

Empires of Lucidia

The Theodesian Empire

The Theodesian Empire, or more commonly just the Empire, is a large, sprawling nation on the banks of the Lucidean Ocean, extending around the Anuran Sea. Ruled by King Darius Rheostronn from the great city of Theodyssia, Seat of Kings, the Empire is a massive military power. Its navy has allowed it to annex and conquer other surrounding coastal nations while most of its civilian populace have at one stage served in its military. Most Theodesians joined the rank and file city troops known as the Eminent Guard, where they learn skills like carpentry or smithing while defending the Empire from the ever-present threat of civil disobedience and petty crime. Others join the Legion, the Empire's actual army, or train as mariners. In doing so they climb the social hierarchy, earn a decent wage and acquire special privileges associated with their rank.

The free peoples of the Empire enjoy a broad range of civic freedoms and a comfortable existence. Most of the cities are stable, have strong economies and provide plentiful opportunities for work and trade. This stability does come at a cost however. Theodesian society is governed solely via a military hierarchy that ends with the King, who by modern standards is a despot. Any sign of insurgence or defiance is dealt with swiftly and harshly, with the Eminent Guard able to arrest and detain suspect individuals at will before they are brought before a King's Justice. Culturally distinct cities and regions are often devolved with some legal autonomy as client kingdoms or protectorates, with the Empire seen as a protective force. This way, previously sovereign peoples can keep their institutions, as long as they conform to Theodesian values. In addition, the Royal Engineers are regularly deployed separate from the army to develop newly annexed territories by building great paved highways, aqueducts and lighthouses. Not only does this ensure that the Empire has a permanent foothold in and easy access to its territories, but it aids in the assimilation of its people by winning their favour.

As a cultural mixing pot, most major cities in the Empire comprise of Theodesian natives, and countless other peoples and races from around Lucidia. The Empire took over Old Svellnottr, now referred to as the Northern Holdings, approaching fifty years ago, and has successfully held dominion over Garmul for well over a hundred years, quelling multiple rebellions and uprisings during that time. While the people of Old Svellknott generally keep to their fjords and mountains, the Blemmysh have integrated into other Theodesian cities, as have the Massylians from Massyli on the western coast. There are even natives of Kherit who have fled into the eastern Empire. With so many cultures present, King Darius outlawed the worship of many of the non-native Gods at the start of his reign, reducing the sanctioned Theodesian Pantheon down to only Pelor, Bhalla, Waukeen and Gond, adopting Pelor as the official state faith and adding the Blemmysh deity Obadiah almost immediately. Auril Frostmaiden was quickly added to the Pantheon to aid in the assimilation of Old Svellnottr, and while other religious practices are tolerated, public worship outside of the sanctioned Pantheon is strictly forbidden, with the exception of Ilmater, Kelemvor and Damaris whose worship of any kind is a capital crime. Even speaking their names can warrant arrest.

King Darius rules from the Seat of Kings, largely through his command of the Praetoria, a cohort of hand-picked veteran soldiers who act as his voice and his wrath across the Empire. Each Praetor has proven

his loyalty and martial prowess time and time again in battle and is afforded the greatest respect and privileges across the Empire. They are an egotistical and corrupt institution, largely by design, to protect the King from any attempt whether political or by the military to remove him. Each Praetor usually commands a handful of their own trusted soldiers and is considered to be above the law. King Darius knows the importance of keeping the Praetoria loyal to him, both as a symbol of his office which only really exists as long as people perceive the King to hold power, and out of necessity.

Cities of the Empire

Theodyssia

Theodyssia is the capital city of the Empire, also known as the Seat of Kings. It is where King Darius Rheostronn resides, ruling from the Acropolis atop the Umbra hill. It is a truly massive city, with a population of 70,000, closer to 90,000 including inhabitants living outside the city walls. Unlike many cities, life outside the walls is reserved for the wealthy elite, living in mansions atop the rolling hills or down by the pale sands or cliffs of the Bay of Gold. Typically, these estates are owned by the governors of the Empire, a now terminally weakened political force that once ruled the Empire before Leostrada ascended as Queen.

