

Abstract: The Five Realms

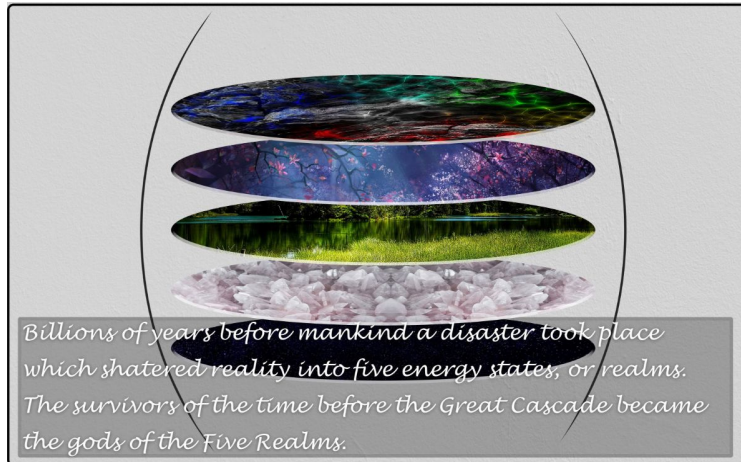
By Damon Ares



At the time of Aldawn, when the cosmos was born, there was but one realm, one reality. It was herein the Ke first emerged. Over eons they grew into a vast and powerful civilization, swarming throughout every corner of reality. They became far more powerful than they had ever dreamed. Ultimately, they fashioned an awesome and terrible weapon; upon its use, reality was shattered into five disparate realms, and the Ke suffered one of two fates. A majority of them were turned into matter in a process called the Great Cascade -- the same matter that now comprises the land we walk upon and the food we eat and the bodies we inhabit.

A small portion, however, through the imperfect process of the cascade, became unified with the fabric of reality itself. Their energy persists to this day in a permanent, semiconscious state, throughout every inch of the cosmos. Strong enough minds can commune with this energy and use it to warp reality and do things that would be otherwise impossible.

The Five Realms



❖ Valmund

Valmund is otherwise known as the realm of the gods. Here is where the Ke have always met to converse; before Banna, all the survivors, and after Banna all the benevolent Ke. Elbion remains always at the center of this realm, dedicating every passing moment of her time communicating with the ambient Ke energy to ensure that Rouub cannot simply exterminate all material life on a whim. Though many of the Valkind dwell in Qalhanna, some reside entirely in Valmund, and all return here to receive direction from the Ke.

❖ Qalhanna

The realm of Qalhanna is also known as the garden-realm or the world-garden. This realm is filled with a huge variety of plants and animals unlike anything seen in Leiyard. Some trees tower 500 feet or more into the sky and leaves range from brilliant magenta to a deep navy blue. While this realm has its own intelligent life, it is best known for being the adopted home of the gardfae (Who originated in Leiyard). It's also a popular home for the Valkind, and many of the mortal races hope to lay eyes on its magnificent foliage once in their lives.

❖ Leiyard

The middle realm, the realm of mortals, Leiyard is home to an incredible variety of life -- especially intelligent life. Aside from the eight peoples created or nurtured by the Ke, there are something like sixteen other minor races that share this realm. Because of the abundance of intelligent life, Leiyard is often at the center of the Ylomad's (The malevolent Ke survivors) schemes.

❖ Visri

The crystal realm, sometimes called the realm of prophecy, Visri hosts the fragmented consciousness of the Ke known as Luscit. With her mind spread through time and space, she is, on occasion, able to regain enough presence of mind to reveal some secret of the past, present, or future. The entire realm is made of crystalline substrate and tall crystalline formations. Even the sparse animal life here is often formed from, or appears to be formed from crystal.

