



The Southern Old World

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A BRIEF HISTORY

The Archaic Age

Unlike the lands that became the Empire and Bretonnia, the southern Old World was relatively untouched by Dwarf and Elf. The first Human migration from the south occurred hundreds of years after the Elder Race prevailed against the invaders that surged into the world when the Chaos gates collapsed. These semi-nomadic tribes settled along the river valleys and seacoast of Estalia, Tilea, and the southwestern Border Princes.

The Elves were the first to “discover” these Humans along their trading routes to Barak Varr and the southern Dwarfholds of Karaz Ankor. The Elves established trading colonies along this route in order to take advantage of the trading possibilities. Trade between the Elves and Humans didn’t amount to much as neither side had much of interest to trade. Still, the Humans learned much from the interaction and it wasn’t long before the first Human civilizations appeared in the Old World.

Scholars are unsure as to which civilization arose first, primarily because there is precious little evidence for them to gather other than folktales handed down through the ages. Perhaps the Elves know, but most likely they don’t consider the knowledge as terribly important.

The legendary city of Tylos was founded at the northern end of the wha is now known as the Tilean Sea near the junction of the Abasko and Irrana Mountains. Shortly thereafter, the War of

Vengeance between the Elves and Dwarfs erupted across the lands north of the Irranas. Shortly after, Dwarf naval ships -- constructed by methods ironically taught by Elven shipwrights -- secured the southern flank of Karak Ankor by patrolling the Black Gulf and eastern Southern Sea. Many Elves in the southern Old World tried to make do as the navies of Ulthuan were withdrawn from the Southern Sea to provide transport of soldiers and supplies to the colonies in the north. A southern offensive, launched by the Dwarfs from nearby Dwarfholds, finally drove the Elves from this region.

Despite the lack of extensive trade with the Elves, Tylos developed quickly and expanded its influence across northern and central Tilea, even to the point of receiving tribute in the form of slaves from the neighbouring tribes. It developed trading relationships with the city-state of Estacrez, which was founded on the southwestern foot of the Abaskos, as well as the developing kingdoms of ancient Araby. The promise of Tylos was cut drastically short by a catastrophic occurrence where the heavens rained destruction on the city. Seemingly overnight, the devastated land became foetid swamps and ill-fated Tylos disappears from history.

Founded around the same time of Tylos, Estacrez spread its influence across southern Estalia. Its position allowed the city to continue some limited trade with the Elves throughout the war between Ulthuan and Karaz Ankor. With the fall of its trading neighbour, Estacrez increased their trade with the Arabians. Unfortunately, the rise of Nagash in those arid lands took its toll on that trade as did the defeat and withdrawal of the Elves from the Old World. Massive earthquakes and volcanic eruptions in the Words Edge Mountains caused a reaction of earthquakes across the other mountain ranges including the Abaskos. One particularly strong quake, following a series of powerful torrential storms, caused an immense mudslide, which buried the first great city of Estalia and its population. The few who miraculously survived journeyed far from this cursed land.

Though Tylos vanish from history and into the Blighted Marsh, a colony of its people made their own mark on Archaic Tilea. These survivors lived among the High Elves in the colony situated where modern-day Remas would be built. As the Dwarf-Elf war spilt into Tilea, all of the Elven settlements were besieged. Dwarf pressure forced the Elves to abandon their one colony to the Humans so they could concentrate on holding the other ones in the region. The withdrawal of the Elves from ancient Remas allowed the Dwarfs to do the same, leaving the Humans there to build their civilisation.

As the successors to Tylos, the ancient Remeans referred to their realm the Eternal Empire. In actuality, the Eternal Empire never reached the vitality of Tylos nor was it eternal. Its reach outside the vicinity of central Tilea was very limited, though it effectively remained in power for nearly a thousand years. Its major trading partner was the ancient Arabian kingdom of Nehekhara, but turmoil in that land eventually spelt the end of the Eternal Empire as well. From the archaeological records, it seems that the ancient Remeans embraced Solkan as either their war god or prime deity in the latter part of their history. Speculation among scholars is that this embrace of a deity with extreme views might be related to the fall of Nehekhara.

In its decline, a war against an unknown enemy ensued. The details are still clouded in myth and speculation, but it was believed that the Eternal Empire came to a disastrous end with ancient Remas burning to the ground. With its dominant city destroyed, the legacy of Tylos came to an end when a massive earthquake devastated the region.

The Classical Period

There is a debate about when the classical era began in the southern Old World. Many Imperial scholars claim that such did not begin until Sigmar was crowned Emperor. To support their argument, these historians have found records which place the founding of the great Tilean cities to the first year of Sigmar's reign. This dating of events also allows them to claim that Altdorf is the oldest, continuously inhabited city in the Old World. Historians who are not subject to the Sigmarite dogma have authenticated evidence which places the rise of the classical cities of the southern Old World to a much earlier period.

The first of these cities were founded in the area surrounding the Lagoon of Tears in the Border Princes. The people there, collective known as Darrians, began trading with Barak Varr and gained much from their dealings with the Dwarfs. Incessant raids by the indigenous greenskins and their kin from the Badlands pushed the Darrians into a political alliance to ensure some measure of safety and defence. From this need rose the powerful Daric League.

Led by the martial traditions of Solania and the economic power of Myrmidens, the Daric League had the muscle to push the greenskins out of the western lands and maintain security for centuries. In time, however, the great rivalry between the two great Daric city-states led to the war among themselves and the weakening of the league.