Ordinary folk live within the walls in a cramped, bustling metropolis, adjacent to the Bay of Gold Harbour where much of the Empire's fleet is moored. According to governor Archibold in the year 177, the city resembled something of one giant shop, with small stores lining every thoroughfare, markets dominating most public squares and hawkers set up throughout the docks. The government owned and run shrines and temples to the Theodesian pantheon are scattered throughout the city, and represent the wealth and righteousness of the Empire as much as they do their respective deities. Each temple is a splendid display of craftsmanship, masonry and design.

Seat of Kings

- White-grey stone, pillars, on a hill with thin trees all the way up.
- Large central audience chamber, pillars, with massive glass window at the back where there is a giant throne made of stone that goes to the ceiling.

Mausoleum of Theodyssia

- Where previous Kings and Queens are buried, looks like a mausoleum with pillars around a box.
- Pale grey marble, sombre atmosphere.

The Red Palace

- Where the Praetoria are based, red stone keep straddling the First Wall.
- Is equal part barracks, luxury and planning centre.

Sancta Regent

- Oracle like building where the governors meet and debate.

Alabaster Tower

- Lady Arcanist Vivian Vermont's collapsible wizard's tower, collapses to a pearl.

The First Wall

- Older wall around the Inner City.
- Grandiose and not as tall as the Theodesian Wall.
- Contains the Seat of Kings, Mausoleum, Red Palace, Sancta Regent and Alabaster Tower. Is kept open every second Monday.
- Outside the wall is where the mid-level wealthy live who don't have their own estates. Raoul's family live here, close by the Basilica of the Illuminated.

Basilica of the Illuminated/ Statue of Pelor

- White stone built into huge spires and steeples, tall stained-glass windows.
- Large statue of Pelor in the lobby, standing tall white marble with gold armour and sun-like face.
- Hospital wing attached.
- Run by Lord Justice Julian Croft.

The Golden Temple

- On the banks of the Bay of Gold, polished brown stone building with open atrium, golden filigree on every surface.
- Large golden/obsidian statue of Waukeen in the middle of a fountain in the atrium, surrounded by alcove statues of other deities.
- Treasury is heavily guarded behind huge stone doors.
- Run by High Priestess Delilah Giltwood.

The Crafthouse

- The Church of Gond, made of saffron coloured stone with multiple strong towers.
- Filled with forges and design benches, more dwarves and the occasional gnome.
- Run by Architect Werbal, older male dwarf.

The Huntsman's Shelter

- Pavilion like tent, light and airy with smoke filled hidey holes amid rug hangings.
- Run by Huntress Ozaya Sheyn, brown skinned teifling (bludgeoning).

Aqua Rhida and Aqua Ventis

- Aqueducts. Rhida is bigger and older than Ventis.

Bay of Gold Harbour

- Admiral of the Fleet is Admiral Serbius Dupont.
- Captain Amani Ruebella is both the Empire's smuggler and captain of the second fleet.

Nicos Barracks

- Where the Eminent Guard are based.
- Praetor Emmanuel Grovesnor is in charge, Master of Domestic Protection.

Theodesian Wall

- Double wall and palisades around the very outside. Outside the wall is where most people live.

House of Cultivation

- Temple to Bhalla, large open farmland outside the city proper (north west), scattered tree groves and covered arches all within low soft brown stone walls.
- Small chateau and glass dome at its centre.
- Grain dole by the granary, a massive series of stone cylinders next to a river.
- Run by High Priest Arman.

Opulent Hillside

- Along the Bay of Gold atop the rolling hills, where the nobility have their estates.
- A series of hills and estates.

Alodia

Alodia, built on an archipelago of 96 islands, is much smaller than Theodyssia but has often rivaled the capital as the Heart of the Empire. Not only is it the geographical center of the Empire, but its strategic location on the Strait of Anura has allowed the Empire to control traffic between the Lucidean Ocean and Anuran Sea for centuries. As such, Alodia has become a city of great wealth, epitomized by the Gilded Concourse, a city within the city where the rich and powerful live and work. The Gilded Concourse contains the largest region of Alodia not split by the waterways that run into the Anuran Sea, known as Liberty Square. Around this square is the Spire of Observance where the Order of Observance practice magic, the courthouse where the King's Justice Cephalas Vole works, and the House of Pearls, the city's finest establishment.