❖ Toem

The lowest of the realms, Toem is sometimes called the ravenous void. It consumes most energy that ends up within it. Sound, light, heat -- all are scarce to be found in this land. What few animals live here are constantly starving and willing to consume anything that moves. Ke energy is

sapped away from those who are able to use it, rendering them powerless. Even the Ke cannot visit here for fear their very existence is cut short. This is where the Av'kyyn titans were exiled to at Banna.

Peoples of the Five Realms

The Five Realms are home to a large variety of incredibly unique races. From the gardfae to the husks, and from humanity to thae, there are over 20 distinct races across the realms. Each of the realms has a patron race -- the eldest people of that realm. The patron races, from the highest realm to the lowest, are as follows: the Ke, the sagewood, humanity, the kyarani, and the faravir. It is a matter of some debate whether or not the patron races were created by the Ke Aeqim but it is often agreed he at least nurtured them.

❖ **The Ke**

The Ke were once a vast civilization that spread throughout the universe. Now they are only seven principle survivors -- Elbion the Immaculate, Syone the Sympathetic, Rouub the Irate, Palam the Devious, Aeqim the Inspired, Kyuda the Intrepid, and Caeru the Tranquil. While Elbion, Aeqim, Kyuda, and Caeru have made it their mission to preserve life throughout the realms, Rouub, Palam, and Syone work against them for their own reasons.

❖ **The Firstborn**

The first peoples given life by the Ke (directly or indirectly)

➤ **The An'ki**

When the Great Cascade was set in motion, a single intelligence coalesced in the Realm Beyond Realms; this intelligence is today known as Oporanelyg. No one else was found here and there was not yet access to Valmund, nor any other realm. Because of this, Oporanelyg felt a tremendous loneliness, so she decided to create the An'ki by shattering herself into a thousand pieces of arcanum crystal. The An'ki are the closest thing the Ke survivors have to family aside from each other.

More information can be found here: [The An'ki](#)

➤ **The Av'kyyn**

Also called titans, the Av'kyyn were immense, powerful material creatures created by the Ke to act as their representatives. Each of the Ke (Only six at the time) created two titans to act in their behalf. Undisciplined and neglected by their creators, the Av'kyyn become obsessed with power -- both securing the power they had and obtaining more. When they discovered the An'ki they imprisoned and enslaved them, sapping their energy to augment their own power. When the Ke were finally made aware of this, they were enraged. The Av'kyyn were banished to Toem in the event known as Banna. These events split the Ke survivors apart; the corrupt Ke who believed material creatures could not be trusted, and the benevolent Ke who believe in the preservation of life.

❖ The Nine Races

In the five realms there are nine races that are associated with the nine well-known Ke.

➤ **Valkind**

The Valkind are demigods created to serve the Ke and the mortal races. Those who were created by the Ke are referred to as kiborn Valkind, while humans and others given special powers are called kitol Valkind. Each Valkind has their own unique abilities so as to serve different functions in Leiyard.

Atrus the Selfless, who gave his life to protect the survivors, is associated with the trait of heroism. Since the Valkind often live in the realm of Valmund (which was formed from Atrus' energy), and are expected to be valiant and heroic, they are associated with Atrus.

More information can be found here: [The Five Realms](#)

➤ **Humanity**

The patron race of Leiyard, humanity has a close connection with the Aeqim the Inspired. Though it's possible Aeqim nurtured all the patron races, it's well known that he had a special affinity for mankind -- though why this is the case is not known for certain. Most believe it to be because humanity shows the traits of aspiration to a greater extent than the others, and this trait is one of Aeqim's dominant qualities.

More information can be found here: [Humanity](#)

➤ **Thofyra**

During the Wars of Man, the city of Nikion came under siege by the armies of Adacadyssea. The king of Nikion had heard of the unstoppable army's conquests and became terrified. He pleaded that one of the benevolent Ke assist him. Instead, his pleas were heard by Palam. Palam made him an offer; he would give him and the people of the city powerful wings to flee the siege. However, if he accepted the offer the descendants of the Nikionites would be unable to tend livestock or grow crops without killing them. In desperation, the king accepted, and the Nikionites became the first Thofyra.

