

## The History of Mireador

- CY 0 The Noldor and their allies, the Northmen and Dwarves, arrive in Mireador. The Brodan and Gnomes are already area residents. The Elves land at Green Haven.
- CY 33 The Order of the Silver Lance is established by Duke Fingon. They have the power to act as judges over the vassal Northmen.
- CY 47 Halflings around Thurl Fen ask for Elven assistance against Sahuagin invaders. The Halflings received the aid and swear fealty to the Noldor.
- CY 50 The High King is slain by Lolth in a city of the Drow after a great fight. The Dwarves are granted self rule as the final act of the High King. The death of the High King causes a brief but bloodless power struggle between princes Fingon and Celegorm. They divide the realm into Vulm and Mireador. A powerful tome is recovered from the Drow city, but is lost to knowledge soon after.
- CY 82-4 Kobolds are driven from the Snake Hills by the Gnomes.
- CY 121 Founding of Sardis around a temple to Praios the Lawgiver.
- CY 123 Ciryatandor is established as the seat of Elven power in Vulm, and the throne of Fingon.
- CY 135-40 The Orc Dwarf War begins by Orcish expansion into the Mountains of the Wind. It ends with the Orcs exterminated as a race in the north.
- CY 152 Grand Grove is established as the main Brodan bardic college and druid grove of the Brodan.
- CY 165 Vulm and the Gnomes ally in a pact against the threat of Kobold invasion.
- CY 172 Blood Fells founded by lowland Brodan.
- CY 173 The Red Holes settled by the Daen.
- CY 198 First training school founded for rangers established by Farseeker.
- CY 207-11 The Elves and Daen war begins over trespassing in a burial ground. The Red Holes are sacked and the Elves migrate north.
- CY 232-3 Kobolds invade the southern forests. The invasion is stemmed after two years of skirmishing.
- CY 268 The Brodan and Daen ally against the Kobolds.
- CY 274 Ruuriik founded by Oin Longbeard.
- CY 275 Ori Redbeard founds Ironspur.

- CY 287 Margrave Leod establishes the War College of Sardis.
- CY 290 Northflood is established at the junction of the Knife River and the Emerald Run.
- CY 293 Halflings found Curtis hollow at the mouth of the Svelt.
- CY 296 Longwall founded.
- CY 298 Angle is founded by Halflings on the bank of the Knife River.
- CY 299 Kirgrod is founded in the Snake Hills.
- CY 300-3 Kobolds invade from the southern forests. The lands of the Daen are invaded and eventually the Kobolds push them northwards.
- CY 308-31 The First Goblin War lasts for nearly eight years as two separate tribes of Goblins migrate north from across the Black River and through the Gap of Khand. The last of the Daen are enslaved by the Goblins and the rest are exterminated. The Goblins push all the way to the gates of Blood Fells before the offensive grinds to a halt. Curtis Hollow is razed in CY 316 and the survivors flee to the Angle or are assisted by the Dwarves in fleeing across the mountains. The Goblins settle in at the mouth of the Svelt in the ruins of Curtis Hollow.
- CY 333 Gnome spies steal the secret of steel from the Elven allies. This sours relations between the two peoples.
- CY 352-361 A powerful skull-headed wand appears among the master craftsmen of Ciryatandor. Wherever it appears, enormous power and death follow. For nine years the Noldor craftsmen slay one another for its possession. Upon the death of the final two masters at one another's hands, it disappears. Most of the great craftsmen take their secrets to the grave with them. The skill level of the Noldor smiths has been decimated and is never attained again.
- CY 392-3 The Goblins assault the Angle and destroy the city. Halfling survivors flee into the hills to the northeast. The Halflings are now a displaced people.
- CY 429 Harlond is established as the seat of Prince Celegorm. Its excellent natural harbor makes it a perfect seaport.
- CY 442 The last tribe of Halflings migrates through the Gap of Khand and out of Mireador.
- CY 474 The Order of the Azure Bow is found by Prince Celegorm. The society is an Elven ranger organization designed to act as law enforcement in the southern lands. The society is based in Harlond.
- CY 523-527 The Second Goblin War ravages Fale. The last of the Halfling clans not to cross the mountains is destroyed. Brodan and Vulm soldiery finally wear the Goblins down.

