

History (Northflame)

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Ehlíath Events

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The Mother Melody Killings

Fall of the Larklands

The Conspiracy to Kill Dunlat Moran (1196)

In 1178, [Dunlat Moran](#) overthrows [Marl Larkland](#) and takes his position as one of Ehlíath's Crime Lords; the nobility is appropriately alarmed that a merchant class individual could overcome a fellow noble and the entrenched system and seize such power; the realization that control of the city is slipping further and further into the hands of the Crime Lords prompts elements of the local government to seek aid from the royal family; though no such aid is openly rendered, the Overseers begin a secret campaign to destabilize the Crime Lords and retake the city (the true motives for this operation are not actually political, but directly corresponding to the plans of [Eramis Dhorum](#)).

In 1195, their plans begin to take shape, as the power structures of Ehlíath begin to shift when [Haedn Callowhen](#) seizes control of the railways from [Brhen Athurley II](#), and immediately allies himself with Dunlat Moran, and thus indirectly with [Rhaze](#). These three have the potential to put an economic choke hold on the city's trade and production, unnerving the other Crime Lords (Athurley and [Cassian](#)) into more direct alliance. Both sides start quietly courting the neutral parties ([Draylock](#) and [the Wisp](#)) in anticipation of what essentially amounts to civil war in the streets.

[Lhash Morley](#) is concerned that such a conflict would greatly destabilize and weaken the Clag, leaving it vulnerable to other influences. Indeed, she is unaware of how accurate her instincts are, given that Dhorum's agent [Gaelyn Dauth](#) has partially engineered the entire situation to provide openings for the monarchy (and more importantly, the Overseers) to retake Ehlíath, by having [Vhílath Rhenna](#) encourage Haedn's secession and alliance with Dunlat.

When Moran will not be swayed from his alliance, and indicates that he intends to use the sway it grants him as a foundation for greater ambitions, Lhash begins plotting to assassinate him. In doing so, a power vacuum would be created in the Trade District that Haedn would lack the strength to seize upon (the reverse would not work, as Dunlat might be able to take the Hub for himself if Callowhen was gone). In addition, Athurley would likely take the opportunity to focus on Haedn and re-conquering the rails, rather than trying to gain control of the docks, once again leaving the two points of economic leverage separate in ownership.

Rhaze is technically a wild card in this plan, but between losing a powerful ally and her primary reason to back Haedn in one fell swoop, she is less likely to become directly involved. Crucially,

however, this is contingent on there being no chance of reprisal; if another Crime Lord—especially Athurley—is suspected of killing Dunlat, the event is far more likely to spark violent retaliation. Therefore, the murder cannot be political.

To this end, Lhash chose an appropriate scapegoat; [Enford Larkland](#), operating as a contract lawyer under the pseudonym Ennic Lankr. Given that the Larkland family has cause to seek revenge for the events of 1178, his involvement would automatically sell a narrative unrelated to Ehlíath's power structure. Using her vast connections to engineer business opportunities and recommendations, she makes arrangements to have a local mining company hire Ennic and bring him to the Clag; ideally, he might prove willingly participate in their plan, but Lhash was prepared to use him regardless, as either way, he would not survive the encounter. [Lisl](#) is assigned to investigating Moran's security measures. From her initial reconnaissance, the plan develops as follows:

-Moran's primary protections against assassination are largely passive and preventive; first and foremost, he has incentivized his own survival by being a dependable, successful, and sane leader of the Trade District. Generally speaking, it is agreed that his continued control is far better than a power vacuum forming in his absence, or another, worse Lord taking over. This contributes to his secondary line of protection; his behavior leads his retinue to be very, very loyal, and none that could threaten his safety can be turned subtly. There are also many dangerous people who would take his death somewhat personally, including Rhaze and his brother [Jackdaw](#), who despite holding a less obvious position of power would prove a very dangerous enemy. Of those that would still seek to damage him or his plans, Moran preempts as many threats as possible through early detection, and use of a spy network to do so. Finally, he employs a strong degree of common sense, avoiding unnecessary risks, and keeping information about his own movements/activities as private as possible. Sometimes he even disguises himself to avoid recognition in general. All of this means that Lisl will need to be very careful when performing the legwork of the operation, or their intentions could be discovered.

-Staging the death in either the mining company's offices or Moran's offices will be the easiest way to involve Ennic, as he would be able to enter under the guise of a business meeting. However, it is highly unlikely he'll be able to enter such a situation while carrying a means of actually killing the Crime Lord, meaning that Lisl will need to find a way to infiltrate undetected. Human guards are typically outfitted with necessary chem to be good the job, such as Long Wake, Bloodwash, Night Eye, and other Stims. The locks will also be high quality, but anything can be picked, given the right tools and time.