More information can be found here: [Thofyra](#)

➤ **Aldakin**

There was once a small village in the territory of the Arjan Syndicate that was close by the region under assault by the conquering armies of Daqanah. The soldiers were harassing this small village, and the elders there cowed to their cruel insistence that one of the villagers be sacrificed whenever they came. Kyuda happened to be in the guise of a woman in this village and got to see what was happening. She created the Aldakin, creatures with a humanoid torso and the tail of a dolphin, to rescue the villagers thrown into the waves to drown. She then lured the army and its general onto the open water where the Aldakin defeated them with ease.

More information can be found here: [Aldakin](#)

➤ **Gardfae**

The gardfae are a race of humanoids with insect-like wings that stand about 5 or 6 inches in height. Of the mortal races in Leiyard they have the highest

potential for utilizing ke energy. Their castgates are used by all the other races to traverse the realm rapidly, and their weapons and tools are tremendously powerful. Because the first gardfae was created when Syone altered a human girl (Though Syone herself was trapped in the realm of Visri at the time), the race is connected with her.

More information can be found here: [Gardfae](#)

➤ **Colossi**

Sometimes called the 'titansons' because of their immense size, the colossi are giants that dwell most commonly in the mountains of Leiyard. This territory was given them by the Ke in the Remittance as payment for their actions which freed the entire realm from the Ixos plague. The colossi are descended from Galyadon & Misha, who were altered by the Ke Luscit, and they share a connection to her mind.

More information can be found here: [Colossi](#)

➤ **Oka'r**

The Oka'r were formed by the hand of Rouub; she designed them with constant, nagging irritability and discomfort so that they would be easily provoked, and though they stand less than half the height of the colossi they have comparable strength. She also gave them an iron will, and a passionate drive so that, once angered, they might not be easily placated. This she did so that they had the potential to become an unprecedented force for chaos and death in Leiyard -- a scheme which succeeded for a time. Despite this, the Oka'r are as intelligent as any other race.

More information can be found here: [Oka'r](#)

➤ **Dvera**

The dvera people hail from the land of Kuseteni. It was here that Elbion once fell to earth, exhausted from her perpetual efforts to keep the five realms safe. In the time she spent as a human, she altered the minds of bonobos in the jungles she inhabited so they became intelligent. When she was found by Chionsi, her Valkind messenger, and reminded of who she was, she granted the dvera to live in peace in their own sovereign lands. The dvera are skilled kesmiths, creating all sorts of mechanical creations propelled by ke energy.

More information can be found here: [Dvera](#)

➤ **Serene**

As the Wars of Man slowly faded only to be replaced by the Oka'r wars, the pain and bloodshed became more than Caeru could stand, so he purposed to do something about it. Arriving at an island near to the borders of the Oka'r empire of Aau'ina, he fashioned for himself a people that reflected his values. The Serene are a race of tree-like people that live their lives primarily standing still in and around shallow water and fertile earth. Their fruits are capable of offering those who consume it a period of clarity and tranquility of mind.

More information can be found here: [Serene](#)

❖ The Minor Races

There are many minor races in the five realms. These are typically divided into Peoples of Legacy (Races that came into being before Banna), and Peoples of Novelty (Races that came into being after Banna). Some of these include:

➤ **Sagewood**

A superorganism found in Qalhanna; it appears as tall trees with magenta leaves that bear glowing veins. The smaller 'leaves' atop the trees come off on occasion; these are actually entirely self-sufficient organisms that can see, hover around, and work together to communicate with other races. These nymphs will eventually take root in the ground and grow into entirely new trees. Every organism -- tree & nymph -- is connected by a collective consciousness.

