters succeeded in bringing down the Illrigger Lord and dispersing his orcish followers. Aerdawns threw off the invaders from the Swamps and declared itself under the control of Yurissa.

On the evening of July 9th of 257, a thick fog rolled onto the Island. It completely engulfed the land. Throughout the evening hours, the mists thickened and by sundown no one could see their

hands in front of their faces when they were out of doors. During the night, people went missing, forever lost, strange creatures roamed the country-side, sudden fits of rage and terror assaulted the populace and neighbor turned on neighbor. Yurissa's army, now allied with a large troop of orcs suddenly found itself inside the gates of the City of Faalor. Yurissa's quick-thinking commanders took advantage of the situation and destroyed Nywith's army. Nywith retreated to the Citadel of Faalor, where he is currently hold up. In the morning, portions of the population were found to be insane, claiming that Faalor had changed and babbled about how Adrahil still loved them. This was to become what is commonly called the Night of Fog and Fear.

The madness lasted for nearly two weeks. Elven raiders struck far into the heartland, murdering as they went. Illriggers and assassins killed at will. Riots broke out throughout Faalor as people had strange memories. Yurissa remained calm through the events, once again proving that she was a superior leader. She rallied the troops to defend the people but was savagely struck down by powerful elven magic (she was turned to stone and dropped on her face, leaving her horribly disfigured). But then, suddenly as it came, the Mists faded and life appeared to return to normal: the Illriggers scattered, the Church became more stable, orcs were dispatched and the elves returned to their hidden homelands. When the mists cleared, Bridalveil returned to Faalor, its residents babbling tales of vampires, werewolves and ghosts.

Part VII, Current Situation

For ten years, peace has reigned on Faalor. Yurissia is in nearly complete control of the island, with the notable exceptions of the Gnomish Nation, the Faewood, Bridalveil and the orcish haunts of the Crag and the Black Morass. The Gnomes have quietly gone about their business, lightly trading with the dwarves and with humans, but mostly keeping to themselves. The orcish ranks appear to be thinning and attacks from the Morass and the Crag have dwindled to nearly nothing. No sign of the Illriggers can be detected by the Inquisitors. In a word, progress and peace have taken hold in quiet optimism once again.

A small elvish incursion began late last fall and continued through the spring just south of the City of Faalor. The activity seemed to be focused on the small town of Havenshire. Fortunately, Yurissa sent troops to the area to quell any attacks. Even though the dragon Vraalrym came to the aid of the elves, Yurissa boldly led her troops in a decisive defense of Havenshire, sending the elves and their orcish allies fleeing back into the woods.

Time Line

267 Elves and Gnomes attack Havenshire, Queen Yurissa personally leads the defense (Fall, events of Faalor V NWN1 campaign, May - Dec., 2006).

265 Yurissa bears a son named Tarmric.

260 Nywith dies leaving Yurissa as the sole heir to the throne.

257 Very harsh winter; Illrigger Lord is thrown out of Aerdawns (Spring, events of Faalor II NWN1 campaign); Night of Fog and Fear (Fall, events of Faalor IV NWN1 campaign, June -Aug. 2005). Queen Yurissa is badly disfigured by elven assassins. Bridalveil returns from the mists.

256 Yurissa calls up troops for renewed war with Nywith; Illrigger captures Aerdawns in surprise attack out of the Morass; Fwithwane declares formation of independent Gnome country.

255 Rumors of Elvish civil war; Bridalveil disappears into the mists (Fall, events of Faalor I NWN1 campaign); Nywith enters into negotiations with gnomes; minor battles in central Faalor between Nywith and Yurissa; gnomes prepare to fight Nywith; Mourningthain remains neutral.

254 Gnomes announce independence; Bridalveil announces independence; Arch-bishop Remchat Morl declares "a new age is upon us!"

253 summer, Seige of Bridalveil

252 December, Black Hand murders Prince Pierce and his followers; April 16th, Battle of the Fords

251 Yurissa, Nywith and Pierce begin consolidating power; minor skirmishes break out.

250 Jash III dies

249 The Illrigger Lord is publicly defeated.

248 King Jash III's campaign against the orcs, he enters the Craggs and destroys several orcish strongholds.

230 Gulwaky, the Transparent, takes over leadership of the Gnome Council

213 Vistani first appear on Faalor

209-250 Reign of King Jash III.

204 Elves begin to appear wandering the roads again.

202 Orcs lay siege of Mourningthain.

201-208 Reign of King Jash II.

201 Harvest Uprising (events of AD&D campaign, 1986-7).

200-201 Reign of King Athelstan IV. Short reign ends in a popular uprising.

190 Orcs begin to reappear in the mountains.

189-200 Reign of King Athelstan III, The Black.

165 Last known contact with the Elven Court.

162-189 Reign of King Athelstan II.

159-162 Reign of King Athelstan I.

159 Battle of the Orchards.

149-159 Reign of King Jash I.

148-149 Reign of King Alfred IV.

143 Elven Court sends delegation to the Kings.

122-present Reign of King Jhaerl of Mourningthan.

123-148 Reign of King Padral, the Enlightened.

87-93 The Great Pestilence

86-123 Reign of King Ethelwulf.

83-86 Reign of King Edwig.

81-83 Reign of King Alfred III.

32-81 Reign of King Alfred II, The Younger.

32 Battle of Gravemist; Alfred, the Great buried where he fell.

13 Orcs expelled from Faalor. Humans claim the city as theirs.

5 City of Faalor falls to the orcish hordes. End of the Elvish era.

3-4 The Elven Betrayal. War with the orcs and elves (events of AD&D campaign, 1985).

2 Founding of Duath.

1 Ancestors of modern humans land on Faalor under Alfred, The Great.

- 15 Tuessians set up permanent camp near what is now Kyrdayna (Fall, events of Faalor VI NWN1 campaign (Jan - ?, 2007)
- 100 Ghuilrym, The Gold appears, checks Vraalrym's attacks
- 101 Tuessian raiders begin to harass elvish coastal settlements
- 300 Vraalrym begins his assault on Faalor
- 487 Illriggers land on the Island
- 900 - 450 Height of the Elvish Civilization
- 1000 Dwarves come to the island, Mourningthain established
- 15,000 Elves and Orcs show up and begin their long war
- 20-25,000 Gnomes settle on the island. Small villages dot the landscape.