

Secrets of Fire 2

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# Epoch Timeline:


## THE FALL OF EMPIRES


*Product Tie-In: Fireborn Gamemaster's Guide*

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*Many great empires rose and fell throughout the Fourth Sun, but when Atlantis deteriorated it pulled nearly all of the civilized world into its death throes. Wherever power wanes, however, newcomers fill the vacuum, and the world of the mythic age was no different. Yet rebuild as they might, the civilizations that grew upon Atlantis's ashes could not avoid a despairing truth: that the fall of that great empire was a harbinger for the end of an entire age.*

This timeline provides insights into the events referred to in the Fireborn Gamemaster's Guide as **The Reign of the Undying King** and the **Exile of the Summer Court**. It supplies GMs and players alike with a "big picture" view of this time and place in the mythic age. What happens between the lines, however, and the details of each event, are up to you.





## EPOCH TIMELINE: FALL OF EMPIRE



The following years take place in the Fourth Sun of the Mythic Age

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| 4104 | Great push of the Kurgans splits Elysium into Arcadia and Avalon; Queen Maeve seals off Avalon from the outside world | 4855 | Tahenkhemmen begins construction of the Gold Road, inspiring greater trade with the nations of southern Ofir   |
| 4207 | Atlantis begins to colonize Tethys  | 4857 | Midob traders begin sabotaging construction of Gold Road to retain their monopoly on trade route   |
| 4219 | Tethyns ravage Atlantean colony   | 4860 | Accord reached between Midob and Keheb; Midobi given exclusive trading rights over all animal products   |
| 4305 | Amazonian colony revolts  | 4869 | Several Midobi clans take up piracy as an alternative to the controlled mercantile life  |
| 4327 | Atlantean Senate is disbanded, military takes over  | 4891 | Kurgans sack Atlantean colony of Trocea on the northeastern shores of the Inner Sea  |
| 4472 | Massive conquest effort of the newfound western continent, No Istok, begins   | 4900 | Fae of Arcadia begin their Exile to Avalon; Kurgans control nearly all of Erebea   |
| 4550 | All religions except Hesirus and Selera outlawed in Atlantean colonies; Keheb revolts                                 | 4908 | Atlantean senate regains control of Atlantis; Atlantis frees its remaining colonies  |
| 4551 | First encounter between Atlantean fleets and Shen naval vessels ends in conflict                                      | 4913 | Atlantis's new rulers pay Midobi pirates to act as guards of their merchant ships; Vansir split and head east and north in search of easier prey   |
| 4553 | Nebekhet I becomes first king of Keheb  | 4915 | The Vansir that ventured north settle in the mountains near Jotunheim, paying homage to the Kurgan/titan mixed-blood descendants living at the foot of the mountains. They dub their new gods "the Ironborn" |
| 4600 | Atlanteans firmly embroiled in war against No Istok, Tethys, Shen   | 4919 | Ragged remnants of Vansir reach Xia; after being repelled by the Shen, they create a new aristocracy for themselves among an impressionable clan of the Hebbra   |
| 4612 | Atlanteans smash Tethyn feudal society; nearly complete genocide  | 4922 | Tahenkhemmen begins extension of Gold Road to Xia  |
| 4643 | Splinter groups of Kurgans are absorbed by Erebean sea-raiders to become Vansir                                       | 4928 | Whispers of demon-worship and corruption in No Istok priesthood  |
| 4690 | Atlanteans establish priesthood in No Istok, begin "escorting" Istokans to Atlantis for "education"                   | 4931 | Gold Road begins to suffer attacks from nomadic bandits and exiled criminals, including many Hebbrians   |
| 4780 | Summer Court calls for heroes to find it a new home   | 4951 | Dragons are formally denounced by Atlantean priests of Hesirus as demons   |
| 4814 | Immortalizing properties of khemsek discovered in Keheb   | 4969 | Extension of Gold Road abandoned; Shen claims that the west has abandoned its gods, and cuts itself from further trade   |
| 4837 | Atlantean campaign to retake Keheb begins; dragons revoke the ancient accord that protects the island of Atlantis     |      |  |
| 4841 | Vansir raiders begin to assault Atlantis's shores; Tethys renew hostilities against Atlantean ships                   |      |  |
| 4843 | Kurgans sack Esrulim, Atlantean ally and port-town of southern Erebea   |      |  |



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| <p>5004 Fae of Arcadia begin their Exile to Avalon; War of the Blessed Lands begins among Kurgan tribes who wish to claim ancestral fae territory</p> <p>5060 War of the Blessed Land ends; Phythia and Milesia are founded as part of the resulting treaty</p> <p>5121 The journey of King Oberyceum and Queen Tiana to Avalon begins; Arcadia is no more; A half-fae, half-human wizard that watches over Babylon, unable to watch his beloved city fall into ruin, destroys it in an attempt to trap it in time</p> <p>5209 Tales of tyrannical, murderous, and even insane dragons begin to surface, starting in the west and working their way eastward</p> <p>5224 King Oberyceum and Queen Tiana reach Avalon; Together, they and Queen Maeve work a mighty ritual to take Avalon over into the world of faerie</p> <p>5265 Istokan religion of the gray mirror replaces the worship of Hesirus on Atlantis</p> | <p>5300 The titans of Jotunheim are driven forth from their home in a mad fury, laying waste to everything that they see; the cause of their rage is unknown; the races of man unite to fight them; most records, kept by titan scribes throughout the ages, disappear</p> <p>5332 In the face of roving titan warbands and onslaughts from rogue dragons, Tahenkhemmen rescinds his outlawing of magic. An alliance between the Istokan mage-priests of Atlantis, the Maat and alchemists of Keheb, and the shamans of the Kurgans is formed; their goal is to summon magics that will destroy titan and dragon alike</p> <p>5335 The Ebony Kingdoms plead with the alliance of sorcerers to abandon their efforts; when their entreaties are ignored, they begin infiltrating the kingdoms of the north, causing sabotage and destruction where possible; most remaining records are destroyed</p> <p>? Mythic age ends in a cataclysm of fire and flood; cause is shrouded in the mysteries of time</p> |
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