

CHAPTER 8

THE HISTORY OF HABOLOLY

The History of Habololy is measured in years, decades, centuries, and occasionally, millennia. This is true of all the nations, races, and cultures of the world. Although some use a different system of dating, all use the same standards of time. Some events in the history of Habololy are fact beyond a reasonable doubt and agreed upon by all. Other events are debated vigorously.

There are two chronicles of Habololian history that are considered to be the most accurate and are also the two that are most commonly used. The first is the older of the two. It is kept by the clerics of Everentual, The Oldest Orc, and Celetal. Although every nation and culture keeps records, the history presented by these clerics has long been the standard. It uses the Habastlian system of years. This system of dating measures years from the time when the Council placed a ban on the creation of new lands on Habololy and on many magical creations. In the Habastlian system, BC stands for Before the Creation Ban; while AC stands for After the Creation Ban.

It was not until 243 AC that another chronicle of the history of Habololy came into being. The College of Icefia, headed by the then mortal dean, Allanda Melodi, set about the task of laying down a new and more accurate history. With a group of devoted relic hunters and loremasters, the college took twenty-five years to assemble the information and write down a revised history. The dean even instituted the Asticlean system of dating to better record the history. This system of dating measures years before and after the appearance of the moon.

Although unhappy that another accurate, all-encompassing history was now being used by some nations, the writers of the Habastlian chronicle could do little to stop the spread of the history laid out by the College of Icefia, as it was backed by the Kingdom of Icefia, the most powerful nation at the time. The new chronicle was accepted by some, rejected by some, and integrated by some. To the present day, the peoples of Habololy are split over which one of the chronicles is accurate.

The following is the history of Habololy. The two versions are interwoven to demonstrate the differences. The two styles of dating are used to show which events are used in each chronicle. In other words, an event that has a date in the Habastlian style is considered accurate by the Habastlian chronicle. The same can be said of the Asticlean chronicle. When a date is not precisely known, a “c.” is placed before it. Although the history is documented, that does not mean that it is common knowledge to every being. Only the most learned loremasters and historians would have a working knowledge of all the events in the chronicle. Even they would pass over smaller events that were only important for one nation, race or region. To determine if a character has knowledge of an event, or its date, each event has been given a difficulty rating. This can be used when a character is attempting to call on that particular knowledge. For more on that check, see the Knowledge (History) skill on page 90.

DATE	EVENT (DC)
Habastlian/Asticlean	
c. Pre-2963	Habololy is created by Habastly, Smofarf, Treetop, and Lakius. There are only elves and humans. (35)
c. Pre-2863	Gnomes appear for the first time. (35)
2500 BC	Habololy is created by Habastly, Smofarf, Treetop, and Lakius. Only the main continent exists. Humans, gnomes, and elves are the only races. (10)
2499 BC/ pre-2712	The elves crown the first Rosetree and form the first sovereign nation. (40)
c.2250 BC/ pre-2463	The Oldest Orc appears. He brings with him the orcs and dragons. The orcs settle on the eastern side. (15)
2222 BC/ pre-2435	The first elves reach the eastern jungles. They found a new kingdom. (25)
2214 BC/ pre-2427	The first orcish emperor is crowned. (25)
c.2210 BC/ pre-2423	The orcs conquer the great forest. (20)
2161 BC/ pre-2374	The Gnom-Orc Accord, grants the orcs control over the great plateau. No war is fought. (25)
2150 BC/ pre-2363	Smofarf creates the String Mountain continent. (15)
pre-2354	Smofarf promotes Novine to the status of deity. (40)
2101 BC/ pre-2314	The orcs conquer the lands of Yellowia. (40)
c.2000 BC/ pre-2213	Dedestroyt and Gruweas appear with a mighty explosion from the ocean. (18)
1950 BC	Gruweas creates the Gree. (30)
1910 BC/ pre-2123	The Vinsaise War. The orcs are defeated by the desert elves, although they still rule the northern half of the main continent. (40)
1872 BC/ pre-2085	The “Blazing West” occurs. The desert elves’ realm is destroyed. The orcs do not investigate. (50)
1804 BC/ pre-2017	The first appearance of Amat in any records. (40)
1800 BC/ pre-2013	Smofarf creates the dwarves and the frost giants and places them on the String Mountain continent. (15) The two groups live in peace. (40)
1799 BC/ pre-2012	The revolt against the orcish empire begins. It is lead by Amat. (30)
1797 BC/ pre-2010	The first king of the String Mountain dwarves is crowned. (30)
c.1790 BC	Novine is promoted to the status of deity by Habastly. (30)
c.1740 BC/ pre-1953	The elves encounter the race of gremlins for the first time. (25)
c.1700 BC/ pre-1913	The elves venture into the lands that are now known as Pacyr, Hertoplowis, and Thynkizland. They encounter the deity Celetal for the first time. (20)
1695 BC/ pre-1908	After another explosion in the ocean, the deities Level and Lavad appear. (30)
1690 BC/ pre-1903	Treetop rewards the gremlins Compture and Gremdelivian with immortality. They become leaders of the gremlins. (30)
1681 BC/ pre-1894	Lakius allows the deity Frostine to usurp some of his followers and become a power in his own right on Habololy. (30)
1680 BC/ pre-1893	The revolt against the orcs is finally complete. They are confined to a small area on the eastern side of the main continent. The gnomes, led by Amat, assume control of all the former orcish lands. (20)
1677 BC/ pre-1890	Amat banishes most of the dragons to the ocean. (40)
1651 BC/ pre-1864	The continent of Icefia is created by Frostine. He also brings the first inhabitants, gnomes, to the continent. (15)
1648 BC/ pre-1861	The human, known as Highlander, is deified by Smofarf for his ingenuity and intelligence. (15) Smofarf hopes that the new deity will draw power from the growing armies of gnomes under the banner of Amat. (40)
c. Pre-1815	Amat coins the term “tinker”, it is more of a derogatory term then anything else. (35)
c.1600 BC	The term “tinker” is coined by a cleric of Highlander. The gnome uses it to describe his deity. (20)
c.1500 BC/ pre-1713	The Grean Republic is established. (35)