To the west, the Tileans and Estalians founded their great cities. Most of these were established upon the ruins of the ancient Elven colonies. The Tileans were the first to establish a trade network across the southern Old World, including Barak Varr. Merchant colonies were established in the Estalian cities, Bretonni villages which were to become Brionne and Quenelles, and the Imperial market village of Nuln. In many cases, Verenan priests accompanied the Tilean merchants to spread the justice of Verena, record transactions, and learn what they could of the peoples they encountered. In this manner, the archaic dialect of Tilea, commonly known as Classical, spread across the Old World.

Like their Tilean neighbours, the people of Estalia were seafarers as well as farmers. They established trading routes with the Arabian emirates to the south and the western Bretonni tribes. Some old records indicate that there was trade with Albion, but these are viewed with some suspicion.

Southern Dark Ages

The growth of culture in the southern Old World came to a halt with the massive Orc invasion of 474 I.C. Sweeping past the formidable defences of Barak Varr, the greenskin horde overran and obliterated the Daric League. Without pause, they swept through and laid waste to the Tilean

countryside before rampaging elements bludgeoned their way into Estalia. Though many died in the devastation, the strong fortifications of the large Tilean and Estalian towns allowed the inhabitants to avoid the same fate of the Daric League.

In spite of their initial success at slaughter, the Orcs were greatly overextended. The remnants of the armies of Tilea and Estalia began a long, slow process of eliminating the greenskin threats from their lands. Most of the fighting took place in the countryside, but the constant dangers posed by the greenskins made farming a tenuous business. Famines were common throughout the southern Old World as well as disease. Centuries would pass before the Tileans and Estalians were able to expel the Orcs and re-establish a level of normalcy in their lands. In contrast, the old civilisation in the Border Princes was forever a thing of the past and the land remained wild with small Human settlements in the foothills of the Vaults and Black Mountains. Nomadic tribes of Orcs and Goblins inhabited the central and southern portions.

The appearance of newly arrived Bretonni warlords and their retinues in these lands changed the balance of power. The Bretonnis swept out and replaced the native ruling families in the region. From a peasant's point of view, one set of rulers was no better than the last. In time, Bretonni rulers would intermingle with the remnants of the old order.

One more disaster beset the lands of the southern Old World. The Black Plague that began in the Empire in 1111 I.C. spread across the entire Old World. The devastation wrought by such a disease led to many deaths and depopulated whole villages. Even the greenskin tribes were effected and many of them perished as well.

By the end of this period, migration into the Border Princes from the Empire began to grow. Some did so to escape the anarchy brought forth by the Empire's Age of Wars, others for the opportunities that the under-populated Border Princes presented.

The Araby Wars

As the southern Old World began to recover from the ruinous pestilence, another threat loomed on its horizon. Arabian corsairs have become bolder over the years with increasing attacks on Estalian and Tilean shipping. This eventually led to an Arabian invasion of the island of Sartosa, which had been settled by Norse immigrants over two hundred years before. From their island redoubt, the corsairs stepped up their piracy, as well as conduct slaving raids along the northern coast of the Black Gulf and along the rivers of the region. These raiders stayed clear of the Barak Varr Dwarfs.

A larger Arabian invasion came two centuries later. The main thrust was into Estalia with a secondary expedition launched at Tobaro in an unsuccessful attempt to secure the flanks of the main effort. The squabbling Estalian kingdoms and dukedoms fell before the onslaught, many of its inhabitants fleeing into the Irrana Mountains. Soon, only Magritta stood defiant, but besieged.

Fighting men from all over the Old World put aside their differences and joined in a Crusade against the Arabian intruder. Many battles were waged before the Estalian cities and towns were

able to drive the invaders out. Sartosa lasted for a few more decades before it too was freed of the corsairs.

The war didn't end there. Many of the knightly orders and mercenaries craved more riches and glory and the local rulers wanted these unruly and dangerous forces out of their lands. So, Estalian ships, chiefly those from Magritta, took advantage of the bloodlust and transported many of these warriors to the northern and western shores of Araby. Their energies spent, the Arabians could not resist in the initial stages of this counter-invasion. Many cities and towns fell before the marauding Old Worlders, including the then Sultan of Araby's city of Istrabul.

The destruction of Istrabul proved to be the critical catalyst to Arabian resolve. Armies that once faded into the desert now attacked with a fierceness that the Old Worlders had not expected. Where there were once victories for the invaders, they now experienced defeat. The Old Worlders fought their way with mounting losses back to the Arabian seaports. Uprisings there made even these (relatively) safe havens dangerous. In retaliation, the Old Worlders set these towns aflame so as to cover their own evacuation. Ships from Tilea and Estalia transported the remnants of the Crusaders back to the ports of the southern Old World from where these warriors could make their way back home.

Age of Recovery

Some Tilean scholars proclaimed the years that followed the expulsion of Arabians from Estalia as the Age of Exploration. These scholars claim that during this age Marco Colombo, the founder of the ruling family of Trantio, "discovered" Lustria and brought back riches from that foreign land. Many scholars are sceptical of the claim as there were no historical records proclaiming such an accomplishment at that time nor do they really believe that such an expedition could have escape notice of the High Elves. More likely, the Colombo family's claim was put forward in an attempt to trump the discovery by the Norse Explorer Eric the Lost centuries later. There are also some historical records from the Verenan Temple in Remas that suggests Colombo was nothing more than a pirate who attacked the ships of other Tilean cities as well as Estalian and Arabian. Then again, there are those Lustrian plaques located in the portion of the Trantio palace honouring Marco Colombo.