- CY 534-9 The Third Goblin War begins. The Kobolds are allied with the Goblins this time and the combination proves deadly. Longwall briefly rebels against the Noldor, but is subdued. Prince Fingon retakes the title of High King and subdues the northern city-states. The Goblin settlement at Bloody Point is destroyed. Much life is lost, but the Goblins and Kobolds never make it farther north than Green Shoals. The Goblins and Kobolds are driven out of Mireador by the end of the summer of 537. Sentinel's Bend is razed, but is rebuilt by 539. Bloody Point is razed, but is rebuilt as an Elven military outpost and naval station. It is renamed Fierce Point.
- CY 537 Secatha the Lizard King arises in the Thurl Fen. At least one part of experienced adventurers meets their doom at his hands.
- CY 539 Hrocki Ironbelly recovers the Axe of the Dwarven Lords from an ancient Dwarven delve.
- CY 546-9 Relations between Harlond and Ciryatandor gradually sour after Fingon takes the title of High King. Prince Celegorm refuses to acknowledge the title of his brother and makes cause with the Northmen under Fingon's sway. The city-states are nominally ruled by humans, but the Elven advisors rule more as despots than as councilors. Prince Daeron finally goads Fingon into giving Prince Celegorm an ultimatum. Celegorm refuses to bow his knee to the High King and both sides muster for war. The Dwarves of Ruuriik and Ironspur both make common cause with the Elves of Harlond. The oligarchs of Sardis, under duress from the Elven occupation army, mobilize in support of the High King. The two Elven navies spend the early summer contesting the waters of the coast. Ciryatandor makes an early attempt at storming Harlond, but is driven back with heavy losses to both sides. Ironspur approaches Longwall and initially there is fighting. But with the death of the Elven consul, the men of Longwall join the cause of Harlond. The two armies then join forces and move north on Sardis. They are thrown back with heavy losses. The Elves of Harlond finally make their way north, joining by the hosts of Northflood and the various Elven settlements along the way. The combined army assaults Sardis and the city falls on the last day of May. The remainder of the season is taken up with the armies of Kirgrod, Blood Fells and the various Brodan tribes arriving to join the host of Harlond. They are also forced to spend several months building enough ships to carry the allied army across the bay to Ciryatandor. Most of the Sardis and Harlond vessels had been lost in the early days of the naval war. The corsairs that had been a problem for decades among the islands of the north are either hunted down or enlisted. By the turn of the year, Prince Daeron has seen that the cause of a united High Kingdom is doomed. Prince Fingon still believes the war is winnable. Prince Daeron, in what is recorded as an act of concern for the state, confronts and slays High King Fingon in his chambers. Taking the crown of Ciryatandor in the dead of night, he sues for peace with the assembled coalition. Within the month, he has silenced any nay sayers and is in effect the true ruler of Ciryatandor. Prince Celegorm, accompanied by the leaders of the allied peoples, accepts the surrender in Sardis. Prince Daeron claims Grimring as his sword of state.
- CY 552 A band of Noldor nobles, enraged by the tyrannical and despotic rule of Prince Daeron as well as mass accusations of devil worship and sentient sacrifice, attack Prince Daeron in the midst of a foul rite. The houses of Ciryatandor are purged in a year of distrust and fear. The Noldor close the island off and no longer admit outsiders. Their ships patrol the bay around the island, turning away any non-Elven ships. Those who persist are sunk. Many Noldor now leave for the mainland. Those who stay are very reclusive and xenophobic.