Habololian – “Even a small gnome can upset the world.”

c. Pre-1640	The Vishtoo wipe out a village of Gree. It is the first known encounter with the Vishtoo by any civilized race. (45)
c. Pre-1620	The first barbarians settle in Icefia. (30) They are the first humans to inhabit the continent. (40)
c.1400 BC/ pre-1613	Amat ascends to the status of deity without the aid of an already existing deity. (10)
c.1400 BC	The first Vishtoo are seen by dwarven explorers in the String Mountains. They are called “badmen” in the dwarven language. This is the name they would be known by for centuries. (25)
1372 BC/ pre-1585	The Tri-War occurs. The dwarves and frost giants fight together against the Gree and the Vishtoo. (35)
1312 BC/ pre-1525	The Tri-War ends. Territorial lines are drawn. None of the three sides have gained any sizable portion of land. (35)
1296 BC/ pre-1509	The first Dedestroytian emperor is crowned. (30)
1202 BC/ pre-1415	The beginning of the Great Revolution against Amat and his gnomes. (10)
1157 BC/ pre-1370	A group of varied races founds Pacyr as a nation of peace, as they try and avoid the Great Revolution. (30)
1142 BC/ pre-1355	The king of the frost giants is slain in battle with the gnomes. A warlord takes over. (35)
1111 BC/ pre-1324	The Great Revolution ends. The last of Amat’s gnomes are banished to the northeastern corner of the main continent. (10) Amat is banished from the main continent, Icefia, and the String Mountains. (15) The orcs are penned into the same corner as the gnomes, as the rest of the world fears any great empire. (25)
1083 BC/ pre-1296	The gnomes of the plateau crown a king in an attempt to avoid the influence of Amat. (40)
1082 BC/ pre-1297	The long-standing relationship between the dwarves and frost giants breaks down. The dwarves are driven from most of the mountain top cities. (30)
1052 BC/ pre-1265	The dwarves return to the mountains and attack the frost giants. After fifty years of off and on war, they reclaim some mountains. (30)
1023 BC/ pre-1236	The first city is founded in Intoria, the great desert on the western coast of the main continent. It is named Reus. (25)
c.1000 BC/ pre-1213	The Kingdom of Nomagrok crowns its first king. (30)
973 BC/ pre-1186	The Grean wizard Rutorn creates the first elemental projector. (40)
c.965 BC/ pre-1178	The first king of the ice gnomes is crowned. (35)
c.900 BC/ pre-1113	Everentual is created by Celetal to judge over the souls of mortals. (20)
871 BC/ pre-1084	The Kingdom of Yellowia is founded. (20)
863 BC/ pre-1076	The first Grean battleship is seen by a human merchant ship. It is made of metal instead of wood. (35)
c.850 BC/ pre-1063	Tyrogatore is promoted to the status of deity by Celetal to judge over the bodies of mortals. (20) The rise of the Halfling kingdom. (35)
813 BC/ pre-1026	The second Tri-War. The frost giants are not involved. (30)
703 BC/ pre-916	Han~Sui is created by Celetal to bring justice to the mortals who have been judged by the deities. (20)
c.700 BC/ pre-913	The feuding deities Frostine and Lakius each promote a mortal to deity status. The two humans are Tfop and Pfof, twin brothers. (30)
693 BC/ pre-906	The jungle elves consent to become a protectorate of the Kingdom of Yellowia. (20)
630 BC	The first human city is founded in Icefia. (35)
611 BC/ pre-824	Sailors encounter the first intelligent creatures from below the waves. Lakius reveals that he has created races under the sea. (30)
505 BC/ pre-718	The first Graplore is held. (20)
501 BC/ pre-714	The Oldest Orc commissions the Council of the Gods. (10) It is built by the finest mortal crafters of the time. The deities create Forsha to protect the Council. She is a deity, but does not have a seat on the Council. (20) Every deity is offered a seat, except Amat and Vishtoo. They all accept. (30)
Pre-694	The human Icefian cities join together and elect a ruler. They are called the Icefian Confederation. (30)