While Cephalas Vole has the highest rank in the city, he does not run it in practice. Instead, Overseer Amanda Opor makes the majority of decisions and controls the Eminent Guard, though the King's Justice can of course overrule her. In general, these two senior city officials keep out of each other's way and the Overseer is left to tend to the day to day.

Gilded Concourse

The Gilded Concourse is the wealthiest region of Alodia, as well as being the largest region not to be interrupted by the waterways that lead out onto the Strait of Anura. The area is heavily guarded by the Eminent Guard, and the guard tend to refuse entry to those who do not look the part even though it is technically open access. At the center of the region is Liberty's Square, a large open square with a beautiful fountain statue of Waukeen, made of black stone and gold in its center and shaded benches. Around Liberty's Square are a number of important buildings.

- **Spire of Observance.** The Spire of Observance is a large stepped minaret of cream coloured stone with large oval wooden doors at the base, heavily guarded by a group of dual-shortsword wielding half-elves and Rissa their captain. The Order of Observance have hired them to guard their tower because of their fey ancestry. The Order is a magical order which is not technically a part of the Empire but helps defend it.
- **Courthouse.** A slightly more gothic building of the darker brown stone of the Heartlands, the Courthouse is where King's Justice Cephalas Vole works. It is an impressive structure, with four supporting pillars and a decorative obelisk in front.
- **The Sovereign Chime.** The Sovereign Chime was originally a massive belfry tower with a set of resounding copper bells at the top, but has now been converted into a place where the wealthy families of the Willowrun can go to drink and eat.
- **Liberty's Maiden.** The Liberty's Maiden is the famous fountain-statue in the middle of Liberty's Square, and its namesake. She has two lions at her feet, and stands tall holding a gold scale in one hand and a sword in the other.

The Willowrun

The Willowrun is a well to do residential district within the Gilded Concourse, away from the noise of Alodia Quay. Important individuals and wealthy families live in beautiful red stone townhouses that line the banks of the widest waterways in Alodia.

- **House of Pearls.** The House of Pearl's is in the finest establishment in Alodia, the Heartlands, and some would argue even the Empire itself. It is the epitome of opulence, extravagance, beauty and comfort. Built from a redder stone, with numerous windows and arches overlooking the nicest stretch of the Straight of Anura, guests can expect the finest treatment from its owner, Lady Dani Elaris.
- **Cephalas Vole's estate.** Cephalas Vole's estate is a plain white square house of three storeys, away from the waterways and noise of the city.
- **City Planner Nihlus Grovesnor's house.** Like Cephalas Vole's estate, Nihlus Grovesnor's house is made of white stone, though with a small olive grove and a wrought iron fence around the perimeter.
- **Overseer Amanda Opor's house.** Amanda Opor's house follows the same structure as all the houses in the Willowrun, though is much smaller and towards the edge of area.

The Pentamory Vent

The Pentamory Vent is one of the larger islands in Alodia, formed within the rough meeting of five of the main waterways of the city in the shape of a pentagon. It has become the main market region in the city, with Pentamory Vent literally meaning *five-love shops*, where the five waterways are known as the Five Loves - love of family, love of friend, love of spouse, love of self and love of King. It is also home to a number of other public services, including the public baths which vent large clouds of steam when the outside air is cool, as well as six temples to each of the Empire approved deities.