➤ **Mabiu**

The mabiu are a race of altered humans; from the hips down they have the body of a net-casting spider. They were cursed with this appearance and madness of the mind by the Av'kyyn when they discovered a human family that dared to operate in opposition to them. Once every few generations, one is born without the madness. This one usually becomes either a leader in the hunt, or defects and attempts to live among the other peoples of Leiyard.

More information can be found here: [Mabiu](#)

➤ **Aqaeli**

Created by Saclahar, the Lord of the Eastern Waters, the Aqaeli are humanoids with octopus tentacles extending from the hips. They often dwell in the deep ocean beyond even the range of the Aldakin, tending to their gardens and homes and living in small family groups. Female Aqael are twice the size of their male counterparts, and also have a colorful membrane between their front four tentacles.

➤ **Kholok**

Descended from Tarín, a human woman altered by the Av'kyyn, the Kholok are a race of snake-like people with four arms and long bodies. They revere their ancestral precursors, known as the twelve progenarchs. They treat them as mythologized figures that still influence their lives today. They try to live up to the hopes of Tarín, their first ancestress, insofar as working to cultivate positive qualities such as persuasiveness, altruism, and artisanship.

The Gods of the Five Realms

The Ke survivors inherited a new reality wherein they wielded tremendous power due to their intrinsic connection to the ke energy all around them. As mortal races emerged, they found themselves in a position of inherent authority. Often called upon by the peoples they nurtured and created, they had to take on the role of gods. In addition, though the survivors, the mortals learned of others that weren't so fortunate.

❖ **Survivors of the Great Cascade**

➤ **Elbion**

Widely considered the chief of the benevolent Ke, Elbion is a pure soul who has dedicated herself to the preservation of life as it exists. She neither wishes for the destruction of material creatures, nor the corrupt Ke. Her power is concentrated into communing with the ambient ke energy to prevent Rouub from simply destroying all life without a second thought. Atrus was her mate; his self-sacrificing spirit is part of what motivates her selfless attitude. Her energy is brilliant white.

➤ **Aeqim**

Often called the god of inspiration, Aeqim has always had a love for creativity. Next to Elbion, Aeqim is perhaps the most likely to make any sacrifice to rescue mortal races. He was the one who stepped in when Rouub moved to destroy the Av'kyyn and recommended they be banished to Toem instead. His hand in very early human history is widely recognized, though not documented; some believe he, in fact, created mankind. Aeqim glows a rich green color.

➤ **Kyuda**

Known for her bold and brash personality, Kyuda has earned her epithet of 'intrepid'. As the offspring of Luscit, who was responsible for the weapon that destroyed the Ke, Kyuda's courage was necessary for her to deal with the negative opinion Elbion & Palam had of her -- though Elbion didn't take too long to warm up to her. Kyuda was friends with Rouub, admiring her passionate spirit, but their relationship fell apart when Rouub began working to destroy material life. Kyuda is seen as a bright cyan.

➤ **Caeru**

After the disaster of the cascade, the betrayal of the Av'kyyn, and the heated conflict with Rouub & Palam, Caeru desperately craves peace. His grand vision is a tranquil universe where everything lives in harmony. It was this desire for peace that led him to stand against Rouub and her chaotic desire for revenge. And it was Caeru who created the Serene in response to Rouub's creation of the Oka'r in order to offer the realm another chance at serenity. Caeru radiates a gentle, dark blue.

➤ **Syone**

When the Great Cascade began, Luscit knew that the only hope was to save a few. She had learned how to do so from Luscit. Luscit was unable to perfectly

replicate the method Atrus used, and so could only save one, relatively young Ke named Syone -- she could not even rescue Syone's mate. Luscit became the substance of the realm of Visri, and Syone was trapped within the crystal earth. Out of fear of a prophecy, the Ke made efforts to keep Syone trapped in Visri once they discovered her whereabouts. When Rouub & Palam abandoned the others, they freed Syone and persuaded her to hate the benevolent Ke for siding with material creatures, and for entrapping her in this realm. She has made it her personal goal to bring the Ke back to life, even if it means physical life must perish. She became the final member of the Ylomad. Syone's color is magenta.