There is little doubt that the Tilean city-states took advantage of the cessation of hostilities against Araby to expand their network of trade. In this, they were in direct competition with one another, as well as with the Estalian ports, chiefly Magritta. Skirmishes, particularly at sea, were common between these competitors. Moreover, Arabian corsairs returned to plague shipping about the same time that Old Worlder pirates were increasing. At times, these two bandits of the sea would battle one another for the right to attack a merchant ship, allowing the prey in question to escape intact. So numerous were the Old Worlder pirates that they were able to band together to wrestle control of Sartosa from Luccini.

The Wizards' War, which commenced in Middenheim, spilt over the mountain ranges to effect society in the southern Old World. Fleeing Imperial wizards were followed by the Witch-hunters of Sigmar, Mórr and (to a lesser extent) Solkan who desired to "save" the souls of their sorcerous

prey through the cleansing flame. Emissaries from the Grand Theogonist of the crumbling Empire of Sigmar brought forth evidence of the Chaos taint of wizards to his religious counterparts. Soon, other cults (the exceptions being Shallya and Ranald) joined in the persecution and burning of wizards and witches. The effort in the Border Princes was more haphazard as that land was far less “civilised” than its neighbours. The sorcerous arts in the Old World were brutally suppressed for the next three centuries with many of its surviving practitioners driven underground.

In the current view of Tilean scholars, the year 2000 I.C. heralded the dawn of the Age of Enlightenment. This term is a misnomer in as much as the years were marked by advancement in art, culture, and prosperity as it was by pestilence, famine, and wars. Some scholars attributed these calamities to malevolent vapours emanating from the Blighted Marshes. While this theory is certainly plausible for northern Tilea, it is a stretch to apply this to the rest of the southern Old World.

Border wars between northern Estalia and southwestern Bretonnia became frequent as each side sought to gain some land at the expense of the other. The Estalian kingdoms even battled one another for influence and land, as well as battling the independent Irranan dukedoms. The Bretonnians tried to extend their influence here as well, but fared as poorly as they did with their continuous attempts in northern Tilea.

Rumours of a war in the northern land of Kislev sent many mercenary bands packing. Due to their absence, peace reigned across the Southern Old World for the few short years that the Empire, Kislev, and Norsca were fighting for their survival.

Return of the Elves and the Rise of Estalia

In 2150 I.C., the Elves returned to the Old World by sailing into Marienburg and signing a treaty making the merchant houses of that city the exclusive agents of the Elves of Ulthuan in matters of trade. This coup trumped the attempts of the various Estalian and Tilean cities in reaching some accord with the Elves.

The reactions of these southern powers differed. The Tileans saw an opportunity to expand their influence, so they signed agreements with Marienburg to become trading and banking partners. Bilbali, capital of the Estalian kingdom of Tigarre was hit hard by the turn of events. Their shipping was greatly affected by pirates from Brionne, who were suspected of working in concert with the Marienburger merchants. Bilbali used diplomatic channels to reach trade agreements with L'Anguille and Bordeleaux, rivals of Marienburg and Brionne, respectively.

Magritta, irritated by the friendliness of Marienburg and their Tilean rivals, concentrated their efforts towards strengthening their trading network with the caliphates and emirates of Araby and extending their reach to the Southlands, Ind, and Cathay. This extension placed the Estalians in direct competition with the Elves for trade, which led to several confrontations on the high seas. The risk was well worth the difficulties as Magritta's wealth grew.

Having had enough of Brionne predations, Bilbali led a coalition of northern Estalian kingdoms and dukedoms against the Duchy of Brionne. Bilbali's Bretonnian partners convinced their King that the incursion was a local matter resulting from the piracy supported by the Brionne duke. Well-placed bribes kept the Bretonnian King content in the initial stages of the hostilities. As the war continued for a number of years with Brionne holding its own while under siege, other Bretonnian dukedoms, chiefly Quenelles and Carcassonne, began pressing the King to allow them to come to Brionne's aid.

The inconclusive campaign proved to be a drain on Bilbali's wealth. With the prospect of a costly and broader war, L'Anguille and Bordeleaux emissaries brokered a peace in which Brionne would pay some reparations to Bilbali and its Estalian allies in exchange for the cessation of war. Brionne's support for the pirates became less overt for a number of decades. In time, that charade came to an end.

Magritta tried a different approach in the south. For years, the daughters of the noble families of Astarios and Cantonia were much sought after by the ruling class of southern Tilea for marriage and political alliances. This gave the rulers of these Estalian kingdoms some influence in Tilean politics and power schemes. The expenditure of capital gained some additional trade concessions with Luccini and Verrezo, which caused some alarm in Remas and Miragliano. Tobaró began to become concerned with Estalian activity, especially after Magritta invaded the island of Sartosa on the pretence of acting against the pirates based on that island.

The fall of Sartosa caused alarms in Marienburg. Their northern rival decided to act against Magritta's interests by using its wealth to break Estalian influence and power in southern Tilea. This threat forced Magritta's hand and the Estalian kingdom of Astarios led the attack on Tobaró, one of Marienburg's Tilean trade partners, albeit a very minor one. This move proved too much for Magritta's Tilean allies and a general struggle commenced. The drain on Magritta's and its allies' treasuries made the Tilean venture too costly to maintain. The irony was that the southern Estalian kingdoms were forced to obtain loans from Marienburg to keep their economies afloat while they withdrew from Sartosa and Tobaró.