- **Public Baths.** The Public Baths is a many arched building with a large central five-faceted dome at its centre which houses the largest bath. For a small fee of 1 silver piece, any member of the public can access the main bath. For 3 silver pieces your clothes will be cleaned and dried for you, 5 silver pieces for access to one of the side baths, 1 gold piece for access to the scented baths, and 3 gold pieces for a companion.
- **The Gentle Orange.** The Gentle Orange is a comfortable-to-wealthy inn, largely meant for travelling merchants. Its owner Lydia is kind yet stern and brooks no shenanigans or riff-raff.
- **Mirabelle's Marvellous Market.** Mirabelle is a powerful yet scatty older abjurer with flyaway curly grey hair and oversized spectacles, who has set up a magic item and potion shop in Alodia. The shop front is open, with a blue cloth awning that hangs over head.
- **Brent's.** Brent's is a fine dwarven armoury owned and run by the dwarven smith Brent. While the prices are premium, it only reflects Brent's superiority in her craft and her ability to produce custom items.
- **Born and Bread.** The Born and Bread is a small bakery that is always packed to rafters. It offers every baked good, from the simplest of breads right up to the fanciest of cakes.
- **The Paper Drake Bookshop.** This bookshop gets its name from the fact that a paper drake moved in long ago and calls it home. Denise, the owner of the bookshop, is an avid reader.
- **The Green Kitten.** The Green Kitten is a herbalism store owned by an older gnomish lady called Andrea. Here you can buy and sell for goods like healer's kits, antivenoms or cures for poison, and herbalism supplies.
- **House of Law.** The House of Law is much like the House of Law in any town or city in the Empire. Situated here in the busiest region of Alodia, it gives the people immediate access to some kind of legal representation and involvement in the running of the city. Overseer Amanda Opor works here, focusing more on the day to day running of the city than anything else.

- **Temples.** The temples in Alodia are all located centrally in or around the Pentamory Vent, and are widely well known and accepted. Waukeen and Pelor have the most significant presence, followed by Bhalla, Gond and Obadiah. The majority of people will not even know that there is a temple to the Frostmaiden.
 - The Temple of Waukeen is situated in the middle of the Pentamory Vent, a large black and gold open plan building full of fine silks, furs, perfumes and spices. The majority of the members of its holy order are female and wear elegant flowing black silk robes with golden sashes around their waists and tied around their wrists. Lady Lystrata.
 - Next to Waukeen's temple it is the Temple of Pelor, typically Greek and churchlike in its design, with pale stone pillars and brick domes and arches.
 - Further out where all the food markets are is the Temple to Bhalla, right up against one of the waterways with a waterwheel that grinds wheat into flour. There is even a small garden where tomatoes and other vegetables are grown by her followers. Cleric Tusk.
 - Gond has a temple closer to the metallurgy and craft shops, though it is smaller and much more private. It is darker and less impressive on the outside, with a more practical appearance, though inside the architecture is complex and well-decorated, with ceramics and warping metal finishes common. Master Brennus.
 - The Temple of Obadiah is on its own small island, joined by a bridge to the Pentamory Vent. It is more Mayan in its design, with rounded towers and countless woven drapes rather than walls throughout. There are fur rugs and bowl-like pipes for smoking, with a lot of whispering bamboo. Being a little further away, and the sound absorbing quality of the fabrics, it is much much quieter than anywhere else in the city. Karathor.
 - The Temple to the Frostmaiden is very private, far from the centre and at the end of a side alley. It is rough, and plain, following the traditions of her places of worship in Svellnottr. There are a number of stone basins where people can go and sit, where one of her followers will then come and fill the basin with mountain water as a focus for meditation. Cleric Bregond.

The Commune

The Commune is largely run-down residential district that has purposefully been left to fall into disrepair, with the long term aim of forcing its inhabitants out of the regions adjacent to the Gilded Concourse at the behest of City Planner Nihlus Grovesnor. Many of the homes have the ground floor now flooding as the city sinks into the Straight, and the waterways are heavily polluted by refuse. Some of the waste from the Willowrun is even purposefully dumped so that it flows into the Commune.

- **Jemima and Mae's home.** Jemima and Mae have lived in the Commune all the time they have been married, even when Mae was the City Planner. Their home is one of the better houses in the area, though the basement has completely flooded.

Alodia Quay

Alodia Quay is a shorthand used to refer to a large district that spans the bank of the Straight of Anura. It is fairly run down, largely due to its sheer use and purely commercial and maritime purpose. A large portion of it is poor accommodation, or taken up by the Dockyard Stalls where trading stalls have been set up for the trade of goods and services. Larger ships, including as portion of the Empire's navy, is kept here at the Moorings.