- CY 556 Priests of Garl Glittergold and Moradin claim to have neutralized Orcus' wand. Rumor has it that it has been forged into an ashtray...
- CY 558-9 The town of Saltmarsh experiences several raids from Sahuagin before the threat is finally neutralized by humans and an alliance of several aquatic races.
- CY 560 The Court of Ardor and the Cult of the Long Night are both neutralized by a powerful band of adventurers. A plot to blot out the very sun itself is foiled.
- CY 563-7 The Small Wars rock Mireador. The corsairs that have troubled the coast since memory begin raiding in force from their city of Umbar to the south of Harlond. They make alliance with the Orcs that team beneath Mount Gundabad in the southern mountains. Together, they attack north into the highlands of the Brodan and harass the Elves of Harlond. Northmen array themselves against the Brodan and it seems the Brodan will fall beneath the double assault of the Orcs from the south and the Northmen from the north. The Northmen are thrown back from the Brodan borders and the highlanders batter the Northmen, but the Brodan lose everything south of Sentinel's Bend to the Orcs and their allies. The Northmen and Brodan sign a treaty and the Northmen move soldiers to the Brodan southern border to aid against the Orcs. The Noldor of Ciryatandor created several outposts along the northern Vulm coast. The Dwarves moved into the southern mountains and were thrown back from the steps of Gundabad. The Corsairs of Umbar and the Elves of Harlond bloodied themselves against one another along the coasts and at sea. Hrocki Ironbelly managed to slay Hurog Skullsplitter, the King of Gundabad in his own throne room. Count Ragnar Shakeshaft of Northflood openly rebelled against King Fram Travar and split the Northman cause. The Orcs had a falling out and were unable to continue their advance as they fell into feuding factions. The Northmen had gained several lucrative trade routes on both land and sea, and had traded the Forest of Brethil, the ancestral lands of the Brodan, to the highlanders for the communities around Adekar. All sides were spent, but the Noldor, Northmen, Harlond, the Brodan and the Dwarves were all firmly aligned against the Orcs and Corsairs.
- CY 571 Count Ragnar is convinced to rejoin the Northman City-States. King Fram loses much respect in the process.
- CY 573-583 The great sheets of ice in the Far North begin to move south. The Noldor and Dwarves are forced to abandon their holdings on the far side of the Bay of Ormal and the native Ice Men migrate into the east.
- CY 589-94 Following the end of the Small Wars, King Valier Shistavarion allied himself with the Ice Demon Lungorthin. While unprecedented, many rationalized the only choices with a neighbor as powerful as Lungorthin were to eliminate him or ally with him. Valier chose the latter. None knew he already served a greater master. He began a silent campaign, bringing the dissatisfied nobles of Mireador under his sway. Count Ragnar Shakeshaft was the greatest of these, still harboring kingly ambitions never brought to heel by his tactical victory against King Fram. The Zitidar tribesmen from the east had long dwelt along the Gap of Khand. Long had they found employment as cavalry in the Dwarven armies. Lungorthin easily corrupted them with the promise of gold and steel. Secatha the Lizard King joined the court of the Corsairs, directed by his lord Demogorgon to aid their effort. Soon the court of Umbar was populated by undead, the

greatest of them the queen and her lover-brother. Queen Eawen Kesrith and her brother Herumor rewarded many of their court with the “gift” of undeath.