481 BC/ pre-694	The third Tri-War. (25)
479 BC/ pre-692	The first Suian competition is held. (20)
422 BC/ pre-635	The return of the frost giant monarchy. The king allies the frost giants with Drunnbar and Clan Sledgehammer. (35)
c.300 BC	The first encounter with a being from another world is made by the gnomes on the Great Plateau. The being arrived on what is said to be a sailing ship that can move through the skies and beyond. (50)
Pre-513	The first peaceful travelers from another world are met on the Great Plateau. (50)
282 BC/ pre-495	The mortal Tommimao takes an adventurous crew on a ship into the sky. (35)
176 BC/ pre-389	The “Elven Slaughter” occurs in Yellowia. The Umanin, a rogue Yellowian noble family, massacres thousands of jungle elves. Foundation laid for the Cult of the Slaughter. (25)
154 BC/ pre-367	Amat returns from exile with Doggedens, massive titan-like creatures he created to fight the deities, and an army of gnomes. It is called the Doggeden War. (10) He also has allies in the Grey Dragons and the deity Novine, who abandons the Council. (25)
150 BC	Lavad is slain by Doggedens. (25)
Pre-363	Lavad is trapped by Amat, after being weakened by the Doggedens. (40)
133 BC/ pre-346	Level is slain by Amat. (25)
c.130 BC/ pre-343	The Halfling kingdom falls apart when the young king is slain in the war with no heir. The rule of the halflings falls to the dukes of the forest, known as the Woodukes. (30)
105 BC/ pre-318	Novine is betrayed and banished by Amat in an attempt to increase his personal power. (20)
100 BC/ pre-313	Tfop meets Amat in battle. He is almost beaten when he unleashes a horrifically powerful potion, which banishes Amat from Habololy. It leaves Tfop lame. The armies of Amat fall apart. (10) The Umanin become the royal family of Yellowia. (20)
99 BC/ pre-312	The Doggedens are banished to an island, which Habastly creates for them. The gnomes are once again imprisoned in their small corner of the main continent. (15)
99 BC	Tfop leaves the Council. (20)
Pre-312	Tfop is forced to resign from the Council after he calls on reform of the laws of the Council. (40)
56 BC/ pre-269	The Harticutt family takes control of Yellowia after deposing the Umanin, who found their own kingdom. (20)
13 BC/ pre-226	Thynkizland is colonized. It is to be a place of study for wizards. (25)
6 BC/ pre-219	The fourth Tri-War. (25)
BC0AC/ pre-213	Habastly bans the creation of any new lands, races, or creatures. (10) The Council fears a repeat of the Doggeden and the world becoming overcrowded. (25)
15 AC/ pre-198	Hemator is promoted to the status of deity by the Council for her service to the world during the Doggeden War. (20)
21 AC/ pre-192	The nation of Thynkizland is founded by wizards. (40)
Pre-189	The Icefian Federation of cities breaks down. (30)
101 AC/ pre-112	The first sail less Grean battleship is seen. (30)
200 AC/ pre-13	Amat returns from banishment. (10) He returns by deceiving Tommimao, who has miraculously returned from his voyage that started nearly 500 years ago, into bringing him back. (25)
201 AC/ pre-12	Tommimao is promoted to the status of deity. He is tasked with defeating Amat. (20)
204 AC/ pre-9	Amat is defeated by the combined forces of Tommimao and the mortals Falan, Stasis, and Mouser. He is banished, but continues to bring misfortune to Habololy. (20)
206 AC/ pre-7	The Kingdom of Icefia is founded by Stasis. (25)
207 AC/ pre-6	Falan is promoted to the status of deity by the Council for his role in defeating Amat. (25) The first sighting of a mindshadow on Thynkizland. (40)
209 AC/ pre-4	The Bardic College of Icefia is founded. (25)
212 AC/ pre-1	The islands south of the Kingdom of Yellowia are sunk by Amat. The dwarves that live there are wiped out. (30)
213 AC/ year 0	After eight years of plagues upon Habololy, Amat returns. The Council gives mortals the magic with which to permanently stop him. Amat is defeated and trapped in the

	moon, which was created as a prison as part of the magic given to the mortals by the Council. (10) The Horarians, who were brought to Habololy by Amat to fight for him, are placed on Red Island. Their deity, Quan Yin, arrives to aid them in their time of need. (35) A wild caster and the cult of Chaos control Thynkizland. (40)
214 AC/ post-1	Dresta arrives and proclaims that she is the maiden of the moon, which is named Asticlan. (15)
215 AC/ post-2	Arsur'anyodel arrives and claims that she is the maiden of the moon. (20)
216 AC/ post-3	The nation of Amatom is discovered to exist on the island of Ekarude. (20) It has existed, hidden by the power of Amat, for over a millennium. (45)
221 AC	Hemator leaves the Council. (15) She wants more power than any one deity should be granted. (25)
Post-8	Hemator argues that the Council will continue to have problems with cults until they become more involved in the world. Before the Council can stop her, she escapes to another plane. (25)
222 AC/ post-9	The first Borkonic War. (40)
248 AC/ post-35	The Bardic College of Yellowwia is founded. (25)
250 AC/ post-37	The emperor Keifer Vewslay III forms the Destroytian republic, ending over 1500 years of the empire. (20)
258 AC/ post-45	The second Borkonic War. (35)
260 AC	The Council, for his role in the imprisoning of Amat, promotes Stasis to the status of deity. (25)
Post-47	Fearing another cult as popular as Hemator's, the Council allows Stasis to have a seat despite his views. (40)
261 AC/ post-48	One year after his mother was killed by a dragon, King Gideon of Icefia begins The Hunt, placing a hefty bounty on the head of every dragon. (20)
265 AC/ post-52	The first War of Indecency. It is the Destroytian Republic's civil war between those who want a return to the laws of the empire and the supporters of the Republic. (30)
274 AC/ post-61	Drunnbar ascends to godhood without the help of the Council. (20) He follows the path of Hemator after realizing the Council will never recognize him as a deity. (45)
312 AC/ post-99	The nation of Borkondof is officially recognized by the Orcish Empire. The rest of the world follows suit. (35)
349 AC/ post-136	Clan Frozensky breaks ties with the dwarven king. They form their own tribal nation. (35)
371 AC/ post-158	The last king of the plateau dies. He has no heirs and the kingdom falls apart. (25)
383 AC/ post-166	The Kingdom of Icefia and the ice gnomes join forces and begin the Gem-Ice war against the chosen of Frostine. (30)
385 AC/ post-168	The first crusade for magic. The String Mountain dwarves launch an invasion into the lands of Clan Sledgehammer. Many dwarves die on both sides, and neither side claims victory. (35)
388 AC/ post-171	The Gem-Ice war ends with the chosen of Frostine being all but wiped out. (30)
390 AC/ post-177	Gnarion is promoted to the status of deity by the Council. (20) This comes after centuries of vying for a seat. (35)
402 AC/ post-189	The great Umanin fortress is destroyed by the Kingdom of Yellowwia, and the Umanin Kingdom falls apart. (20) Borkondof aids in the war against the Umanin. (40)
414 AC/ post-201	The king of the ice gnomes retires so that a new government based of the religion of Gnarion may be installed, it is known as Gnarland. (30)
435 AC/ post-222	The jungle elves form their own sovereign kingdom after a short war with the Kingdom of Yellowwia. (20)
494 AC/ post-281	All of the seafaring nations unite against the Grean Republic, which has controlled the ocean for centuries. The Battle of the Spotted Eagle marks the largest naval battle ever and the end to the conflict. Over four thousand ships take part in the battle. The Gree are defeated and relinquish control of the sea. (30)
504 AC/ post-291	The Bardic College of Icefia presents most of the nations of Habololy with the first world map. (40) The map's maker goes missing within a week of the presentation. (50)