-The office building is kept lit well enough for guards to see throughout the night, so approach will have to be from exterior windows; this means avoiding perimeter guards, which fortunately Lisl has the training to accomplish. The windows of the office, however, are equipped with electromagnetic alarms that sound if the circuit is completed, which inevitably occurs if the window opens. To bypass this measure, Lisl repeatedly activates one and hides without entering, until the alarm is deactivated on suspicion of being defective (to be repaired later), then enters the room and sabotages a different window alarm, such that it can always be entered without triggering the alarm circuit (by subtly covering the contact point with an insulator). At this point, she can come

and go freely.

-This gives her access to Dunlat's files and, importantly, scheduling information. It also lets her see that he has measures against toxins, including antidotes, bloodwash, and filtration masks on hand at all times. He also employs two animal measures; a Rhannoc's Canary, and a dog, which are used to detect subtle airborne chemicals and unfamiliar scents respectively. (She also learns that he has contingencies against siege and major assault, including a panic room, stockpiles of provisions and armaments, fire suppressants, and secret Warren access.)

NEED TO WORK OUT DETAILS, BUT THE INITIAL PLAN RUNS AS FOLLOWS FOR IF THEY'RE IN DUNLAT'S OFFICE; OTHERWISE, SECURITY WILL BE EASIER TO HANDLE.

-Lisl will be waiting inside the office during the meeting; the dog can be tricked by acclimating it to her scent over long amounts of time, and/or tampering with its judgment using foxrub or other chem.

-Dunlat and Ennic will both die or be rendered unconscious, possibly from slow acting paralytic gas; appropriate injuries will be dealt to indicate a fight, and the two will fall from a window; this clears the room of toxic gas, if that's part of the plan.

-The bird can be killed to seem as though it was collateral damage in the fight. Alternatively, it could be killed a few days before hand, as if from natural causes.

-Afterwards, when Ennic's identity is investigated, they'll make sure the truth gets out.

Things initially go as planned, but Ennic Lankr draws Dunlat's attention by refusing a bribe to negotiate a contract in the Crime Lord's favor. To learn what makes the lawyer tick, Moran sends Ridley to get closer to him and investigate his intentions. Ridley, per his usual tactics, befriends the merchant. Though he learns that Ennic does indeed want to remain distant from Dunlat, he detects no hostility.

Lisl and Lhash misinterpret his behavior make a move to recruit Lankr; however, they overestimate his willingness to believe that they are not agents of Dunlat attempting to discern his intentions; when it becomes clear that they know his true identity, he flees, overcoming [Trang](#) using a [counteragent](#) and evading Lisl for long enough to reach Ridley, who he'd already been scheduled to meet with that night.

Ennic tells Ridley the truth, and his best guess as to the situation; that Dunlat learned who he really was and believes he is a threat; he is certain that the Crime Lord will kill him. Ridley decides to reveal his own secrets, and help him fake his death to escape the city—he will then claim to Dunlat that when Ridley reached the place they were to meet, he found Ennic Lankr dead in a nearby alley, dead from bleeding out and robbed, and that to cast off any possible blame, Ridley had to throw the body in the river and then go to Lankr's office at the Mining Company the next day to ask why he never showed up, indicating that he was as surprised as anyone that he'd gone missing.

This plan works. Dunlat accepts the explanation, as he—still entirely unaware of Lankr's true identity—has no reason to think more on the death of a smuggler. Ridley believes himself to have gotten away with the deception because they lined up the facts properly, and thinks that his friend doesn't suspect him of knowing who Lankr really was. However, this lie begins to eat at him, given that he wanted to re-establish trust with his friend and now feels he doesn't deserve it—this is weighed against a belief that Dunlat didn't tell him he had learned the truth and was planning to kill Lankr, leading him to feel justified enough not to confess. Meanwhile, Lhash and Lisl, hearing Ridley's story later on, believe their scapegoat to be dead as well, and must restructure their entire plan, aiming instead to have Moran's death appear to be an accidental.

(Ennic forges a new identity for himself, and goes on to become a ship's boatswain named Armand Leyland .)

Ridley's guilt continues to consume his subconscious; within the year, Jackdaw overhears Ridley confessing what really happened with Ennic aloud while high on Tar—in Ridley's head, he's confessing to [Dar](#). This is deeply alarming, but Jackdaw listens to the rest of Ridley's statement that the act was done with the certainty that Lankr wasn't a threat; he didn't want Ennic to be killed over a fight that he never wanted to be a part of and had no intention of participating in. He knows that Dunlat will have no such internal discord, and wrestles with whether to tell him anything. Ultimately, Jackdaw chooses to keep the matter entirely secret, never mentioning to Ridley what he overheard.