➤ **Rouub**

Rouub always harbored a subtle distrust of material creatures. Their bodies were comprised of the matter that once was the Ke civilization -- like walking corpses. However, she decided to follow the example of her brethren in creating titans to represent her in Leiyard. When her own creations betrayed her, her wrath flared until it became unquenchable. From that moment she decided that physical creation must be destroyed -- whether or not the Ke can be restored. She leads Palam on her crusade as well, making use of his strategic mind to circumvent Elbion & the Syntrion. Rouub is comprised of a scarlet red energy.

➤ **Palam**

The god of strategy, Palam is the master of manipulation and subterfuge. Though he cares little whether or not mortal life is altogether destroyed, he does fear their potential. His desire is to keep them in check and suppress their advancement. Often his involvement in matters leads to sowing discord and malcontent in the realm of mortals. By preventing harmony and solidarity he hopes to keep mortals from the greater achievements they could attain by working together. Palam appears a bright yellow.

❖ Casualties of the Great Cascade

➤ Atrus

Atrus was the Ke who sacrificed his life to protect the first six survivors. Knowing the Great Cascade was coming, he learned a method by which he could shield those he chose from the cascade front, though he would become a victim of the cascade himself. The substance that resulted from his sacrifice became the realm of Valmund, where the benevolent Ke dwell. He was Elbion's mate, and chose the other five for the positive qualities and talents he saw in them. His name is treated with utmost respect even by the Ylomad. Atrus' energy was abyssal black in appearance.

➤ Luscit

The weapon forged which resulted in the end of the Ke civilization was ultimately Luscit's responsibility. Though she initially felt no remorse over the matter, since she had no ill-intention, she later regretted her involvement. She was only able to save one individual. For her part, her energy consolidated into the matter of the realm of Visri. Her mind was splintered and became spread throughout time and space. She is not often in a lucid state because of this unfortunate side effect, but when she is lucid enough to speak she is capable of prophesying about likely futures, and about past and present events which otherwise would have forever been secret. Luscit's appearance was as a translucent, gray energy.

➤ Imaeges

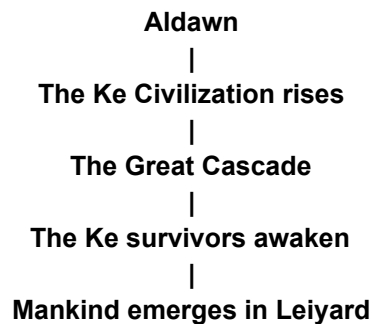
Within the realm of Visri, some ke energy leaked from the void. This energy partially reconstituted the Ke Imaeges. He is remarkably weak, but he is capable of operating as a bridge between Luscit's fragmented consciousness and the mortals who often come to ask questions of her. He is incapable (And perhaps has no desire to) take an active role in the conflict between the Ylomad and the Syntrion because of his incomplete state.

A Remarkably Abridged History of the Five Realms



During the early history of Leiyard, the Av'kyyn corralled humanity in between mountain ranges and rivers so they would be easier to keep track of. This map represents the spread of humanity during the reign of the titans. The darker greens show the original four regions humans were restricted to.

Much of the history of the five realms, especially of Leiyard, has been extensively documented. Not all of it can be included here, but many major events will be listed in an effort to give a sense of the depth of the realms' history. The abbreviation Á.B. stands for Áður Banna (Meaning 'Before Banna'), while E.B. stands for Eftir Banna (Meaning 'After Banna').



- **7000 Á.B. - The Ke create the Av'kyyn**
The Av'kyyn are created to represent the Ke in Leiyard and the other realms.

- **6975 Á.B. - The Av'kyyn confine humanity to four regions**

Given the task of looking after the mortals of Leiyard, the Av'kyyn work in their own best interest by forcing humankind to reside in the shadow of mountain ranges and by great rivers. These provide natural boundaries which humans are instructed not to pass.