506 AC/ post-293	The fifth Tri-War. (25)
519 AC/ post-306	Gremdelivian is tricked, trapped, and slain by Highlander and his followers. (15)
525 AC/ post-312	The Day of Falling Death occurs, the technologists launch their assault against the world. (10) The Tinkocracy is formed on the Great Plateau. (15)
525 AC Post-312	The deity Sutyr petitions for, and is granted, a seat on the Council. (15) A fire giant tricks the Council into believing he is the deity Sutyr from another world. When they give him a seat on the Council, his rise to the status of deity is complete. (50)
545 AC	The high priests of Celetal and Everentual are killed in Hertoplowis, the city that held their high temples. The new high priest of Everentual assumes control and establishes a new system of rule. (35)
Post-332	The high priest of Everentual betrays the high priest of Celetal and allows the Tinkocracy to kill her. With her out of the way, he takes a new identity and forms a new government. (50)
530 AC/ post-317	The Hunt officially ends, although dragons continue to be hunted for another century. (20)
541 AC/ post-328	The Tinkocracy annihilates the eastern side of the Great Halfling forest. It becomes known as the boiled forest. (20) An army of orcs, halflings, and humans had been amassing there. (25) The cult of Loomashyn moves into the area, along with the Wugs. (40)
569 AC/ post-356	The third Borkonic War. (30)
580 AC/ post-367	The Horarian islands declare themselves independent of the Kingdom of Icefia. They form Kathow-tio-Horari. Red Island is renamed Masl-tio-Horari. (30)
588 AC/ post-375	Highlander is slain by the Han~Sui on orders from the Council. (10) Highlander had violated one of the laws they had set for him on inventing items. (35)
590 AC/ post-377	Without the guidance of their deity, the Tinkocracy begins to splinter and fall apart. (25)
591 AC/ post-378	The Kingdom of Icefia attempts to reclaim the Horarian islands, but their war fails. (25)
596 AC/ post-383	As the forces of the Tinkocracy retreat, a group of Nipits and Sakor'akai form the nation of Amansky. (40)
597 AC/ post-384	The second War of Indecency.
603 AC/ post-390	Lavash-Ki is promoted to the status of deity. (15)
Post-390	Lavash-Ki is the reincarnated spirit of Lavad. (50)
604 AC/ post-391	A weakened Destroytian Republic cannot hold its eastern lands. Thalmeret is organized in those lands. (25)
609 AC/ post-396	The second crusade for magic. The dwarves once again invade the lands of Clan Sledgehammer. The result is ten years of death on both sides with neither side gaining an advantage. (30)
612 AC/ post-399	Pfot is slain in the crusade against technology. He is considered a collaborator with the tinkers. (25)
626 AC	The last of the members of the Tinkocracy is executed in the Destroytian Republic. (25)
Post-413	The last member of the Tinkocracy escapes into Thalmeret. (40)
684 AC/ post-471	The Fire Giants begin a conquest of the lands around the Desert's Edge Mountains. They fight under the banner of Sutyr, and conquer in his name. (25)
702 AC/ post-489	The scaled elves win their independence in a war with the Kingdom of Icefia. (20)
704 AC/ post-491	The Battle of the Burning Jungle occurs. The Fire Giants assault the jungles. The Destroytian Republic and Thalmeret defeat them, but not before they burn 100,000 acres of jungle. (20) The gremlins aid the humans' armies. (40)
705 AC/ post-493	The Scaled Kingdom is formed. (25)
722 AC/ post-510	The fourth Borkonic War. (20)
731 AC/ post-518	The Padwell family becomes the 4 th royal family of Yellowwia. (20)
738 AC/ post-525	The Fire Giants begin the siege of Jaswap. (25)
755 AC/ post-542	The Merchant Ship Order of Rights is signed by most of the seafaring nations. It is

	written in Hertoplowis, where diplomats from the signing nations designed it. It is an attempt to promote trade and stop the Horarian pirates. (20)
760 AC/ post-547	The third War of Indecency. (20)
768 AC/ post-555	The Kingdom of Icefia launches the Wyvern Crusade, which is an attempt to reclaim the land won by the scaled elves. After two years fighting, the scaled elves defeat the crusade. (25)

HISTORIC EVENTS

The Amatine War (1799-1680 BC): Led by Amat, the gnomes and many other races fought against the orcs, who had ruled the main continent for centuries. It was only by the inspiration of Amat and his driving will that the war continued. The orcs defeated every army but that of Amat. When the war ends, the orcs are left confined to a small area and Amat's gnomes have the only sizable army on the main continent. The world has traded one empire for another.

The Tri-Wars: Whenever the three races; the String Mountain Dwarves, the Gree, and the Vishtoo, fight a war, it has come to be called a Tri-War. Although one of the sides comes out of a war with an advantage, it is never complete. There are five officially recorded wars, but hundreds of skirmishes and lesser battles occur outside of these wars. The hatred between the nations' leaders is such that they will not be satisfied until the others are wiped out or completely subjugated. Only population and distance stop a Tri-War from occurring every decade.

The Great Revolt (1202-1111 BC): Much the same as Amat had done to the orcs, the orcs return with the other races to revolt against the rule of Amat. He had ruled for nearly half of a millennium. The war brings about a great deal of exploration and discovery that had been held in check by Amat's rule. The revolt is bloodier than the Amatine War, as the gnomes have no respect or honor in fighting for their control. Assassinations are commonplace. When the revolt ends, the races and nations of the world drive the orcs and gnomes into the northeastern corner of the main continent, where they are forced to co-exist. The revolt is followed by decades of peace, the likes of which Habololy had never known.