- **Dockside Stalls.** The Dockside Stalls span the wooden piers out into the Straight as well as the twisting and winding streets further in land, filled with strange stalls, stands and trading posts. A wide variety of goods and services can be purchased here, including some things which might not be

strictly legal in the Empire. These illegal activities are coordinated by the Duke from beneath the Delirious Nutmeg.

- **The Delirious Nutmeg.** The Delirious Nutmeg is a nasty single-story pub that is actually a front for the headquarters of the Duke who works beneath it. The frontman is an old man called Rut, and the few other patrons are usually just people in the employ of the Duke.
- **The Peasant's Flask.** The Peasant's Flask is a thin multi-storey inn that is always full to the rafters, with many small rooms to rent on the upper floors and the basement used for storage, as well as the meeting place for the Deacons of Alodia. It is owned by Cerice, who is also a member of the Deacons.
- **The Moorings.** The Moorings is the main harbour area for the larger ships that pass through or dock in the Straight. There is a relatively significant Eminent Guard presence here due to the presence of a portion of the Empire's southern fleet that stays here.
- **Isle of Dogue'um.** An island prison in site of the Quay. A mountainous spec on top of which is a square complex, with a small fishery at the base. It was originally called the Isle of Rinnacle and was used by Garmul to guard the straight, but fell to the Empire in 79 when King Kallinos attacked Blemmysh trading vessels.

Old Svellnottr

Old Svellnottr, now an occupied state of the Theodesian Empire, is a group of pseudo-nomadic mountain dwelling people living amid the fjords to the north of Theodyssia. For more than a hundred years the Northmen were engaged in hostilities with the Empire, harrying and raiding the Theodesian forces who unwisely sought to expand into the fertile lowlands of the Vale, which are now known as the Northern Holdings of the Empire. During the reign of King Byzas, the Northmen even pushed down into Theodyssia and sacked the northern two thirds of the city in response to an assault by the Empire into the Vale. Its citizens were slain and strung up in what Byzas hoped was a sufficient show of force to dissuade the Northmen from leaving their fjords for some time, allowing him to deal with political rivalries at home. Instead, the Northmen were so enraged that two years later they practically emptied the fjords and swept down towards Theodyssia for retribution. Rena the Bold held portions of the city for nearly two months before retreating back to Svellnottr.

It was this miscalculation that crippled King Byzas' already weakening hold on the Empire. The attack on Theodyssia killed many of his political rivals, with the consequence of dragging out the end of his reign. In response, he moved a large portion of the Praetoria from the east back to Theodyssia until he felt safe, including the last few remain Praetors from Garmul, allowing the Blemmysh to plot his eventual assassination and the Praetoria to observe his foolishness firsthand.

Meanwhile, the Northmen reveled in their victory, and accounts of what followed vary. The leaders of Svellnottr grew proud and stopped worshipping their Gods against the counsel of Rena the Bold. Now old, her objections were ignored until eventually she was killed and replaced. So enraged was Auril Frostmaiden, chief among their Gods, that she cursed them to be barren, with the majority of births being stillborn, winters becoming harsher and the Frostmaiden growing distant so that low level clerics lost their magic, all starting in the tribes which turned their backs on the Frostmaiden and then spreading from there. Even so, the strength of the Northmen diminished until they capitulated to King Darius, giving the Vale over to the Empire and swearing fealty. Even petitioning the Empire to absorb Auril into the sanctioned Pantheon has done little to thaw her curse, and may have even caused her to withdraw from the people of Svellnottr altogether.

In the current day Lucidia, Svellnottr is an ailing power. Having ceded autonomy over to the Empire, the Northmen are now gripped on the brink of an internal war, poised to break out into violence across the Vale. There is no definite ruler of Svellnottr; rather, the six major tribes govern themselves independently, with their own rituals, traditions and politics, and come together in the hill-city of Badger's Mount only in times of need. Each of the tribes elects its own leader, and from these leaders a chieftain is selected, someone to organize and chair the meetings of the tribes. Typically, the chieftain is chosen because they are viewed as an impartial choice, usually from a medium tribe that stands apart from long-standing bitter rivalries. The current chieftain, known as the Master of the Meet, Kareena, is a break in this trend, the granddaughter of Rena the Bold. She is however well respected and her tribe have typically not been involved in internal rivalries.