The Dwarves began the conflict by moving into Gundabad, but were thrown back with heavy losses and the death of King Nain Forgehewer. The Axe of the Dwarven Lords is also lost to knowledge at this time. Soon, the Dwarves were beset by the Zitidar raiding into the Gap of Khand and the Orcs pouring across the borders in the south. The Dwarves were on the defensive until 591 when they stop the Zitidar advances east of Kirgrod and smash their armies. The Zitidar are driven from the Dwarven territory. By early 592 the Dwarves were on the offensive and driving into the northern Blue Wood and cutting off the Orcs in the Brodan Heartland to the north. By late 592 the Dwarves had liberated the Brodan heartland and had driven the Orcs from the Badlands and back to Gundabad. An ill-fated Dwarven expedition to liberate Harlond was destroyed during snowfall of 592. The summer of 593 saw a Dwarven conquest of Gundabad with losses on both sides that were staggering. Estimates are that nearly 100,000 lives were lost in the warrens of Gundabad before the Orcs were finally rooted out. The Orcs were driven from the last peaks of the Mountains of the Wind by the fall of 593. But reverses were suffered when the Orcs returned to the Blue Wood before Yule of 593 and slew the garrison there. The Orcs soon mustered again and by the first months of 594, they had retaken Gundabad from the Dwarven defenders. The Orcish losses were too great, for their victory was short lived and Dwarves were once again hard at work restoring Gundabad by the fall of 594. The surviving Orcs fled into the Orcish Wildlands.

With the Zitidar ravaging the Dwarven frontiers, Lungorthin urged Ragnar to make his move. In 591 Ragnar claimed rightful kingship of the Northmen and moved his loyal troops from Northflood into Adekar. Sardis, surprisingly, recognized Ragnar’s authority since no legitimate adult heir to the Travar house existed. When the Noldor moved into Northflood to subdue the rebellious province, the coastal communities and Sardis became further enraged at the unwanted intervention of the Elves. Longwall welcomed the intervention of the Elves, while some 90% of Sardis and 80% of the coast supported Ragnar. Resistance to Ragnar gathered at Longwall. Lungorthin’s plans were thrown to the wind in the winter of 591 when the Elven fleet of Ciryatandor assaulted his island and overthrew his forces there. Lungorthin was confronted by the Elven heroes and was driven from the field. He disappeared from knowledge, but his plans were far from through. The turn of 592 found King Ragnar Shakeshaft making the diplomatic error of allying with the Orcs in the face of mounting Elven and Northman resistance. This embracing of ancient foes drove most of the coastal provinces to rethink their stand and join Longwall in resisting the efforts of Ragnar. Longwall gathered its forces and moved against the great forces of the Usurper gathered in Sardis. The fighting was terrible, but Sardis finally fell to the Longwallians. In the summer of 592 Ragnar abandoned his hopes of a Northman crown and abandoned Adekar, leading his troops into the old Brodan lands and joining the Orcish forces. Ragnar waited until the fall of 592 and led a daring, but ill-fated expedition into the northern Blue Woods. The Dwarven defenders slaughtered the renegade Northmen there, but Ragnar managed to escape and flee into anonymity. Lungorthin’s plans seem to have fallen into disarray, but many of the Wise point to the fact that the first tremors began in Ciryatandor after Lungorthin’s expulsion from his island...

The Noldor began the war safe and secure on Ciryatandor with a few outposts in the lowlands of Vulm on the northern coast. King Valier hoped to use his new ally the Ice Demon as a pawn to threaten his neighbors with if things came to push or shove. The Dwarves were staunch allies, and the only peoples he saw as a legitimate threat. His cousin Maris Oakheart of Harlond had been sending him overtures of alliance, not a bad idea in the present climate of