In the Border Princes, more Orc incursions forced Bretonnia's hand. Responding to pleas from the nobility who claim some kinship, the Bretonnian King proclaimed a crusade against the greenskins. Bretonnian knights and their retinues crossed into northern Tilea where they took ships to the Border Princes in their quest for honour and glory. The Bretonnians enjoyed great success in clearing the land of greenskins, but their pride and arrogance got the better of them. They took their campaign into the Badlands, slaughtering all they came across. Heady by their success, the cream of Bretonnian knights ignored Dwarf warnings as they rode into Death Pass in their quest to drive the greenskins back into the Dark Lands. The subsequent massacre forced the Bretonnians back into the Border Princes, many of who subsequently returned to their homeland defeated and demoralised. Nonetheless, the Bretonnians did succeed in pushing the majority of Orcs and Goblins back across the Blood River.

BORDER PRINCES

Once the land currently called the Border Princes was home to one of the oldest Human civilizations in the Old World. The ancient kingdoms were obliterated by the same invading horde of Orcs and Goblins that brought the Classical Age of Tilea to an end. The passage of time has erased all surface traces of these ancient city-states except for the occasional odd ruin. The people themselves were scattered, many of whom fled westward into Tilea.

The land of the Border Princes is fairly infertile when compared to the Empire in the north. Some scholars believe this has as much to do with the relatively low amounts of precipitation that fall in much of the region as it does with the bands of Orcs and Goblins that roam across the land. The presence of the Dwarfhold of Barak Varr in the hilly region along Blood River and the barrier posed by the Black Gulf have done much to limit the expansion of the greenskins from the Badlands.

In time, Humans from other lands settled the region south of the Black Mountains. Many came from the Empire as they fled the wars raging across that land. A number emigrated from Bretonnia in hopes of escaping oppression in that realm, while others were of Gospodar origin who decided to escape both invading Ungols and unforgiving Talabeclanders. Among this mix were a group of people of unknown origin commonly referred to as gypsies. There are even unconfirmed reports of a small colony of Wood Elves in the Forest of Gloom to the northeast.

Given the mix of people, numerous dialects of Old Worlder are spoken in the Border Princes. The most common are Reikspiel (parts of the northern and north-eastern areas), Tilean (western and south-western portions), and Slavic (in the central and eastern regions). The gypsies have their own language, Strigani, which differs greatly from the Old Worlder dialects.

Warfare, feuding, and general lawlessness are prevalent features of life in the Border Princes. Self-styled adventurers find this quality rather appealing.

Border Princes Timeline

Imperial Year	Event
c-500	Founding of the towns of Achaes, Myrmidens, and Solania along the shores of the Lagoon of Tears. Dwarfs of Barak Varr begin limited trading with the Humans. Bands of Strigany (Gypsies) arrive from the Badlands. Most settle in the lands along the River Starnek, while others roam the Old World in their wagons.
-469	Except for Karak Azul, the lands between Mad Dog Pass and Fire Mountain are dominated by the Goblins.
-234	Allied armies from the Daric League (Achaes, Myrmidens and Solania) defeat Orc tribes along the coast of the Black Gulf.

Imperial Year	Event
c-130	Civil strife in Myrmidens among the ruling class forces Lucan and Luccina to lead their supporters and followers into exile in the west.
-20	Raids across the borders between Luccini and the Daric League leads to war.
-10	Western border of the Daric League set at the River Capelli.
-1	Remnants of defeated Orc and Goblin army escape the Empire through Black Fire Pass. Many continue on to the Dark Lands, but some warbands settle in the central plains.
110	The Daric League establishes settlements along the Black Gulf towards Barak Varr.
160	Strife between Myrmidens and Solania results in the breakdown of the Daric League. Myrmidens expels the cult of Solkan.
225	Warfare between Solania and the allied forces of Achaes and Myrmidens erupts and continues for intermittently for the next ten years.
236	Humiliating defeat inflicted on Achaes and Myrmidens at the Battle of Thessos. King Terius of Solania proclaims himself Emperor. The Ecclesiastium of the Cult of Myrmidia relocates to Magritta.
288	Overthrow of the Solania Emperor by the High Priest of Solkan leads to a revolt by the subjugated cities of Achaes, Myrmidens, Vólrisa, and Thessos. Within seven years, the Solania Empire fragments into a number of independent, though weakened, city-states.
376	Achaes, Myrmidens, and Vólrisa ally together to end the military ambitions and threat of Solania. The city is left a ruin after three years of war and its surviving population enslaved and dispersed. The temple of Solkan is obliterated.
449	The increasing boldness of raiding greenskins forces the Daric city-states to reform the Daric League.
474	Huge horde of greenskins cross the Howling River, by-pass Barak Varr and swarm across the land. The cities of the Daric League are obliterated in an orgy of violence. Survivors flee northward into the shadow of the mountains, others westward into Tilea.
1022	Escaping the King's forces, some of Bretonnia's nobility and their retinue invade the Border Princes from the west and carve out their own petty realms. Native rulers resist and are overwhelmed.
1111	Devastating outbreak of Black Plague begins in the Empire and spreads throughout Old World over the next five years.
1152	Over the next 200 years, refugees escaping the Imperial Age of Wars settle in the northern regions.
1235	Last of Bretonnian noble families absorbed in the local ruling families.
1350	Human settlements expand along the coast of the Black Gulf.
1583	Those Strigany (Gypsies) that lived in the eastern lands along the River Starnek disperse into the rest of the Old World as a result of pressure from Orc predations in the region.