The Tribes of Svellnottr

The northmen of Svellnottr are divided up into six distinct tribes that function largely independently. Each tribe has its own leader and traditions, and they only come together during times of emergency at the central city-within-a-hill of Badger's Mount. The tribes each vote on someone to take the position of Master of the Meet, the closest thing that the tribes have to an overall impartial leader, who then chairs any meetings of the tribes at the Mount. The six tribes are Vagor, Himmel, Jarvi, Jaata, Orn and Mummutin Sota.

- ***Vagor, Children of the Waves.*** The Vagor people live to the north west of Svellnottr on the coast with the Lucidean Ocean. They have typically been a more traditional tribe, with Rena the Bold herself having been of their number. They are possibly the least aggressive of the tribes, and nearly a third of all the Masters of the Meet through history have come from them. This includes the current Master of the Meet, Kereena, who is the long-suffering granddaughter of Rena the Bold.
- ***Himmel, Cloud Wanderers.*** The Himmel people live high up in the central mountains of Svellnottr, so high that their homes are typically above the clouds. They are a traditional tribe who still follow the old ways, revering the trickster Goddess Leira of the original Svellnottan pantheon of Gods. In more recent times their leader, Ditterist, has positioned the tribe in support of Kolghrim, the warlike leader of the Mammutin Sota tribe who wish to leave the old ways behind.
- ***Jarvi, Lake Folk.*** The Jarvi tribe live in the lowlands between the mountains on the banks of the Great Lake. They are a largely secretive tribe who are known for being as slippery as a fish. Their current leader, Vega, was close friends with the previous leader of the Jaata people, Gaia, who was also Og's mother. They have however typically been critical of the Old Way.
- ***Jaata, People of Ice and Stone.*** The Jaata people live high up in the eastern mountain ridge of Svellnottr on the banks of a scalding lake that flows from a hot spring with a geyser at its centre. It is one of the coldest parts of Svellnottr, and if it wasn't for the heat of the natural spring then the Jaata would not be able to survive there. The Jaata people have always been a traditional tribe and followers of Auril Frostmaiden and the Old Ways. They supported Rena the Bold when she rode down into Theodyssia, as some of their people were strung up by the Empire's King Byzas in the Vale. Gaia, Og's mother, had been their previous leader until she was killed by a bear.
- ***Orn, Eagle Clan.*** The Orn clan also resides down in the lowlands between the mountains in a walled encampment atop a hill called Larkhill. They are well known for having befriended the various species birds in Svellnottr. Their current leader Yannis is the youngest of the tribes leaders, having only become the leader of the tribe after his father was lost to the wild. Little is known about what direction he intends to take the Orn people.
- ***Mammutin Sota, Mammoth Warriors.*** The Mammutin Sota do not live within the mountainous fjords of Svellnottr, but rather reside just east of them, in the very northern plains of the Vale. They despise the Old Ways, seeing them as having failed, and instead want to go to war with the Empire. Their current leader is Kolghrim who also despises the old gods, and controls the largest block of tribes in Svellnottr.

History of the Empire

Year 0: Governess Leostrada names the Praetoria as her royal guard and envoy, granting them legal autonomy. In doing so she sidelines the Theodesian governors, effectively becomes Queen and later taking the title. She creates a Council of Eight to streamline the Theodesian laws and declares the beginning of a New Empire. The chronicler Justinian records this as the beginning of a new calendar.

21: After two hundred years of war with the Khazar Khaganage, peace is made. The Khazar fall back across the wastes towards Kherit.

44: Queen Leostrada dies in battle against the Massylian Merchant navy and Baleric fleet in the Lucidian ocean. A hasty peace agreement sees the fisheries handed over to Massyli.

45: After bitter political disputes, King Ovind takes the Seat of Kings with the support of the Praetoria, largely the result of a promised cash payout.

