

## **History of the Seven Spires in one page**

**Long, long ago** – From emptiness erupts what is thought to be the Deep. From the Deep a chain reaction begins: from the Deep erupts the Dark, and then from the Dark comes the Green. The Green symbolizes life, and from it come the Sidhe, the children from beyond the Veil. In the folk tales of the Uladhrim, human natives of the Seven Spires, it is said that the Meinedd sidhe or “dwarves” were the ones who decided to dismember the Green to create the five elements of creation: air, earth, fire, shadow and water. But this event created chaos as the elements were raging against each other. The Daoine sidhe went on a quest in the Deep and found Aodh, the great Light, which brought a truce between the elements and allowed the Meinedd sidhe to finish their work through the creation of the great runes of power. Thus came the world as we know it into existence. The Lledrith sidhe are the guardians of nature, much like giants are the guardians of all intelligent races, it is said.

**Long ago** – The Uladhrim, the blue-skinned natives of the peninsula, come live peacefully to the North of the Lands.

**1000 BE (Before the Exile)** – The Lost Kingdom rises. No one remembers today who the masters of the Lost Kingdom were, if they were humans or not, nor what their civilization, if any, looked like. All that is remembered comes from Uladhrim legends which point out that the rise of the Lost Kingdom was their first war and loss as a people. From the plains of the North, the Uladhrim found refuge into the mountains of the peninsula while the Lost Kingdom dominated the rest of it.

**500 BE** – The Verrick arrive to the North of the peninsula and establish the settlement that will ultimately become Al Jha'arna. They immediately start to fight the Uladhrim whom they see as a threat to their security. But it is said the Lost Kingdom's attention was finally driven toward the Verrick, and its masters tried to conquer Al Jha'arna. The Verrick resisted as best as they could, and the war went on like this during the next five centuries.

**Year 0 AC (Altalith's Calendar)** – The Verrick were slowly losing the Long War with the Lost Kingdom. Then came the Great Host, a large number of humans, giants, sibbecai, faen and litorians, from the far north across the ocean. Why the Great Host came to the peninsula is now forgotten. All that is known is that it was some kind of exile. Ulthaar Uth Tenerion, master of the Host, turns against the Lost Kingdom just as Al Jha'arna was about to fall, and the Great Host saves the day.

**100 AC** – Ultimate fall of the Lost Kingdom. The Great Host takes possession of the lands south to Al Jha'arna.

**100 to 500 AC** – Tensions between the old allies of the Host grow. Some form of unholy behavior corrupts the lords of the peninsula gradually. All this is vague, since it has been erased by the Chastisement.

**500 AC** – The Chastisement. Whatever form the corruption of the lands of the Seven Spires took was erased by the divine punishment that is remembered as earthquakes, rains of blood and more during a few years as a result of the crimes of the lands' lords. The Seven Spires themselves are raised during this huge cataclysm.

**2000 AC** – today.