Imperial Year	Event
1681	Night of Restless Dead. Many people die as the dead inexplicable rise from their graves and attack the living.
1775	Gospodars from the north begin their immigration into the central lands.
1902	Cult of Sigmar establishes a mission in Akendorf near Thunder River.
1981	Imperial "Wizard's War" spills into the Border Princes.
1991	"Wizard's War" ends in the banishment and execution of a number of Demonologists and Necromancers. Cults across the Old World emerge greatly strengthened and violently suppress sorcerous activity. Many secret societies of wizards are formed to protect ancient learning.
1992	Mortensholm founded by the Norse pirate-trader Morten One-Eye.
2200	Cult of Sigmar gains a following in Mortensholm.
2401	Large Orc invasion sweeps through the southern regions in order to invade Tilea. Many towns are sacked as their residents preferred flight to fight.
2404	Orc invasion of the Black Mountains region near the Yetzin River valley. Mortensholm withstands several attacks, but takes considerable damage.
2417	Bretonnian knights cross over the Nuvolone Pass to northeastern Tilea where they make their way to Miragliano and Remas. For a considerable sum, the navies of the two Tilean cities transport the Bretonnians to the Border Princes.
2420	Bretonnian knights win a huge victory against Orcs at Blood River.
2423	Sven Mortenson sells Mortensholm to Edric Steinkuhler, a landless noble from Middenland. Steinkuhler adopts the title of Graf of Mortensholm.
2442	Baron Philippe Gaston du Grunère leads a successful coup against the ruler of the town of Zenres. Subsequent rioting by townsfolk violently suppressed.
2469	Bretonnian knights hold the daughter of the Duke of Brasov hostage until he pays them tribute for "protecting" the town.
2482	Morale of Bretonnian army sinks as their stay in the Border Princes begin to wear on them. Some of the foot soldiers have already deserted and returned home.
2488	Orc army in the Battle of Death Pass defeats the demoralized Bretonnian army.
2490	Last of the Bretonnian forces leave the Border Princes.
2498	Orc incursions across the Blood River increases.
2504	Spectres and mysterious lights are reported in the Forest of Gloom. Some travellers are said to have disappeared.
2512	Increase in sightings of Chaos Beastmen in the Black Mountains and nearby forests. Travel on the Old Dwarf Road between Black Fire Pass and the Worlds Edge Mountains becomes extremely hazardous.

ESTALIA

Since the Arabians withdrew from their conquest of the land, the kingdoms of Estalia have grown in strength and influence. The most powerful and richest of these kingdoms is Astarios. Its lone stance against the power of Araby and its hold on its capital of Magritta has given Astarios prestige among the Estalian people. It was this prestige that allowed Astarios and her allies to extend their influence (through marriages and political alliances) throughout southern Tilea during the middle of the 23rd century until its coffers were depleted in the beginning of the 25th century. Part of the economic drain could be attributed to the overt attempt by Astarios to reign in the pirates of Sartosa, as well as their attempt to subdue Tobaró.

The second most powerful kingdom is Tigarre with its capital of Bilbali. Like Astarios, Tigarre led her allies into expanding their sphere of influence beyond the Estalian frontier. The invasion of the Duchy of Brionne was short-lived, however, and lasted just 12 years.

With the exceptions of the Obregon and Cantonia, the other coastal kingdoms and duchies tend to ally themselves with either one of the two most powerful kingdoms. Astarios can nominally count on the support of the kingdoms of Avila and Santoyo, as well as the duchies of Zaragoz and Gualcazar. In contrast, the kingdom of Navareno and the duchies of Alquezaro and Barboza follow Tigarre's lead. Obregon (with the duchy of San Luis) and Cantonia tend to follow their own respective policies and only join one or the other alliance when it suits their purposes. The small duchies and counties of the Irrana Mountains are fiercely independent of any of the coastal powers and serve as a strong barrier between Astarios and Tigarre.

As a peninsula, the sailors of the coastal Estalian Kingdoms are among the best seamen in the Old World. If not for the Norse, the Estalians would have been the first to land in Lustria (despite Tilean claims to the contrary). With strong trading relations with Araby, the kingdoms of Astarios and Tigarre (with Obregon and Cantonia playing minor roles) have turned their attention to expanding trade and contacts with the land across the Great Western Ocean, as well as the Southlands, Ind, and Cathay. Conflict and competition with the Norse, Tileans, and High Elves of Ulthuan are seen as necessary evils to which the Estalians are willing and able to respond.

Estalia Timeline

Imperia l Year	Event
c-1900	City of Estacrez founded at the foothills of the Abasko Mountains east of the modern town of Stiges
c-1750	With the fall of Tylos and the on-going Dwarf-Elf War, Estacrez cultivates trade with the Arabian ports to the south.

Imperial Year	Event
c-1500	Torrential rains, coupled with a massive earthquake, cause a gigantic mudslide that buries the ancient city of Estacrez and its inhabitants.
c-100	Founding of Bilbali and Magritta.
c-25	Seafaring merchants from Remas establish trading posts in Bilbali and Magritta. Verenan priests accompany merchants.
c50	Magritta merchants establish trade with the Arabian cities.
236	The Ecclesiastium of the Cult of Myrmidia relocates to Magritta following the defeat of Myrmidens by Solania in the Border Princes.
476	Orc invasion of Estalia causes widespread damage and many settlements sacked.
705	Last of the Orc invaders swept out of Estalia and the Irrana Mountains.
732	Norse raiders begin to pillage the northern Estalian ports and coastal villages. Within the decade, the Norse round the peninsula and attack the southern areas.
1111	Devastating outbreak of Black Plague begins in the Empire and spreads throughout Old World over the next five years.
1226	Arabian corsairs become more active in the Southern Sea, eclipsing the Norse.
1448	Invasion by Arabian army led by Sultan Jaffar. Many of the armies of the various Estalian kingdoms destroyed. Many royal courts flee to the safety of the Irrana Mountains. Bilbali falls to the invaders.
1450	Fall of Estalian kingdom of Astarios and most of Magritta. Only the citadel and harbour remain in Estalian hands.
1451	Remnants of the Estalian kingdoms lead fighting from their mountainous redoubts as Arabian forces suppress Old World religions in Arabian-held Estalia.
1452	Recovery of Bilbali by the Crusading forces of the Old World.
1457	Founding of the Order of the Blazing Sun, a templar order dedicated to Myrmidia. Magritta liberated by Crusading forces. Sultan Jaffar's forces retreat across the sea.
1458	Ships from the kingdoms of Astarios and Cantonia transport Old World Crusaders to Araby where they continue their war.
1482	The Old Worlder war against Araby is spent. Estalian ships evacuate the remnants of the Crusading force.
1681	Night of Restless Dead. Many people die as the dead inexplicable rise from their graves and attack the living.
1982	Imperial "Wizard's War" spreads into Estalia.
1991	"Wizard's War" ends in the banishment and execution of a number of Demonologists and Necromancers. The sanctioned cults emerge greatly strengthened and violently suppress sorcerous activity. Many secret societies of wizards are formed to protect ancient learning.
2232	Alliance of northern Estalian kingdoms of Tigarre and Novareno (with allied troops from the Duchies of Alquezaro, Barboza, Guaniar, and Serpicio) invade the Duchy of Brionne.
2241	Influence of Astarios and Cantonia on the rise in southern Tilea, particularly in Luccini and Verezzo.
2244	Siege of Brionne is lifted as the Estalian incursion ends.