The Doggeden War (154-100 BC): Upon returning from his first banishment, Amat brought a war against the Council. The monsters he named Doggedens were created to fight the deities, while the gnomes rose up to fight the mortals. The gnomes fought by assassinating leaders, causing revolts, and creating chaos among the nations allied against them.

Although it lasted a mere fifty-four years, the Doggeden War saw the destruction of more deities and land than any other war. The Council defeated Amat, but could not destroy him. Amat was once again banished.

The Return of Amat (200-213 AC): On his last return to Habololy, Amat attempted a different strategy. He brought plague after horrific plague upon the world, hoping to break the faith of the deities' followers. Over the course of these years, Amat charmed millions, nearly put out the sun, and opened gates to many of the lower planes. His final act was to bring the armies of another world to Habololy to do battle. The deities, their champions, and the heroes of Habololy were able to thwart all of his plots and eventually trap him inside a new planet, which became Habololy's moon.

The Borkonic Wars: The great warlord Borkon the Rusted, founder of the nation of Borkondof, is the namesake of these wars, and in fact fought in the first two. All of the wars involved the nation of Borkondof fighting against its neighbor nations, who were usually allied against them. The Orcish Empire, the Kingdom of Yellowia, the Umanin Kingdom, the inhabitants of the Great Halfling Forest, and the Kingdom of the Jungle Elves were all involved in one or more of the Borkonic Wars. The wars were always about land that Borkondof wanted, that belonged to another nation. None of the wars has ended with a definitive winner, and hence they continue to repeat themselves.

The Hunt (261-530 AC): Started by King Gideon of Icefia, it gave a bounty of 100,000 crowns to anyone that brought in the head of a dragon. Although tens of thousands of hunters died trying to collect the reward, hundreds of dragons were also slain. Their numbers dwindled to the point where they could no longer control all of the islands in the ocean and were forced to scatter to whatever land they could hide in around Habololy. The Hunt ended after 270 years when the Kingdom of Icefia could no longer afford to pay the bounty.

The Wars of Indecency: The Destructoytian Empire had laws and traditions that called for women to have a very specific roll in society.

They had just as many rights as the men, but different rights. When the Destroytian Republic was formed, many of these laws were changed. Some people were offended and outraged. The result were two civil wars, the second of which ended in the formation of the nation of Thalmeret, which returned to the traditional laws. The third war was the Destroytian Republic's attempt to reclaim the land that had been won by Thalmeret.

The Rise and Fall of the Tinkocracy (525-626 AC): It began with the day of falling death, when the Tinkers of the Great Plateau were able to shake every nation with a surprise attack. Using technology that most races and nations had not dreamed existed, the tinkers imposed their will upon Habololy for over half a century. All of the nations were weakened, and some were wiped out. Had it not been for the foolishness of their deity, the Tinkocracy may have ruled for centuries. After their deity's fall, the other nations were able to defeat the Tinkocracy. After their reign, the world political landscape was forever changed. For fifty years after the fall of the Technocracy, Habololy fought to find stability again.

The Graplore (505 BC – present): The grand competition of unarmed skills sponsored by the religion of Tyrogatore. The first competitions were held in 505 BC in what was once the home of the religion of Tyrogatore, Hertim (now part of the great city of Hertoplowis). Since then, a competition has been held nearly every 25 years.

In the centuries in which the event has been held, many things have changed. The first competition had only 30 competitors. Today, nearly every cleric of Tyrogatore who has completed his clerical training nominates a participant. The first few Graplores were all held in the lands surrounding Hertim. Later ones were held in various locals around the world. It became and remains a great honor to host a Graplore. The last tournament was held in the city of Cadullon in the nation of Thalmeret in the year 775 AC.

Many well known heroes have won the Graplore in their time, including Larius Korda and Swali Vineleaf.

The Suian (479 BC – present): The faithful of Han~Sui quickly realized the advantages of the

Graplore and started their own tournament soon after the Graplore began. The armed tournament is designed to honor Han~Sui and determine the greatest armed combatant alive.

Unfortunately for the tournament, the faithful of Han~Sui are more discriminatory towards those they select and allow to participate. This has led to some controversy, and in the case of Kaldur Death, some tragedy.

The Suian is traditionally held the year after the Graplore, in the same city. While the Graplore takes an average of eight months to complete, the Suian takes closer to a year. Every competitor is treated with basic magical healing, if desired, and allowed one week to recover from their wounds after each battle.

Much like the Graplore, some of Habololy's greatest heroes have won the Suian: Larius Korda and Stasis (Gemblade) to name a few. The current champion is also the king's champion of Icefia, Martine Vanyar (see next page).

Martine Vanyar

Male Human Ro 3 / Fi 10 / SS 10: CR 23; Medium-sized humanoid; HD 3d6+6 plus 20d10+40; hp 214 ; Init +10; Spd 30 ft.; AC 24; Atk +22/+17/+12/+8; SQ Sneak Attack +2d6, Trapfinding, Evasion, Trap Sense +1; AL LN; SV Fort +13; Ref +18; Will +8; Str 15; Dex 22; Con 15; Wis 13; Int 13; Chr 13. Height 5'11"; Weight 190 lbs; Brown Hair; Brown Eyes; 33 years old.

Skills and Feats: Balance +13, Bluff +6, Concentration +10, Craft (Weaponsmithing) +4, Escape Artist +9, Hide +8, Intimidate +13, Jump +6, Knowledge (Local) +2, Knowledge (Geography) +2, Knowledge (Nobility & Royalty) +2, Listen +6, Literacy (Common, Elven, Horarian), Move Silently +1, Ride +11, Sense Motive +5, Speak Common, Elven, and Horarian, Spot +5, Swim +6, Tumble +12; Dodge, Mobility, Combat Reflexes, Expertise, Weapon Focus (Short Sword), Weapon Specialization, Whirlwind Attack, Weapon Finesse, Quick Draw, Spring Attack , Improved Critical (Short Sword), Improved Initiative, Improved Trip, Lightning Reflexes, 2 others.