unrest in the land. The young king had no heirs yet, but Maris was not that much older than he. Lungorthin urged King Valier repeatedly to move on his allies, but the Noldor king would not rush into war. Finally the Noldor moved through the Dwarven and Gnome lands in the winter of 590 and assaulted the Brodan holdings in the Forest of Brethil. The Noldor were restrained in their conduct, keeping the slaying to a minimum and paroling the survivors to their own lands. The Noldor thought they were doing the Northmen a favor when they moved into Northflood to liberate it from the forces of Count Ragnar, who was an enemy of the Northman house they had supported for many years. When it became apparent Lungorthin's loyalty was not his, King Valier was quick to order an all out assault upon Lungorthin's island stronghold in the winter of 591. Valier himself even took the field against the forces of the Ice Demon as they razed the fortress of their foe. Valier took great satisfaction in the fact that Lungorthin fled before their might, and left a large garrison to ensure the island would not return to its former state of power. Immediately after Yule, in the first week of 592, King Valier and Jaixe Oakheart signed a treaty rejoining the High Kingdom of the Elves. The first male and female children of the two monarchs would rejoin the kingdom. King Jaixe agreed to ultimately defer to King Valier, but both seemed to be of a common mind and manner and usually agreed. The northern Noldor moved against the enormous forces of the renegade Estarave Northmen occupying the central areas of the Sea of Peril. They were greatly outnumbered and lost half their fleet before being forced to admit defeat and yield the field. This was an unprecedented event for the Noldor, which they did not take well. The Noldor navy prepared to rebuild for a renewed battle with the foe. Yule's eve, 593 King Valier traveled to Harlond, recently recaptured from the Orcs early in the year, to celebrate the holiday and discuss strategy. Shortly after midnight, in the first few moments of 594, a great tremor shook the homeland of Ciryatandor and the entire island shattered and sank within the course of a few moments. The greatest portion of the city sank into a great underwater trench. The resulting tidal wave swept south along the coastline of the continent, sinking or sweeping away vessels as far south as the Great Southern Swamp. Hundreds of thousands of lives were lost as Elven, Northman and Estarave vessels alike were sucked down to the depths of the sea. Some suggest over 250,000 lives were lost and hundreds of ships. Of the enormous fleet of over 100 Estarave galleys that menaced the coasts, only eight survived. They later became buccaneers along the coasts. They were not accounted for by wars end. The surviving Noldor made their way slowly south to Harlond, Vulm and Brethil, stunned at the sudden loss of their home and folk. Valier now remains in Harlond reigning as monarch in Jaixe's house. An uncomfortable position reigns in Harlond and the Elves mourn for the dead and lost.

The Brodan suffered the most from the conflict. The benevolent King Oudinard had finally taken a wife with Duchess Heather McTarn and there was hope the Grand Druid would still conceive an heir in his old age. But treachery came in the form of Orcish assassins in collusion with his own queen and he was foully slain in the spring of 590. The house of McCloud arose to the throne and was forced to take the reins of power in their peoples most troubled period. An abortive invasion of the northern Blue Wood in the fall of 590 was crushed by Orcish magic. The Northman heir apparent lost his life while in the company of the Brodan host. The final blow came in the summer of 591 when the Orcish hordes over ran the borders and brought death and fire into the heartland of the Brodan settlements. The holy groves were burnt and the settlements put to the torch. The Brodan fled north as they could, into the lands of the Northmen. The Brodan heartland remained largely vacant of human inhabitants, other than scattered bands of outlaws and renegades until 592 when the Dwarves liberated the area after the Orcs hordes moved west to Harlond. The Dwarves were only there briefly until they were largely

slaughtered in an ill-planned attack on Harlond. The Orcs returned early in 593 when they were driven from Harlond by the vengeful Elves. The Orcs have largely dwindled away, drawn to Gundabad and destroyed there in the bloody battles for its possession. But today, the Brodan Heartland is largely abandoned. Bands of Orcs and their allies, Brodan outlaws and clansmen as well as small bands of Elves, Gnomes and Dwarves left behind by their various armies all try to eke out livings amid the ruins of the Brodan lands.