- **537 Á.B. - The Av'kyyn discover the An'ki in the Realm Beyond**

Recognizing the An'ki as being kin to their creators, the Av'kyyn fear that they will be replaced and supplanted. This fear leads them to keep the An'ki imprisoned in the Realm Beyond. After some time they also begin to drain the An'ki of energy to empower themselves.

- **25 Á.B. - The An'ki create the Mensa**

In a cunning plan, the An'ki work tirelessly to create an offspring that is visually identical to a human infant. Confused as to the nature of the child, the Av'kyyn remove it, placing it in the care of the first human couple they encounter. As the child grows up, it will remember bits and pieces of its origin until it finally realizes what it truly is. It is the hope of the An'ki the Mensa will then be motivated to reach the Ke and tell them off the An'ki.

- **0 - Banna**

The Mensa makes their way to Valmund where they unveil the betrayal of the Av'kyyn. While Aeqim & Kyuda hold Rouub back from simply killing them, Elbion hurriedly exiles them to Toem one by one. Before she can get to them all, Itimbu, the Void Titan, kills the Mensa in revenge.

- **10 E.B - The Wars of Man begin**

Without the Av'kyyn to rule over them, humanity scrambles amid the power vacuum to establish territories for themselves.

- **265 E.B - The Age of Anointed**

Lasting 450 years from 265-915 E.B., the Age of Anointed was the period in which the benevolent Ke attempted to resolve mankind's conflicts by forming their own borders and establishing anointed rulers. As well intended as the effort was, the borders drawn weren't entirely satisfactory. As soon as the Syntrion's attention was drawn away by Rouub & Palam mankind deposed the appointed rulers and went right back to fighting for control.

- **705 E.B. - Qalhanna-Laugi**

While the Syntrion and the An'ki worked to align the Realm Beyond with the five realms so that the An'ki could travel at will between all of them, Rouub entered the garden-realm and scorched a lethal scar right through the heart of it. This scar is known as the Sundering, and is a dead zone many times larger than the Ammodine Expanse in an otherwise lush realm. The Sundering split the Sagewood in half, causing it great trauma. Aeqim created the demigod Atabu to accelerate the healing process -- though it is still ongoing, even today.

- **870 E.B. - Adacadysea forms**

Though Adacadysea no longer exists, they had such an impact on the realm of Leiyard, especially in the land of Oseilos, that their legacy remains to this day. Many have dreamed of creating an empire with the reach, power, and permanence of the Adacadysean Empire ever since their fall, including the now defunct Aurheliad Hegemony, and the Solsett Dominion.

- **876 E.B. - Palam creates the Thofyra**

During the siege of Nikion the king accepts Palam's offer to help them flee if he will accept a certain disadvantage for the descendants of his people. Due to his agreement, the Thofyra have great wings to fly on, but must either hunt and gather their food or else steal it from other races.

- **985 E.B. - Kyuda creates the Aldakin**

In order to protect a defenseless village from cruel and sadistic soldiers, Kyuda creates the Aldakin in what became known as the Sea of Braves. They rescue the villagers meant to be drowned, and defeated the general and his army when they came to attack by sea.

- **999 E.B. - The Gardfae are created**

A young woman named Amity travels to Visri. While there, her strong feelings of loneliness and sorrow attract the semi-conscious mind of Syone, trapped in Visri's crystalline earth. Syone unwittingly transforms Amity into the first gardfae. Some time later Amity's father creates a potion capable of altering a man Amity loved into gardfae as well. The two are wed, and the gardfae race begins.]

- **1058 E.B. - The Titanfjallr is colonized by the Colossi**

Though their ancestors had already existed for some time, the colossi finally began to see themselves as a people in their own right when they left behind the settlements of their human relatives for the peaks of the Titanfjallr mountains so they could construct homes and villages of a size more suitable for their own height.

