

Summary Timeline

History of Ovenica

A detailed account of the events that lead to the land of Ovenica as it exists today.

The World Shatters

... 0 BGW

An incredible surge of magic rips through the planes. The once single inner plane splits into nine pieces, changing history forever. An era of darkness. Very little recorded history exists of this time save for certain pieces of ancient literature and some stories that have been passed down through generations. It is believed by the Angels of Iron that it is during this time that the gods had their war before sealing The Betrayer in the bottom layer of Hell. (This was later proved to be a lie, and the Betrayed was in fact imprisoned beneath The Silver Isles.

Five Holds

1 AGW - 800 AGW

The land is in ruins after the world shattered and was made whole again. Civilization creeps its way into existence from the corners of the continent.

“ 1 AGW - The Prophet's Teachings

Religious event

A nameless man appears to a few chosen and speaks to them the words of the gods. He teaches them of The Mother, The Pilgrim, The Champion, The Healer, The Scholar, and The Betrayer. These people take the name Children of the Prophet and begin to spread his word to all the land.

200 AGW - The First Hold

Founding

The Douglas Family completes construction on a castle and names it Harwood Citadel. They claim the lands around them and begin to draw in people from all over who are seeking safety in numbers.

“ 280 - 500 AGW - The Holds of Ovenica

Founding

Seeing the success of the Douglas family, other families begin construction of their own holds. Some build castles, others use previously abandoned dwellings of ancient peoples. Slowly the holds grow until their borders begin to overlap and conflict starts to erupt.

“ 505 - 508 AGW - The First War

Military action

A border dispute over mountain land quickly erupts into full blown war between the Douglas Family of Harwood Citadel and the Norgard Family of Bacre Keep. The war is devastating and both sides suffer terrible casualties before a truce is signed three years later.

“ 509 - 762 AGW - Border Disputes

Military action

The ruling families of each hold vie for control of the land. For some time the recent memory of war keeps the holds from beginning another bloodbath, over time the memories fade and skirmishes happen frequently on the borders while each hold attempts to gain more land for itself.

“ 763 - 766 AGW - The Accords of Manoa

Political event

A first generation Half-Elf known as Manoa marries into the Douglas family. Within a year she and her wife Joi invite the other family leaders to a meeting. There they lay out plans for hold borders and offer possible solutions to end the fighting. Two years of discussion later, the families have all come to compromises that they are happy with. The accords are signed and a holiday is declared.

The Word of The Seraph

800 AGW - 900 AGW

Thirty four years of peace are interrupted by a vision. A new deity appears before many in a temple of The Prophet and declares new wisdom. The Children of the Prophet, in awe of new enlightenment, change their name and begin a more aggressive campaign to spread the word of the gods.

“ 800 AGW - A New Religion

Religious event

The Angels of Iron throw everything they have into their new campaign and by the end of forty one years The Word of The Seraph and The Teachings of The Prophet blanket the land. Temples have been erected in cities and shrines built in towns. Children are taught in special schools and Priests travel the land to make sure everyone hears the word. Initially met with skepticism, the power of the church quickly shows itself to be real and relevant.

“ 841 AGW - A New Threat Looms

Miscellaneous

A shadow draws over the land. Rumors of Undead roaming Prathia Hold are spreading and causing regular folk to become nervous. Read the full story in the Expanded Timeline.

“ 841 AGW (06/04 - 06/07) Horror Under Mosshall

Miscellaneous

After coming together through mutual interest in the recent rumors of undead in the area, a small adventuring party enters the town of Mosshall to investigate some suspicious activity. Read the full story in the Shadows Over Ovenica Timeline.

“ 841 AGW (06/04) - A Strange Beginning

Miscellaneous

A mysterious mishap sends the group over the edge of a cliff and right into a heap of trouble. Read the full story in the Sleeping Giants Timeline.

“ 841 AGW (06/13 - 06/15) - A Stolen History

While attempting to steal an item for Ancient Annie (Aurora), Wilphose ends up with something even more valuable: one of the five Accords of Manoa. Read the full story in the Sleeping Giants Timeline.

“ 841 AGW (08/19) - Beasts of the Past and a New Ally

Geological / environmental event

On their way to the tomb, the party discovers an ancient shrine, and a new druid companion. Read the full story in the Sleeping Giants Timeline.

“ 843 - 860 AGW - Technology Boom

Technological achievement

The Leaders of Fort Basin of Mirefield entrust into the hands of experts a magical key that allows for quick and easy teleportation. This item is studied and eventually replicated. Within a short amount of time, the ability to travel anywhere on the continent within seconds leads to great minds of all sorts coming together to begin working on all sorts of wonderful technologies. Read the full story in the Expanded Timeline.

The Ovenican Golden Age

860 AGW and beyond

Technology and magic explodes across Ovenica, creating a time unlike any other.

“ 861 - 899 OGA - Transportation and Weapons of War

Technological achievement

Several modes of transportation are created during this time including small airships, cars, motorcycles, trains, and even flying islands. In addition, new weapons using black powder are created, allowing for even the untrained to be able to defend themselves, to some degree.

“ 900 OGA - Gold Rush

Miscellaneous

With the now relative ease of long distance travel people begin flooding to The Shattered Lands in search of fame and fortune. Read the full story in the Expanded Timeline.

“ 903 - 913 OGA - War for Stonehill

Military: War

The Angels of Iron attempt to gain control of the now relatively defenseless Stonehill Keep. Kurleigh takes this as a threat of encroachment and hits back. Read the full story in the Expanded Timeline.

“ 914 - 918 OGA - Drawing Lines

Political event

After the war, political lines are drawn, sides are chosen and countries are founded. Read the full story in the Expanded Timeline.

“ 950 - 980 OGA - Weapons of War and Magic

Technological achievement

Guns are improved from their basic single shot versions to devastating repeating shot weapons, including the creation of firearms that allow magic to get into the hands of anyone who can afford it. Read the full story in the Expanded Timeline.

“ 981 - 999 OGA - Refugees and the Undercity

Population Migration / Travel

Refugees from a land to the south known as Kortav arrive on Ovenican shores while The Tunnel King attempts to maintain his freedom. Read the full story in the Expanded Timeline.

“ 1000 - 1051 OGA - The World Keeps Turning

Miscellaneous

As lines get thicker between Prathia and Cuswar the people of Ovenica have settled into this new, modern, way of life. Read the full story in the Expanded Timeline.

“ 1051 OGA

08/01

The Guardians of the Lost, with the Help of Orpheus and Aurora, travel to The Silver Isles and discover the Seraph in the final steps of a last ditch effort to regain power.

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