Imperial Year	Event
2311	Following the lead of the Empire, sorcerous studies undergo a renaissance in Estalia. Each Estalian kingdom rushes to establish their own battle magic academies, many of which fail from lack of money and wizards. Only Magritta and Bilbali have the economic means to maintain their colleges.
2321	Estalian coast suffers from nocturnal raiding throughout summer. Survivors claim that red-eyed, fanged monsters attacked from black ships with sickly greenish glow. Most people were killed, but some were taken away by the hellspawn.
2326	In an effort to put an end to the pirates plaguing the Southern Sea, the Estalian kingdom of Astarios and her allies invade and occupy Sartosa.
2390	Political pressure forces Astarios and her allies to over-react and undertake an ill-advised siege of Tobaró. It only lasts one season.
2398	Struggle to maintain influence on southern Tilea nearly bankrupts Astarios treasury. Kingdoms of Avila, Santoyo, Obregon, and Cantonia pull out of Sartosa as their treasuries are empty.
2400	Astarios armies return home to a bankrupted kingdom. Riots ensue as taxes are increased to pay off emergency loan received from Marienburg.
2440	The Sea Elves of Ulthuan intercept various Estalian attempts to find the fabled land of riches across the Great Western Ocean and open trade routes to the South Lands, Ind, and Cathay. Several sea battles take place with each ending in a draw.
2452	Magrattan navy defeats the High Elves offshore of the Kingdom of Ávila marking the first victory by Old Worlders over Ulthuan seapower.
2472	Magrattan admiral Luís Francisco Moráles introduces the concept of armed escorts for merchant ships sailing across the Great Western Ocean. Estalian war galleons open the sea lanes to Lustria.
2478	Trade with (and the occasional raids in the interior of) Lustria begins to fill the coffers of the Estalian kingdoms. King Adolfo Fernando Martínez of Tigarre passes away and is succeeded by his son, Prince Carlos Martínez.
2489	Queen Isabela of Astarios dies suddenly. With succession in doubt, nobles throw their support behind her son, Prince Carlos Aguilar. Coup attempt by Capitan Jorge Sancho Diaz de Moleno fails and he meets his end at the hands of the Inquisition. Isabela's son ascends the throne of Astarios as King Carlos IX Montoya Aguilar.
2496	King Carlos V of Tigarre attempts to conquer the county of Siernos in the Irrana Mountains. He is slain in battle and his daughter crowned as Queen Juana I la Roja Carlota Martínez. She takes Baron Antonio Escobar de Ragaños as her royal consort. Ávila King Alfredo Diego Nuñez de Pacheco committed to an asylum of Shallya for dementia. His son is crowned King Miguel I.
2504	Treasury of Astarios finally recovers from Tilean debacle.
2511	Foul creatures, including Beastmen, appear in the Irrana Mountains for the first time. All coastal Estalian kingdoms begin build-up of their navies to deal with the increase pirate predations from Sartosa, Brionne, Araby, and near Lustria. Talk of naval war circulates in Magritta.

TILEA

Tilea is a colourful and robust land whose character varies as widely as the people who call it home. Since the days before the founding of Sigmar's Empire, Tilea was passionate about trade. This led to the rise of the urban and mercantile nobility – derisively known as Merchant Princes by Imperial and Bretonnian nobles – who made their wealth from such enterprise. In time, Tilea was dominated by its largest cities, notably Luccini, Miragliano, and Remas.

Because trade is the lifeblood of the Tilea, competition between the city-states is fierce. None of these are as fierce as that between Miragliano and Remas. Their rivalry goes back over 2,000 years and will likely continue far into the future. In contrast, Luccini (the largest and oldest Tilean city) has been able to avoid such violent competition with its neighbours. Nonetheless, small-scale warfare occurs frequently between various states and is usually conducted between hired bands of mercenaries. In fact, one method of warfare involves one power buying the mercenary band of the other to cease operations. A well-regarded mercenary captain can make a small fortune without having to lead his troops into battle, essentially making out like a bandit.

Most Tilean states are ruled by their largest merchant houses, with two exceptions. These two new political entities are called republics as they (in theory, not practice) represented the people or citizens of the land. The great city-states of Remas, and Verezzo are the only Tilean republics. In the smaller towns and countryside, the old rural nobility still hold sway.