- **1098 E.B. - The Gardfae are allowed to inhabit Qalhanna**

Hoping to use the proficient healing symmancy of the gardfae to further facilitate the mending of the garden-realm, the Valkind send three of their number to test the gardfae's worthiness. The gardfae pass the test, and are granted a portal to Qalhanna. The first embasave, Embasave Vora, is founded at the end of the Haveh peninsula in Oseilos.

- **1224 E.B. - The Fulcrum grows to maturity**

Since the sagewood was split by the Sundering it had been scrambling to reestablish a connection between the two halves. To this end, in 1102 E.B. a nymph took root at the center of the Sundering that was cared for by gardfae, aldakin, sagewood, and valkind alike so that it would not only stay alive but grow much larger than an ordinary sagewood tree. This tree would become so large that it would be able to bridge the gap. In addition, what damaged remnants of memories remained from the lost portion of the forest would be deposited for safekeeping in a large organic pod called the Memorial.

- **1728 E.B. - Palam creates the Ixos plague**

In a ploy to destroy a vast amount of life in Leiyard, Palam put together an arcanum plague at Rouub's behest. This plague would cause the infected to sprout crystalline spines and blades as well as armor. A single scratch from these spines could infect a target, and the arcanum was resistant to attacks using symmancy. The plague spread rapidly until it had reached all corners of civilization in 1818 E.B. It would not be until 1910 E.B. that a colossus in the region of Orvalla would receive a flash of insight as to how the Ixos could be defeated without using symmancy. Forty-five years later, while the eradication was in full swing, the Syntrion would finally become aware of the plague and eradicate it from intelligent life.

- **1817 E.B. - Rouub creates the Oka'r**

Worrying that mortals would find a way to rid themselves of the plague made by Palam, Rouub creates a failsafe -- the Oka'r. If the plague succeeds, it will eradicate the Oka'r as well. If not, the Oka'r were created in such a way that they would likely, unwittingly become her agents of chaos and death.

- **1955 - The Remittance is paid**

The colossi of Orvalla sacrificed a great deal to bring the technology to destroy the Ixos to the other peoples of Leiyard. In return, the Ke declared that the mountain ranges of the realm should be given to the colossi to inhabit.

- **2097 - Adacadyssea is no more**

Though its fall began with the strain of the Ixos plague which forced it to give more autonomy to individual regions while the nobles fled to the island of Dalovear, it was only in 2097 that Adacadyssea officially lost its grip over other kingdoms. All that remained was a relatively small kingdom called Adactos.

- **2201 E.B. - The Dvera are created**

It's in this year that the bonobos of the Great Misty Canopy were augmented by Elbion -- then in the form of a human called Abynon -- and became capable of rational thought and speech. The next year the Dvera travel down separate rivers to found the elcnaves of Mbanyu and Viemai.

- **2246 E.B. - The Oka'r attack the Nedive Korldom**

After attempts by Racsumhi & the Nedive to colonize the island of Abada, the Oka'r misconstrue their aims as being aggressive and attack the closest human settlements. It takes only two years for them to conquer the small kingdom. The very next year they moved up the peninsula to invade Racsumhi, and by 2254 E.B. the war front reached the empire of Dacabathar. It was in 2274 E.B. that Racsumhi, the Navitian Empire, and Dacabathar formed the League of the Jade Hornets; this event is when many consider the Oka'r wars to have begun in proper.

- **2361 E.B. - The Solsett Dominion is formed**

The kingdom of Solsett began its expansion in 2190. Early in its lifetime it had to compete with the Aurlhelad Hegemony, which controlled much of the former territory of the Adacadyssean Empire. However, due to poor financial and political decisions the Hegemony crumbled in 2263, after which Solsett quickly seized the opportunity to reclaim the lost land of Adacadyssea. Through long-term diplomacy -- and a hint of coercion -- they came to control practically the same territory as had once belonged to Adacadyssea, after which point they referred to their nation as the empire of the Solsett Dominion.

