

ON THE FALLEN AGE

An introduction to the lands and history of the modern world

BY VALTHRUN, OF THE NENTIR VALE IN NERATH THAT WAS

By the grace of Avandra and the light of Ioun, the information herein is true and faithful to the best of my knowledge.

TIME AND THE AGES OF AERTH

The method by which we keep time forms the basis for all knowledge. The Five Ages of Time are discussed, as well as the Aerthen calendar.

Continued on Page 2

THERE AND HERE: LANDS BEYOND THE VALE

Since the fall of the Great Kingdoms of Arkhosia and Bael Turath, lesser nations have risen to take their place. A brief compilation of what is known of the larger world.

Continued on Page 3

WHAT REMAINS: HISTORY OF THE FALLEN AGE

A record of those events of note having occurred since the end of the High Age.

Continued on Page 4



The Stonemarch, Western border of the Nentir Vale



Hadring, capital city of Nalarn



The Dun-meara of Dolkrak

DM's note -

"Out of character" notes from the Dungeon Master will appear on these scraps of paper!

Time and the Ages of Aerth



AGES OF RECORD

THE PRE-TIME

The unknowable aeons before the birth of the world is known as Pre-Time, and abbreviated PT. This age accounts for all time before the Dawn Age - this period sees the birth of the gods and universe.

THE DAWN AGE

Very little is known of the times following the birth of the world, and only the the earliest histories and legends hint at the birth of civilization. The era known as the Dawn Age (DA) is believed to have lasted for between four and six thousand years.

THE LOST AGE

The three to four thousand years following the Dawn Age, but before the rise of the empires of the High Age, are noted by a peculiar dearth of knowledge. Little information has been unearthed concerning this Lost Age - entire scholarly careers have been wrung from a single Lost Age discovery.

THE HIGH AGE

The rise and eventual fall of the empires of Arkhosia and Bael Turath bookend the 2500 years known as the High Age. Much that was accomplished in this time has been lost, but the ruins of these years can still be found in the remote corners of the world today.

THE FALLEN AGE

The current Age, standing at 1,479 years and counting.

THE AERTHEN CALENDAR

THE YEAR

Each year is counted by the passing of twelve months. Although regional differences do exist, the Common interpretation marks the months as January through December.

THE MONTH

A month is typically four weeks of seven days, although there is some variance due to the changes of seasons, holy holidays, and harvest schedules.

THE WEEK

A week consists of seven days, Sunday through Saturday.

THE DAY

A day is measured by the passing of light and dark, marked into two dozen hours.

DM's note -

In other words, the world of Aerth just uses our real-world calendar for the sake of simplicity.

There and Here: Lands beyond the Vale

The Nentir Vale lies in what is known as Old Nerath - the remnants of a once-great nation brought down by monstrous invaders from the East nearly two hundred years ago. Here I will describe what is known to lie beyond the crumbled borders of our land.

TO THE NORTH

THE FROZEN WASTES

North of the mountains of the Stonemarch, beyond the frozen Witham River lies the frigid roof of the world. Some barbarian tribes, descendants and subjects of the Beartooth clan, still roam the icy tundra - but they are both isolated and nomadic, and do not venture south of their lands.

TO THE SOUTH

WILDERNESS AND WATER

The village of Oakden marks the southernmost point of civilization in Old Nerath before passing into a wild and uninhabited land known simply as the Badlands. A nation called Nalarn lies beyond these wilds, whose people ply the waters known as Melora's Sound. Nalarn is also the greatest center of the worship of Bahamut in the known world.

TO THE EAST

THE FELS OF HALLRAG, THE DWARVES OF DOLKRAK

A single road leaves the Vale heading southeast to the city of Dun-abeth, gateway to the mountainous Dwarven nation of Dolkarak. Any other travel west would bring one first across the Vitterfulk Fells and the ruins of the Troll kingdom of Vardar, still a fetid swamp ruled by the creatures who dwell there. Beyond the Vitterfulk lie the Hallrag Fells, a massive wasteland home to roaming clans of Gnolls and other beasts.

TO THE WEST

RAVENSPORT, TIMBERWORTH, AND THE MERMONT SEA

The trading port of Ravensport and the lumber-producing village of Timberworth both lie to the west along the King's Road. Ravensport receives a meager flow of trade across the Meront Sea, and these two cities are responsible for nearly all of the trade that still passes into and out of the Nentir Vale.

DM's note -

The full continent of Everin is about 8000 miles wide and runs about 6000 miles north to south - about the size as the continent of Asia. And it is only one of the lands of Aearth!

What Remains: History of the Fallen Age



AN INCOMPLETE RECORD

What follows is an accounting of what I, Valthrun the Prescient, have been able to assemble from the various sources available to me. It is by no means a complete recording of the history of this age, but an assembled collection of common records from across the Vale.

OUR KNOWN HISTORY

FOUNDING OF NERATH

In the year 612 of the Fallen Age, Nerath of the Beartooth tribe of northmen conquered the last of the other northern tribes, and declared himself, in the rather droll style of the northern barbarians Nerath, King of Nerath. He died sometime around 650, but his nation endured.

FOUNDING OF NALARN

In the early 880's, the loosely-aligned city-states of Melora's Sound, under threat from the expanding nation of Nerath, unified and founded the nation of Nalarn. Nalarn was first ruled by an Emperor Justin Nerva.

DOLKRAK AND THE DROW

Throughout the late 800's and early 900's, the dwarves of Dolkraak saw their first King, Archul, poisoned by agents of the Drow and two separate invasions of their lands.

RELIGIOUS TURMOIL

At the turn of the millennium, High Priest Antanar Hessus of the Church of Bahamut called for a time to "strengthen the resolve of all followers of the Platinum Dragon, and end the corruption of Everin by the evil and the foul once and for all". This translated into a much more strict doctrine for the Church, heavily aligned against any non-divine magic. For twenty years, purges, burnings, and torture are commonplace as the doctrine is taken to the extreme until Hessus is murdered.

THE SOUTHERN WAR

Not much information is available, but at some time around 1100, a great war enveloped several nations in the distant south.

THE FOUNDING OF FALLCREST

In 1179, the Nerathan hero Aranda Markelhay obtained a charter to build a keep at the portage of the Nentir Falls. She raised a simple tower at the site of Moonstone Keep, and under its protection the town of Fallcrest began to grow.

THE LAST KING OF NERATH

Asalar Everett, King of Nerath was slain in 1281, defending the city of Timberworth from an attack by the Bloody Ear goblins. His son Roland Everett is crowned King that spring. In 1299, King Roland Everett destroyed the troll kingdom of Vardar, and slew their king Vard.

THE FALL OF NERATH

In 1311, a massive army of Gnoll tribes, joined by Troll remnants of the Kingdom of Vardar, and led by the gnoll king Gnulfite Rotten Eye, waged a war of vengeance on Nerath. In 1313, King Everett was slain in battle with the Rotten Eye, Hungry Sword, and Red Skull gnoll clans, and the nation of Nerath collapsed. The monstrous army laid waste to our lands for several years before withdrawing to their homelands in the Hallrag Fells.

DM's note -

**All of this, of course, is only what Valthrun has been able to dig up with the meager resources available to him!*