The merchant houses of Tilea still do not have things their own way. The notorious pirates of Sartosa are still a force with whom all must reckon and the corsairs of Araby continue to ply the waters of the Southern Sea. Moreover, the mountains and forests are said to harbour dark and dangerous creatures that have come from the north.

Tilea Timeline

Imperial Year	Event
c-2000	City of Tylos is established. Rapidly grows to become the largest city in the Old World.
-1950	Wandering Dwarf clan takes up residence there and further builds city.
-1880	Humans begin construction of their great temple in Tylos with Dwarf help. Work goes on continuously the next 100 years.
-1780	Temple of Tylos is completed and warpstone starts to rain down on the city from Morrslieb. Within a year city is overrun by swarms of giant mutated rats and disappears in the Blighted Marshes.

Imperial Year	Event
-1710	Dwarfs from Barak Varr, Karak Azgal, and Ekrund capture the Elven citadel at the site of present date Monte Castello. From this advance base, the Dwarfs launch an offensive to drive the Elves out of the southern Old World.
c-1700	Elves withdraw from the colony founded on the site of the future Remas, leaving it to the Human residents. The descendants of those who survived the fall of Tylos name their realm as the Eternal Empire.
-1505	Elf colonies around the Tilean Sea are abandoned as the colonists return to Ulthuan.
-1500	Earthquakes devastate northern Tilea.
c-1100	Fall of Nehekharu as a trading party begins the slow decline of the Eternal Empire.
c-720	Eternal Empire crumbles as ancient Remas burned to the ground as rebellion overtakes it. A massive earthquake finishes the remnant of ancient Tylos.
c-200	Dwarfs begin trading with Tilean tribes living in the vicinity of the Vaults and northern Apuccinis.
c-130	The twins, Lucan and Luccina, found the city of Luccini among the ruins of an ancient Elven city. Within decades, Remas and Tobaru are likewise founded on Elf ruins
c-90	Miragliano founded near the eastern edges of the Blighted Marshes.
c-25	Seafaring merchants from Remas establish trading posts in Bilbali and Magritta. Some enterprising traders from the north portions of Tilea begin venturing across the mountain passes to the lands beyond. Verenan priests accompany merchants, spreading the archaic Tilean language now known as Classical and concepts of law and justice to the indigenous populations.
-20	Raids across the borders between Luccini and the Daric League leads to war.
150	Convinced by their counterparts in the Empire, the cults of Mórr and Taal begin persecution of the Old Faith in Tilea. The effort stalls after a few years as the Druidic Priests quickly lead their people (who were never numerous) to safer havens in Bretonnia and the Border Princes.
c250	Tilean seafarers found Sartosa upon the Elven ruins on that island.
451	Sartosa is besieged then captured by a combined force of Dark Elves and Undead. Many of its inhabitants are killed or enslaved.
475	Orc invasion of Tilea sack many towns before retreating to the Apuccinis. A number of warbands cross the Abaskos into Estalia.
491	Tilea commences a sporadic 480-year effort to drive the Orcs from the Apuccinis and its foothills.
740	Norse begin to raid Tilean coastal settlements and shipping.
755	Remas begins enlarging its navy. Other Tilean cities soon follow suit.
1017	Norse raiders establish a stronghold on Sartosa, ruling over its population.
1240	Led by Nafel Muq, Arabian corsairs invade the island of Sartosa and establish it as their base. Norse rulers are hanged.
1425	Tournament of Ravola ends Bretonnian pretensions to expand into Tilea.
1448	Arabian forces under Sultan Jaffar attack Tobaru, but fails to take the Tilean city and forced to withdraw. Many Tilean mercenaries join in the war in Estalia.

Imperial Year	Event
1458	Ships from the Remas, Miragliano, and Tobaró transport Old World Crusaders to Araby where they continue their war.
1482	The Old Worlder war against Araby is spent. Tilean ships help evacuate the remnants of the Crusading force.
1487	Dark Elf raid on Remas results in many enslaved and parts of the city in ruin.
1501	Mercenary army of Prince Luciano Catena of Luccini retakes Sartosa from Emir Abd al Wazaq and his corsairs after a six-month bloody siege.
1563	City of Tobaró is overrun by Skaven breaking through the ancient Elf-carved network of tunnels which riddle the cliffs around it. Rince Meldo Marcelli forced to flee with a number of refugees.
1565	Meldo Marcelli returns with a large mercenary army and recaptures Tobaró. Skaven slaughtered to the rat.
1601	Village of Escantos in the Principality of Luccini is completely devoured by swarm of rats.
1681	Night of Restless Dead. Many people die as the dead inexplicable rise from their graves and attack the living. There are reports that a number of dead in the Blighted Marshes headed west towards the rumoured city of the Skaven.
1757	Sartosa revolts against the ruling Prince of Luccini forcing his armies to leave. Sartosa becomes the lair of pirates
1812	Northern Tilea is ravaged by outbreak of Red Pox.
1877	A pig is elected Prince of Tobaró and retains the throne for 12 years.
1948	Year of the Four Tyrannies of Tilea as Luccini, Miragliano, Remas, and Verezzo battle one another across the land.
1982	Imperial "Wizard's War" spreads into Tilea.
1991	"Wizard's War" ends in the banishment and execution of a number of Demonologists and Necromancers. Cults emerge greatly strengthened and violently suppress sorcerous activity. Many secret societies of wizards are formed to protect ancient learning.
2000	A new age of art, culture and prosperity flourishes throughout Tilea.
2169	Battle of the Blight. Miraglianese army and allies drive the Skaven back to the deepest reaches of the marshes. Thousands of Skaven are slaughtered and their army annihilated. The fetid swamp and the clouds of biting insects that infest it drove the Tileans back. The victors proclaimed that the Skaven race is exterminated.
2235	The explorer Guido Pasolini mounted an expedition to the source of the River Cristallo, following a Dwarfen legend about a route through the Vaults. Foundation of Alimento.