- **2479 E.B. - The Jade Avenue forms**

With the entry of the Solsett Dominion into the League of the Jade Hornets in 2474, it became necessary to find a route between the land of Oseilos in the west and the southern shores of the land of Urvomas. The only kingdom between the massive Solsett Dominion and Thrubaja was the kingdom of Tanthar, which refused passage for goods or troops. In response, armies from Dacabathar, Thrubaja, and Solsett invaded Tanthar and took the region of land between the Dividing Basin and the Thousand Vallies known as the Marqie Pass. Once this land came under their control, the League of the Jade Hornets spanned from one end of the realm clear to the other. This kind of connection and solidarity was unprecedented; the path between west and southeast became known as the Jade Avenue, and ever since its being opened the two sides of Leiyard have been much more associated with one another.



The League of the Jade Hornets at its greatest extent, including the dates its members joined (Some borders are anachronistic to show members at their greatest extent)

- **2538 E.B. - The Zynithum Somisade is formed**

In what is perhaps one of the darkest times for the League of the Jade Hornets, the Dacabathari army sacrificed around 500,000 soldiers to create a border halting Oka'r advance into the Kanphuean corridor. If the corridor was closed by the Oka'r there would be a disconnect between nations west and east of Chorogeiy Bay, and those to the east would be easily picked off. A Vitenian mage concocted a desperate plan to shield the last of the corridor. Two mages would stand at either end of a many-mile-long chain of soldiers, several people deep. At the right time the entire chain of people would be converted into zynithum, forming a palisade of bodies -- a somisade. Any enemy touching the boundary would thereafter be turned to zynithum as well, creating a deadly wall to prevent the Oka'r from progressing any further north.

- **2582 E.B. - The Oka'r wars end**

Due to the efforts of two extraordinary Oka'r, hostilities between Aau'ina & the League of the Jade Hornets came to a halt in 2577 under the Goodwill Pact. Representatives met at the Zynithum Somisade to discuss peace. Talks continued for the next five years until it came to an official end in 2582. It wasn't long after this, in 2585, that Aau'ina began to fracture since its people no longer had a unifying purpose and many smaller Oka'r kingdoms emerged from the empire.

- **2705 E.B. - Havenberth is founded**

With permission from Elbion, the Valkind set aside the Untold Isles -- a set of islands unknown to the rest of the realm so far -- to establish an experimental society called Havenberth. Here people of all races would live in close proximity and would be expected to live in peace and harmony.

- **2739 E.B. - The Expanse of Oseilos is formed**

After leaving the League of the Jade Hornets seven years earlier, the Solsett Dominion decides to form a multinational alliance of its own in an effort to consolidate power for itself. All it's allies, vassals, and protectorates join the Expanse of Oseilos, which strengthens their ties. To this day Solsett advocates for all kingdoms in the land of Oseilos and it's surrounding regions to join the union.

- **2804 E.B. - Syone's Return**

In the year 2805 Rouub & Palam decided it was in their best interest to release Syone. They presented evidence that convinced Syone their cause was proper in light of the fact that the benevolent Ke sided with these material creatures over their own family -- not to mention the fact that they had elected to force Syone to remain captive in the realm of Visri. Syone joined their cause and completed the Ylomad.

- **2868 E.B. - Aeqim vanishes**

Ever since Syone joined the Ylomad in 2804 the Syntrion had and their Valkind had been seen even less than usual as they worked to keep the forces of chaos at bay. From 2868 to the present their presence in Leiyard became **even less** since Aeqim vanished. Not only was it critical the Syntrion find him, but they also needed to work extra hard since the Ylomad now outnumbered them. Kyuda & Caeru recalled nearly all the Valkind to search for Aeqim while they kept a close eye on their fallen brother and sisters.

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PRESENT; 2896 E.B.