48: King Ovind is killed by the Praetoria after reneging on the deal that brought him to power. Queen Dara Rheostronn ascends to the throne.

54: Queen Dara is poisoned by her daughter while touring Torpur in preparation for war with Garmul, having left the Praetoria in Theodyssia. Her daughter then replaces her as Queen Dara Rheostronn II, promising to keep a Praetorian cohort with her at all times.

56: Garmul demands that the Empire withdraw its navy from the southern coastlines of the Lucidean Ocean. Queen Dara refuses.

57: Garmul Empress Juma declares war on the Empire.

60: The use of Theodesian incendiaries see off multiple Blemmysh naval assaults.

63: A large portion of the Empire's fleet is lost to the Maelstrom.

64: The Blemmysh press their advantage with an assault on the Strait of Anura. Alodia burns.

66: Queen Dara II is removed from the Seat of Kings by her Praetorian Cohort, led by Kallinos. Kallinos is declared King and delivers Dara to the Blemmysh in hope of bargaining for peace. With the threat of moving Empire cavalry from Torpur while the Blemmysh fleet is raiding the heartlands, a peace agreement is reached.

79: King Kallinos launches a surprise assault on Blemmysh trading vessels. Their fleets clash in response.

80: Much of the Empire's army, including the Praetoria, leave Torpur and march on Tipuri. The Blemmysh fleet are caught on the retreat between the Maelstream and the expansive Theodesian navy.

81: Tipuri falls to the Empire after a long naval siege and bombardment. Later that year, Garmul surrenders, with many of its lords fleeing further south or swearing to serve King Kallinos.

98: Disputes over territory in the Northern Holdings heighten as an envoy from Svellnottr is turned away from entering Theodyssia, but remain largely non-violent.

101: King Kallinos dies of old age, the longest reigning Theodesian monarch for some time, having ruled for thirty six years.

103: After a succession of three failed monarchs (King Theodyssius, Queen Nefari and King Lothar) the Council of Eight declare themselves in power.

105: Within two years, half of the Council of Eight have died.

108: With the support of the Praetoria, a surviving member of the Council called Nicos Zya is named King. Two of the Council of Eight are hung for treason, while Nicos marries the last remaining member, Byzas, who is only in his early twenties.

115: King Nicos increases the size of the Theodesian army, stationing large bodies of troops in all major cities. These become known as the Eminent Guard, and receive societal privileges. This ensures their loyalty. Meanwhile, two of the nine Legions of the Empire are posted at the border of the Vale and begin conducting raids on Svellnottr territory.

121: King Nicos founds the Royal Engineers. Work on Hardcastle begins, to strengthen the northern front of the Empire.

125: Before completion of Hardcastle, the Northmen flank the Royal Engineers. The resulting battle between the Northmen and the Legions results in heavy casualties on both sides.

139: The war for the Vale is ongoing, even with the completion of Hardcastle. While the Theodesian Empire is larger, Svellnottr adopts guerilla tactics. Khazar incursion from Kherit also distract the Empire's forces. King Nicos is forced to send a large portion of his Praetoria to Eastwatch.

140: King Nicos drowns while bathing during an inspection of the held territories of the Vale. His husband, Byzas, now in his fifties returns to Theodyssia and ascends the Seat of Kings. He vows to take the Vale for the Empire.

143: King Byzas exiles many of the governors of Theodyssia for suspected treason. Nearly all of his husband's Praetoria are sent east to deal with the Khaganate.

145: After two terrible winters, the Legions are forced to withdraw from the Vale. One Legion is routed as it retreats, and another attempts to flee. These soldiers are rounded up and executed by Byzas.

148: King Byzas ferries cavalry from across the Lucidean Ocean, from both Tipuri and Torpor, and moves them into the Vale. Much of the Vale is burnt, and corpses are strung up upon trees sacred (Hiatea) to the Svellnottr as a warning. This is the beginning of the harsh winters, lack of healing magic and still births.