The Orcs began the wars with a tremendous victory over the Dwarves, once again throwing them back from the gates of Gundabad and slaying their king in the spring of 590. A second defensive victory in the fall of the same year resulted in the death of the heirs apparent of both Harlond and the Northmen as the two armies were soundly defeated in the northern Blue Wood. Their allies, the renegade Northmen of Buhr Fram, launched their enormous fleet into the Gulf of Drel. The opposing Northmen were easily swept aside by the sheer numbers of the Estarave. In the first months of 591, they took the sword to the enemy and swept into the Brodan Heartland, slaying and burning the lands of their long time foes. The Estarave continued their migration north, driving the Elves of Harlond from the southern Sea of Peril in the summer of 591. In 592, the Dwarves briefly moved into the northern Blue Wood, cutting off the Orc tribes in the highlands, but this only forced the Orcs there to continue their depredations towards the north. The Elves of Harlond moved on the largely abandoned Buhr Fram in 592, burning and razing the largely wood city. Most of the residents of military age were already with the fleet at sea, only the old, young and Corsair refugees guarding the city. The Estarave were slaughtered. Those who evaded the sack fled east towards the Orcish lands, but the southern Blue Woods was up in arms against the Orcs and few survived. The Goblins in the hills of Dushera joined the Orc hordes as the southern Orc tribes attempted to muster to meet the newly arrived hosts of Elves and Northmen. By the summer of 592 the Orcs seemed to be back on track, invading Harlond from the ruins of the Brodan lands. The Orcs were victorious and burned the great city, moving in amid the squalor of the remaining buildings, but the cost in lives was great and the northern horde was weakened. The Elves began marching east from their toehold in the south, moving as far as the Haunted Woods. The Dwarves began an unstoppable march to the south, taking the Badlands and the Brodan Heartland. The Orcs were bottled up in Gundabad. The Estarave met the fleet of the Noldor in the central Sea of Peril, but they crushed the Elves at great cost. Assaults were made upon the Orcs anchored in Harlond by the Dwarves late in 592 and the Elves early in 593. The Elves finally drove the Orcs east into the highlands. The Orcish Empire was crushed and driven from the north, but its survivors still populated the mountains, forests and highlands and they had brought ruin to the Free Peoples.

The Northmen expanded their gains in the south early in the war, taking the southern coasts and then conquering the Lizardmen and Corsairs in the Great Southern Swamp in 590. The death of King Leif Travar and his son to assassins and battle unsettled the land and enabled Count Ragnar to make his move for the throne in the fall of 591. The Northmen spent 591-592 fighting among themselves, Ragnar finally being displaced by the Noldor and allying himself with the Orcs. This alliance with the humanoids cost him much of his support among his countrymen, and by the end of 592 the last of his troops had been slain and he was forced to disappear into the wilderness of the Orc lands. The Northmen gathered their strength again and moved against their renegade kinsmen in the central Sea of Peril. Their strength and ferocity managed to do what the Noldor had been unable, and the Estarave were driven south during the summer of 593. The Estarave held the line in the southern Sea of Peril and the Northmen finally withdrew to the central sea. With the great tidal wave that marked the end of Ciryatandor, the vast bulk of the Northman fleet was swept away. Several crews were lucky enough to be

wrecked upon the coast and found haven with the Elves or among their own folk. Still some 50,000 or more Northmen lost their lives in the deluge. The Northmen were broken, their fleets crushed, their farmsteads burned, their men and horses slain. The city-states were untrusting of one another and their king was slain.

The fleet of Harlond set upon the Corsairs and Umbar itself fell in the summer of 590. The surviving Corsairs fled to Buhr Fram, where they remained until the spring of 592 when Harlond razed the city. From there the survivors fled to the Orc lands or where ever they could find a place to hide. They were never again a force on the field, only appearing as daggers in the night and unnamed leaders of humanoid hordes.

The Elves of Harlond began the war with the conquest of Umbar, their old enemies, in 590 and ended the war making the final conquests of the hills of Dushera and driving the Gnoll tribes from the northern fringes of the Great Southern Savannah in the fall of 594. Although the capital was razed by the Orc hordes in the summer of 592, it was recaptured at the beginning of 593. The survivors of Ciryatandor joined the work force of Harlond and the restoration of the city began almost at once. The city now is the center of Elven culture although the two cultures are strained a bit with the current state of affairs, since no throne is big enough for two kings. Most of the surviving Elves withdrew from their extended posts at wars end, although token sentinels were posted in crucial outposts.