Time passes; using continued access to Dunlat's scheduling records via the sabotaged window access, Lhash and Lisl plan to cause a Doldrums cave in during a clandestine meeting with a smuggler. This requires them to source mining explosives and place them at key structural points, known by Lhash from her younger days. A spontaneous Doldrums collapse is entirely plausible, given the tunnels' history, and the Ghant flooding would likely wash away or disguise any evidence left by the bombs.

However, this plan is disrupted by the infrastructural improvements that Dunlat has made to the Warrens, including pumps to handle potential flooding. He sustains minor injuries from debris, but survives, and the scene is not contaminated or sealed by the Ghant's waters. Moran's spymaster begins investigating, and finds inconsistencies with the premise of the event being accidental; as a former scout in the military, the Spymaster recognizes the high explosives residue and begins looking for its source.

Upon hearing that the collapse may have been an assassination attempt, Jackdaw tells his brother that Ennic Lankr was really Enford Larkland and that he is still alive, fearing there may be a connection. Though he doesn't reveal that Ridley is responsible for this, Dunlat now knows the story of throwing Lankr's dead body in the river to be a lie. It doesn't help that Ridley had been absent from the crew dormitory during the event, for the entirely unrelated reason of getting high in the seclusion of his scrap. Dunlat sends Flitch to track down Ridley and bring him in for questioning, though does not reveal the specific reason why; Flitch, however, can conclude from proximity to recent events that the Crime Lord suspects his involvement with the explosion/assassination attempt. This notably doesn't match with Flitch's mental image of Ridley as a coward and pacifist, so he concludes that some other element—blackmail, or an error in judgment—must be at play, and decides to do some of his own interrogation/investigation once he finds his man.

The attempt to capture Ridley, however, is thwarted by [N](#), whose sense of guilt over inaction from previous events spurs her to act in defense of a stranger; he remains ignorant of why his friend and employer is

suddenly hostile towards him, and answers are not generally forthcoming, as Jackdaw, Lhash, and Lisl all have their own reasons to keep quiet, and none of the Crime Lords want rumors of assassination attempts to start spreading.

--During the Spymaster's investigation, he comes to close to the truth and is killed by Lisl

--During the events of the book, Lhash and Lisl deliberately mislead Ridley and N to cover up their involvement (and launch a second attempt?); Lhash feels increasingly guilty about deceiving the two, who she legitimately cares for, and Lisl eventually realizes that she has once again fallen into her old ways.

Witchling/Pryori Attacks

(Prior to 854, the Pryors were still experimenting with the formulae for creating witchlings that would be effective weapons against the Tarnished; few were sent to Ehlíath, and the Tarnished slew all that did, occasionally ranging beyond the city to hunt them.)

854: Jharik's Return—[Jharik](#) is sent by the Pryors to infiltrate Tarengeth and subdue Corrigan, with his friend Crown Prince [Drhani](#) held as collateral in the far north. Ultimately, Jharik sides with the Tarnished instead, and attempts to rescue his friend with their help.

857: The Civil War—With the former Crown Prince of [Lhakhar](#) under their sway, the Pryors send Dhrani to claim Ehlíath as his birthright, and ideally gain access to Tarengeth in the process. This instead sparks a civil war with [Sovereign Dimir](#); ultimately, the country is divided into [Dimirha](#) and [Endhar](#), with the Pryors having failed to take the half that actually mattered to them.

924: The Burning Star—Through a powerful psychic connection to her brother [Olandr](#), the Pryors encourage [Erida Vyke's](#) conquering of surrounding nations, in the hopes that she will eventually take Dimirha and with it, Ehlíath. This plan fails due to dislike of anyone trying to influence or control her, including the [Norn](#), the [Engine](#), the Pryors, or even, in the end, her own twin brother. Ultimately, war never occurs between the nations.

994: Lovely Mhari—A crew of infamous witchling pirates attack and occupy the city, lead by "[Lovely Mhari](#)," who possesses bewitching charisma, and enforced by her crew, which include [three witchlings](#) with the ability to sway large group behaviors, emotions, and actions. Due to the solar maximum, the Tarnished are forced to ally with fully human elements or risk destruction. The pirates are ultimately defeated and executed; the fallout of this major attack causes the Witch Hunter order to be established within the Weave Covenant.