Imperial Year	Event
2236	Pasolini discovers the tunnel through the Vault connects the River Söll to the River Cristallo. He names the entire stretch the River of Echoes. Grotto paints two thousand naked nymphs on the ceiling of the palazzo Verezzo instead of a battle scene. The artist is exiled to the island of Nonucci as punishment.
2309	Following the lead of the Empire, sorcerous studies undergo a renaissance in Tilea. The various city-states establish their own battle magic academies (some more than one). Remas and Miragliano begin to vie with one another to entice Imperial colour wizards to bring their craft to their respective cities.
2319	Rumours of black ships are reported sailing in the Tilean Sea at night.
2321	Tilean coast suffers from nocturnal raiding throughout summer. Survivors claim that red-eyed, fanged monsters attacked from black ships with sickly greenish glow. Many people were killed, but some were taken away by the hellspawn. Over the next 78 years, recurrent famines caused by hordes of mice plague the land.
2326	In an effort to put an end to the pirates plaguing the Southern Sea, the Estalian kingdom of Astarios invades Sartosa.
2390	Independently of one another, both Remas and Verezzo proclaim themselves republics. Revolts plague both over the next ten years. Other cities and towns soon experience the same public unrest.
2400	Astarios armies quit Sartosa, leaving its fate to the pirates still inhabiting the island's many hidden grottoes.
2401	Siege of Monte Castello where a small garrison withstands the relentless attacks of numerous Orcs and Goblins.
2417	Bretonnian knights cross over the Nuvolone Pass to northeastern Tilea where they make their way to Miragliano and Remas. Counties of Toscania and Campogrotta devastated by the Bretonnians passing. For a considerable sum, the navies of the two Tilean cities transport the Bretonnians to the Border Princes.
2430	Sophia Procace becomes King of the Pirates by dispatching Emmanuel il Gonfio in a Pirate Duel. The fight had been an even match between Sophia's speed and Emmanuel's brute strength until Sophia exposed her breasts and, before he could recover from gawking, caught Emmanuel in the neck with her cutlass.
2432	Sophia Procace initiates the restoration of Sartosa's defences.
2445	Pierre le Demente from Bretonnia becomes King of the Pirates when Sophia's ship is sunk after battling Arabians from Arijil.
2447	Pierre is toppled from power after murdering several pirate captains who opposed his attempts at reaching peace accords with the Estalian kingdom of Astarios.
2448	Using his considerable wealth and influence, Jean-Claude Tapageuse buys his way into becoming the Pirate King.
2453	Campaign to cleanse Apuccini Mountains of bandits and goblins launched by bordering Tilean lands.
2460	Apuccini campaign ends with much fanfare. In reality, it is a failure as bandit and goblin activity barely diminishes.

Imperial Year	Event
2463	Tapageuse found drowned in his tub. Speculation abounds that he was murdered as the late King of Pirates was never known to take baths before. No one ever found guilty. Stefano Panciuto succeeds Tapageuse.
2474	Remean navy catches up with marauding fleet of five Sartosan pirate ships between Tobaró and Fools Point. All pirate ships are sunk with no survivors.
2485	Unlike many of his predecessors, Pirate King Panciuto dies in his sleep peacefully following a night of merriment. Angelo Cuorenero, a buccaneer known for his hatred of Arabians, succeeds him. Borgio Cornuti murders Duke Emilio Fulvino and his entire family. Borgio becomes the new Duke of Miragliano.
2488	Cuorenero plunders and sinks twenty Arabian ships in the year.
2489	Duke Borgio Cornuti begins an eight campaign against the neighbouring Tilean states.
2490	Last of the Bretonnian forces from the Border Princes campaign cross northeastern Tilea on way home.
2498	Bandits from the Apuccini Mountains attack Terenne and villages along the River Riati. Several are burnt down. Horvaty beats Cuorenero in a drinking contest and tosses the King of Pirates into the dungeon. Horvaty assumes the title of King and reveals himself as a High Priest of Stromfels. He begins leading raids against the ships of Marienburg's Tilean allies.
2499	Grandmaster Nicolaas van Meeter leads the Knights of the Holy Order of St. Rembrandt the Faithful (Templars of Manann) against the Ducal Palace in Sartosa. Pirate King Horvaty slain by van Meeter. Cuorenero released and resumes his title of King of the Pirates.
2501	Cuorenero's luck finally runs out. His ship is sunk and he taken prisoner by an Estalian warship (from Cantonia). He is promptly turned over to the Arabians in exchange for several Cantonian sea captains (privateers). Cuorenero is succeeded by Giovanni Barbarossa, an enemy of Estalian and Arabian alike, as King of the Pirates.
2503	Armies from Luccini, Monte Castello, and Verezzo track down bandit gang and defeat them in the Battle of Sussurrio Wood. Gang leaders executed in Terenne. Duke Borgio the Beseiger of Miragliano murdered in his bath. Factional battles break out across the Tilean city until Borgio's third son, Vincenzo, prevails.
2505	Lorenzo Lupo becomes Prince of Luccini after successfully buying off his rival claimant, Leopoldo di Luccini.
2512	Beastmen reportedly seen in the Tettoverde Forest. Several forest villages destroyed, but no victims found nearby. Anarchist agitators begin making public appearances in Miragliano, Remas, and Luccini.