Equipment: Martine's rank affords him the finest quality of all items. He wears black armor made from the leather of a dragon. His short sword is *keen* and highly magical. He can procure many other items as required from the king or the treasury.

The Champion of Icefia and the reigning champion of the Suian, Martine Vanyar is already considered by many to be one of the greatest warriors the world has ever known. His name and his reputation are known worldwide.

Martine's life before he joined the Icefian military is somewhat of a mystery. Many have asked him about the subject, but none have received a response other than: "I do not live in the past, and have no need to remember it." Since joining the military at the age of 17, he has fought in many battles, including the Wyvern Crusade where he first distinguished himself. At the age of 30, he was made the Champion of the King of Icefia, and a year later, he won the Suian.

Martine is generally quiet, even tempered, and thoughtful. His loyalty to the King of Icefia is well known, as is his willingness to oblige any challenge to his title as champion.

HISTORIC NATIONS

The nations described in this section are a part of history. They have long since fallen apart and given up any claim on Habololy. Not all nations that no longer exist are found listed here because they still have a notable nation that represents the historic nation. For example, the Kingdom of the Ice Gnomes is basically the nation of Gnarland, although the style of government has changed.

The Vinsaise Empire (c.2500-c.1870 BC):

Named so by the Orcs, as the orcish word for "unknown or hidden", the Vinsaise Empire was the realm of the Desert Elves. Its existence was common knowledge in the early days of Habololy, and then lost from memory with the fall of the Orcish Empire. It was not until the Orcs once again marched across the main continent in the early third century AC that knowledge of the once great realm surfaced again. Treasure hunters and knowledge seekers have been ravenous ever since.

The realm of the Desert Elves is said to have been a beautiful land that stretched from the great plateau to the great forest to the jungles of the Dedestroytian Peninsula. Tales of its magnificence are easy to dismiss, because that land today is the largest desert in the world. The strongest evidence that it actually existed are the desert elves themselves. They do not oft speak of the realm, but do not deny the stories when pressed.

The little that is widely known stems mainly from the orcish history, which is notoriously slanted. The Vinsaise Empire, and the elves that lived there, were awesomely powerful wizards. Their magic could not be defeated. According to the orcish history, the elves defended their land, but feared to leave it. Orcish accounts wrote of hordes of chariots, pyramids and ziggurats that dotted the land, and strange creatures that resembled humanoid cats. The orcs also write of an event they named "The Blazing West", when the sky over the elven land filled with fire for weeks. After that time, the land began to die, and the orcs never entered again.

The Amatine Empire (1680-1111 BC): Long before the existence of Atom, the gnomes, led

by Amat, controlled most of what had been the great Orcish Empire. Using everything that the orcs had put in place, the gnomes were able to dominate the main continent for over five hundred years. Many revolts and revolutions occurred. Eventually one succeeded and the gnomes were driven into small pockets, the largest of which was directly to the north of where the orcs has been forced to retreat when the gnomes had originally overthrown them. Unlike the Orcish Empire, which left its mark for millennia in some places, it is up to relic hunters and loremasters to find even small traces of the Amatine Empire.

The Nation of Frostine (1610 BC – 388 AC):

When the continent of Icefia was created by Frostine, he created with it, the perfect race, which became known as the Chosen of Frostine. For nearly two thousand years, the chosen dominated all of central Icefia, and at times other parts of the continent.

They held the Ice Gnomes as slaves, and they held the humans of southern Icefia in fear. Little is known of the workings of the nation, because few could survive a trip into the dead cold of their cities and towns to report what they were like. It is known that clerics and warriors of all sorts ruled the nation. Dictators and tyrants were common.

The time of the chosen came to an end with the arrival of first Gnarion, and then Stasis. As mortals, the two now deities fought against the nation of frostine, an eventually defeated it, driving the chosen and the wicked weather back to the extreme north and west of the continent.

The Dedestroytian Empire (1296 BC – 250 AC):

The predecessor to the Destroytian Republic and the nation of Thalmeret, the Dedestroytian Empire had longevity of glory that is unmatched. For nearly the entirety of its existence, it was one of the most powerful nations on Habololy. Its control over the Dedestroytian Peninsula was unmatched. Location was its only flaw and its great advantage. Having to go through the Gremliv jungles to reach the heartland was no small task, and the easiest path through the jungle lead to the fortress city of Cadullon, which still has never been breached. These natural borders also made it difficult for the nation's armies to wage

war against other nations. Its wars were hampered by long supply lines and a lack of urgency. It was well known that even should an army lose, they had a safe home to which they could return. In the end, it took the resurgence of the Orcish Empire invading, the assassination of the emperor by Kaldur Death, and the strongest empress the nation has ever known to bring about change and the fall of the Dedestroytian Empire.

The Realm of the Lizard (c.1100-c.900 BC):

Before the Halflings ruled the great forest, the lizardfolk had a turn. Fewer accounts exist of their realm than possible any other nation. The years in which it existed were after the great ancient empires of the orcs, gnomes, and elves, but before the reign of the human and Grean nations. The lizardfolk did little to ensure the longevity of their realm. If not for the research of the relic hunter Benjamin Hawklin in the 3rd century AC, their realm would have remained a mystery forever.

The Kingdom of the Plateau (1083 BC-371 AC):

The Kingdom of the Plateau began as a way to give gnomes a nation outside of the control of Amat. From its inception, the kingdom never had a true base of power. Few believed that the royal line would survive as long as it did. The kings were in their position only by the luck of a draw, and the respect and authority they possessed reflected that. It was only the fact that the monarchs did little to interfere in the lives of their people and the other nations that allowed them to linger for nearly fifteen hundred years. The only remnants of the kingdom are the memories of its existence. It left almost no lasting imprint on the people of the Plateau and Habololy.