149: King Byzas rounds up many of the governing families, dips them in tar and burns them as an example to any who oppose him. This is where the phrase 'like a Byzas' candle', meaning make an example out of, comes from.

150: Rena the Bold descends from the mountains with the unified clans of Svellnottr. Much of Theodyssia is overrun and the Northmen continue to plunder the heartlands. Rena manages to hold Theodyssia for two months before retreating. Byzas summons his Praetoria back to him, including the last few Praetor stationed in Garmul.

152: King Byzas is assassinated by a freedom fighter from Garmul.

153: The Praetoria take control of the Empire. Eastwatch is reinforced, though direct assaults on the Vale cease. The Royal Engineers are recalled from across the Empire to rebuild Theodyssia. The remaining Legions are dispersed across the Empire, led by carefully selected Praetor.

158: Aela Rheostronn, only 18, is named Queen by the Praetoria, seen as a choice to satisfy the governing families and placate the people that they are no longer under martial rule. The Praetoria continue to command the Legion.

166: The rebuilding of Theodyssia is complete. The Royal Engineers are divided up across the Empire once more. Queen Aela has a son, Darius.

168: Queen Aela declares a new dawn for the people. The Eminent Guard now receive training in key skills, and their number increases massively over coming years. Legions are redeployed to the east, along with their Praetor commanders.

174: The war with the Khaganate goes poorly. Much of the Legion and the Praetoria are killed, and Queen Aela sues for peace, surrendering the eastern front back to the Khaganate. Once more, they retreat to Kherit.

175: Queen Aela appoints many veterans loyal to herself to the Praetoria after a failed coup attempt in response to her surrender to the Khaganate. Faced with the size of the Eminent Guard and swollen Royal Engineers, as well as the support of the people now that the Empire is at peace, most of the Praetors behind the coup are removed from their positions.

179: Prince Darius leads the Legion into the Vale.

180: The Vale is taken, and Svellnottr agrees to give it to the Empire for peace. While Darius is away, Queen Aela falls ill.

183: Queen Aela dies of her illness, and Darius Rheostronn is declared King. Just before this, a small contingent of soldiers is lost in the Petrified Copse in an attempt to take Marl Slip for the Empire. This is partly because of the early petrification, partly because they ran into a secondary portal, and partly because of illusions set up by the monks. The Empire then described the forest as cursed, and increased the tale to a whole legion for the drama.

184: The worship of non-native deities is outlawed.

187: Auril Frostmaiden becomes a sanctioned Goddess of the Theodesian Pantheon. King Darius invests in the Legion and the navy.

193: King Darius invokes the image of Queen Leostrada by promising the beginning of a New Empire.

195: A naval blockade of the fisheries along the Dorsal coast is ordered. Massyli allies with Blemmysh separatists and declares war on the Empire.

197: Numerous Empire officials and Praetor are assassinated in Tipuri. The Massyli Merchant fleet and mercenary ships, coupled with insurgents within the city, lay siege to Tipuri.

198: The Theodesian fleet takes the Baleric Islands. Meanwhile, Tipuri falls to the Massylian siege and declares itself the sovereign capital of the Blemmysh and Garmul once more.

199: With the Baleric Islands under the control of the Empire, the Massyli fleet is unable to fall back to Massyli. The Empire blockades Massyli itself and the Legion move towards Tipuri.

201: The mercenary ships turn on the beleaguered Massyli fleet which surrenders and is escorted back to Massyli by the Empire. Massyli is then annexed and becomes part of the Empire.

204: Tipuri falls again to the Empire. Blemmysh freedom fighters flee to the hidden mountain hideout of Mafarasis.

208: King Darius survives two assassination attempts thanks to his Praetoria, one by the Blemmysh and one paid for by the Massyli merchants.

212: Control is fully restored in Tipuri. Attacks on Theodesian leaders in Tipuri and Torpor are coordinated from Mafarasis.

218: Khazar Khaganate forces begin testing the eastern border of the Empire.

220: Unable to locate Mafarasis, King Darius ordered an entire Legion be posted in and around Tipuri and Torpor. King Darius becomes the longest reigning monarch, having reigned for longer than King Kallinos.

226: Current day.