Gomkrug (1045 BC-217 AC): After the fall of the Gnomish Empire, any Amatine gnomes that had not fled the plateau were forced into a forested area north of the orcs lands. They were taken on a long march across the main continent from the Great Plateau to those lands. Thousands died during their forces march. Those that reached the land had little of anything. It was fifty years before they organized into something that resemble a nation. When they did, they named in Gomkrug.

Despite its long existence, Gomkrug never became a powerful nation. Their endless strife with the orcs on their southern border kept both nations busy. The best of Amat's followers had fled the main continent, and those that remained didn't have the skill and power that had marked the Amatine Empire. When Amat was finally imprisoned, the Oricsh Empire was invigorated. They raised the grandest army in a millennium and wiped the nation of Gomkrug out. Not a building was left standing. Oricsh records tell that they purged over 250,000 gnomes from the land in the last days of Gomkrug.

The Halfling Kingdom (c.850-130 BC): The only attempt made by the halflings of the Great Forest to rule themselves as one nation. It began with good intentions, and in fact flourished as an honest and noble nation for several centuries. During its peak, the kingdom spanned over three quarters of the Great Forest and included over three million halflings as well as a million others. They had many dealings and trade with the faerie folk, and had good relations with the Kingdom of Yellowia. Greed eventually began to creep its way into the hearts of the leaders of the kingdom, the ten Woodukes, who served directly under the king. By the time of the Doggeden War, little could be done to stop the kingdom's collapse. Three of the Woodukes were slain in the war, and the royal line conceded to step down when they could not protect the kingdom from the ravages of the war.

The Umanin Kingdom (c.151 BC-402 AC): Before the Umanin ruled over their own kingdom, they were a noble family of the Kingdom of Yellowia. During the Doggeden War, their house replaced the Astar family as the ruling family of the kingdom. It was then that the Umanin, at the time the name was only a family name, showed their hatred for non-human races and slaughtered thousands of elves. Their reign as the monarchs of the kingdom of Yellowia did not last long. The other families, along with the elves, overthrew the Umanin and installed the Harticutt family to power.

The Umanin still laid claim to some of western Yellowia, including the great fortress built there. They took their loyal followers and began their own kingdom. The kingdom

remained a thorn in the side of the other nations of the main continent for centuries, but never rose to any great prominence. Their hatred eventually destroyed the kingdom. The Kingdom of Yellowia annexed their lands, but after the War of Technology the lands went unclaimed. The remnants of the Umanin kingdom can still be found in those lands, and the humans there still refer to themselves as Umanin. The city of Kendall is the only remaining tribute to their kingdom.

The Tinkocracy (525-607 AC): Arguably the most dominant nation ever to exist, the Tinkocracy proved to have little staying power. They rose with the power of technology and the ambition of a few tinkers who looked to prove their power to the rest of the world. They conquered with overwhelming force, laying waste to the armies and lands of their enemies who would not submit. Only the death of the deity Highlander prevented their reach from encompassing the entire world.

The Tinkocracy was based of the Great Plateau. It was formed when the greatest tinkers of the day could not decide upon a method of making decisions and the clerics of Highlander were ordered to mediate the process. What they came up with was the counsel of tinkers appointed by the clerics. The tinkers were appointed yearly, and appointments were based on innovation, prestige, and often donation to the religion of Highlander. When Highlander died, and his clerics lost their standing in the nation, the tinkers fell back to their arguments, and the Tinkocracy fell into anarchy.

HISTORIC HEROES AND VILLAINS

Gailwynon Astarian (c. 2500-1872 BC):

Although the average person has no idea who Gailwynon is, or what he may have done, every wizard, bard, or scholar knows of his importance. Credited by all who have a pension to remember or know such things with having brought a greater knowledge and ability with magic to all wizards. Before his time, creatures that had a natural affinity for it dominated the use of magic. Wizards that sought to learn magic had a very difficult time achieving the skill that they saw in those creatures.

Gailwynon worked for centuries on the problem. He solved it by designing a focus point for all magic on Habololy that wizards could draw on to use the higher magics that had so far eluded them. This focus, said to be a circle of massive stones, did what Gailwynon had planned and more. The stones focused the magic of Habololy so well that if they were to be destroyed, magic would be all but unusable.

It is known that he was an elf, and the Desert elves claim he was one of theirs. They also claim that he was slain by his contemporaries when he tried to take control of all of the elven nations of his time.

Swali Vineleaf (578 BC–271 AC): The greatest champion of the Graplore and the designer of the Feyali-Trela style of combat. Swali was a jungle elf. He lived in a time when the elven jungles were beset by a fiendish evil that was impervious to most weapons. After a near-fatal encounter with one such creature, Swali set about the task of finding a way to fight them. Even legend does not say where he found the inspiration, but after two years away from his home, Swali returned. The jungles were still under siege. He asked the king to allow him to teach what he had learned to other elves, but the king refused until Swali could prove its value. Under the scrying eyes of wizards, Swali sought out one of the fiends. With amazing skill and speed, Swali defeated the fiend with no weapon but his own body. The king was convinced, and Swali began to teach other elves. He and his students swept the fiends from the jungles in a year.

Several years later, Swali was chosen to be a participant in the Graplore, a competition of unarmed skill to honor Tyrogatore. He accepted the invitation and won the tournament, and then won all of the tournaments for the next one hundred and fifty years. Swali was already a legend when the jungle once again came under siege from the drow elves and their cult. Swali led the charge against them, and once again, he won the day. This time however, it came at a cost. Swali's soul was cut off from the world for five hundred years. Most assumed he was dead but Swali's tale was not yet finished.

When his soul was finally released, he returned to the jungles a battered and near dead elf. Those who saw him believed he was a liar and a fraud. To reclaim his status, Swali entered the Graplore once again, invoking the right of a champion to defend his title. While the elves did not believe him, the clerics of Tyrogatore did. Swali won the tournament and the next one as well. Freyali-Trela, which had been forgotten when Swali vanished, was once again brought to the elves of the jungles. This time, it would not be forgotten. Swali died peacefully in the jungle he had protected and loved for so many years. He is memorialized in the Palace of Trees, and in every stadium that has hosted the Graplore.

Larius Korda (229–176 BC): Considered by most to be the greatest warrior to have ever lived. Larius began his life like every other orcish soldier. His size was the only difference. Larius stood over eight feet tall and claimed to weigh over eight hundred pounds. When the weapons that were given to him proved inadequate, Larius simply forged his own. His intelligence showed when he developed a new weapon, the hekuta, that took full advantage of his skill and size. It also showed when Larius began to design a new style of unarmed combat based on orcish tradition. His innovations were successful and in line with orcish ideals, but they were at first rejected by orcish culture.

The views towards Larius' innovations changed drastically in 205 BC when he won the Graplore. The Orcish Empire suddenly lauded the warrior who brought honor and respect back to the orcish warrior. Larius was rewarded with rank and his unarmed style of combat quickly became adopted by the elite warriors. The

martial style was even named Boronk-ek-Korda, which means to fight as Korda. Already one of the best-known orcish warriors of all time for his victory in the Graplore, Larius was not yet satisfied. He was chosen to fight in the Suian Competition the year after he won the Graplore. He wielded his unique weapon, the hekuta, and shocked the civilized world by winning. Larius became the only warrior in history to win both the Graplore and the Suian Competition.

Larius' legend has traveled throughout Habololy. Every young warrior is told of his amazing skill. A statue of Larius is the first to adorn every arena that has hosted a Suian Competition, and the second to adorn those arenas that host a Graplore. Everyone who wields a hekuta, or fights against a warrior that wields one, and everyone who fights in the Boronk-ek-Korda style, or against someone uses that style, knows that Larius Korda was the originator of both.

Saint Dourvan Thinkswar (129 BC–298 AC): Sainted soon after his death by the nation of Pacyr, Dourvan was the linchpin in saving the nation during the Return of Amat. His foresight and strategic skill were unmatched. Much of what he wrote and taught about war and strategy in general is still relevant. Dourvan was a String Mountain Dwarf that left his mountain home early in life to go to Pacyr. Although most believers in the saint simply say that Hemator led the brilliant strategist to the service of her nation, others question why such an intelligent String Mountain Dwarf did not take up a wizardly profession.

Chloren Meo (82-460 AC): The direct descendant of Amat that led the nation of Amatom during Amat's return and imprisonment. After the death of his ancestor and deity, Chloren recognized that the time when the gnomes could exist despite the hatred of the other races had passed. Although he acted against the Orcish Empire and other deeply hated nations, Chloren began to talk to some nations and arrange trade and treaties. His stance led to a near civil war in Amatom and a rift between his gnomes and the followers of the cult of Wandle.

Most historians curse the existence of Chloren, for without his leadership, the Amatine

gnomes may have been exterminated all together. In a time when most of their leaders would have called for open war to force the return of their deity, Chloren gave the gnomes a different direction that allowed them to survive yet still continue towards that goal.

Kaldur Death (c.150-223 AC): There are few recorded mortal beings in Habololian history that match the murderous evil of Kaldur. Aside from their deity, Kaldur is the best known Vishtoo in history. He was as strong as a giant and wielded a cross-bladed greataxe, which he could magically throw. He traveled alone looking to prove he was the greatest warrior there was, there is, or there ever would be.

In 216 AC, Kaldur was refused entrance into the Suian competition. For that insult, after the tournament had ended, Kaldur hunted down and killed the world's greatest warriors, including another Vishtoo that had won the Graplore the year before. He murdered the Dedestroytian Emperor and the King of Yellowia, throwing the world into tumult. He even fought the then mortal Stasis; winner of the Suian that Kaldur was refused entrance into, to a standstill.

Had it not been for the heroes of the nations of Habololy uniting to defeat him, Kaldur's reign of death may have continued for decades, robbing Habololy of all its great warriors.

Saint Hammel the Good (152–224AC): The name of Saint Hammel is connected with the departure of Hemator from the Council, the capturing of the Hunter of Paladins, and the Order of the Banished Hero. He was a paladin in a time when to be that meant to live in constant fear of the artifact the Hunter of Paladins. He was a Nipit in a time when they did not have a nation of their own and were shunned by many other races. He was a follower of a cult when the cults were first given that name and hunted more vehemently than any other time. Through all that, Hammel persevered and became a beacon of hope and light. He was sainted by the nation of Pacyr and the cult of Hemator shortly after his banishment from Habololy at a trial branding him a heretic by the Council.

Borkon the Rusted (180-319 AC): The founder of the nation of Borkondof and considered by all as the greatest Bugbear warrior to have ever lived. Borkon was born and raised much the same as any Bugbear of his time. The Drow controlled the lives of most of the Bugbears and Borkon was no different. He was large and strong, and that allowed him to survive and rise in the ranks of the Bugbears. Legend has it that during a battle against the Troglodytes, Borkon came across the ancient orcish weapon, City Cleaver. It was a massive blade that had been used in ages past to lay siege to cities. After claiming the weapon, Borkon was able to drive the Drow from his home and crown himself Warlord of the humanoids.

His reign as Warlord lasted for decades. During that time, he was able to unite the Bugbears, Kobalds, and Hobgoblins under one banner. To the great fear of the Orcish Empire and the Kingdom of Yellowia, Borkon raised a nation from the slaves and slums of the city of Cleeve. Every scholar recognizes the amazing accomplishment, even those that hate the humanoids. Because of Borkon's years of rule, the nation of Borkondof was able to survive into the present day. The wars that have been fought by the nation have even been named after Borkon.

Legends of Borkon are many. As legend has it, he fought against and mutilated the champion of the Orcish Empire, he fought orcish general Nerad Coustus to a standstill, he nearly destroyed magic from the world, to name just a few. Borkon's effect on the politics and lifestyles of the peoples of the eastern side is undeniable for centuries after his death.

Of Borkon – “None can carry all his kin in his back.”