(The Pryors reassess their strategies; some witchlings that come to the city and are handled quietly in the intervening years; while they cause no major disasters, stories are still told of their terrible abilities:

--Old Withers

--Skybreaker

--Death-Breath

--Verminborn

1128: The Time-Eater—

1156: The Ashtaker—

1160: The Braylhich Ripper—

1172: Mother Melody—

1194: The Seige of Tarengbeth—

1196: The Pale Child—

Timelines (Northflame)

Prehistory (Northflame)

Pre-Universe:

[Kor's Emergence](#): An entity existing in the echoes of dead universes becomes sentient, and watches alone as many more universes are born and die.

[The Beginning](#): The current universe comes into being, formation of the stars and worlds and life beginning anew, as it always does.

Prehistory:

[Ne's Emergence](#): Kor finally has another being to interact with, and its life changes forever. Ne can even let Kor tag along for brief ventures in present reality by connecting with its mind

[Exodus of the \[Norn\]\(#\)](#):

[Evolution of the Planet](#): Life on the Planet, influenced by the presence and interest of Ne (and subsequently Kor) begins to take strange new turns; the Norn are likewise involved in the ecosystem as they never have been before. The development of humans will be the most significant of these changes, and their contact with the creatures of energy.

Pryori History

(1800 BC)~-2500:

-The early stages of the [Pryori Dominion](#); during this time, the civilization worships the Aurora, and through this focused meditation connects with the [Norn](#)

-The Norn eventually reach back, and a symbiosis begins to form, in which trained Northflame priests are bonded with Norn spirits; these "[Witches](#)" use a combination of knowledge and connection with the supernatural to alter reality at their whim in many regards

(1800-1300) ~-2500-2000:

-The Pryori Dominion advances rapidly in technology, infrastructure, and magic—their spread south from the isle that would one day be known as [Lisidion](#) first involves peaceful interaction, but over time, turns more and more towards colonization and assimilation.

-This causes some growing discord within the Dominion, among both humans and Norn, who are connected to those Witches cultivated among other civilizations (largely in the predecessor nations to [Lifáraen](#))

-Eventually, rebellion breaks out, which over time turns into a true and terrible civil war within the Dominion and against those nations it threatens to consume

(1200 BC)~-1900:

-[Lodin Volsyr](#) and [Vani Taalesin](#) are born

(1150 BC)~-1850:

-The Dominion launches an operation to control its unruly citizens through magic; however, the device does not account for the resonance that occurs between the spirits and minds of its targets, which triggers and uncontrolled catatonia of all life in Kheld, and begins spreading across the planet.

-The Death of [Nheo](#); the entity ignites itself into an equivalent of a coronal mass ejection; this unexpected even damages the satellite array that acts as a relay for the device, and ends the engine's effect.

-[Kor](#) is devastated by the loss of its only friend, and shatters; the pieces that tries to follow Nheo intermingle with other spirits over the next few decades, and form the basis of the [Tarnished](#) lineages: **Coin** (Hope/Bargaining), **Chain** (Yearning/Dwelling), **Shroud** (Fear/Panic), **Mask** (Denial/Abandon), **Ring** (Shock/Numbness), **Key** (Determination/Acceptance), **Mirror** (Loneliness/Isolation), **Adze** (Rage/Retaliation), **Grail** (Confusion/Helplessness), **Shears** (Rest/Surrender), **Spade** (Guilt/Shame), **Song**

(Despair/Sorrow), and finally **Crown** (Control).

(1100 BC)~-1800:

-The Revenge of **Corrigan**; [Tarengbeth](#) is built as a haven for the loyalist Witches and Tarnished; [Orë the Tarnished Crown](#) begins their eternal vigil below the fortress.

-Those Pryori that are allowed to survive the devastation are forced to join other nations, most moving to Lifáraen.

-[Thorus the Tarnished Ring](#) is captured and killed by the remaining leaders of the Pryori Dominion, conveying the message of Corrigan; he is unable to pass on his Tarnish, permanently reducing the host's number to eleven.

Pre War History (Northflame)

(720-700 BC)~1420-1400:

-A massive volcanic event forces the [Lhakhik people](#) from their homeland; the Lhakhik people arrive on the Kheldian Continent, and take up their name. Shortly after, one of the surviving clans discovers [Tarengbeth](#), meets the surviving civilization there, and integrates. They found the [Haghethik](#) religion.

(0 AD)~700:

-[Elhash the Great](#) conquers the disparate Lhakhik territories to bring them under a single rule, creating the [Elhasharhik Empire](#)

(200 AD)~500:

-Internal turmoil—spurred by the philosophies of [St. Belorv](#)—cause the country of [Belorvhar](#) to secede, and the Elhasharhik Empire falls soon afterward

~400:

-The [Lhakhik Empire](#) is formally established, and begins to stretch southward. At a similar time, the [Kardarnl Empire](#) is established from the remains of previous dynasties and regions. They begin to stretch northward as well as southward.

(600-700 AD)~100-0:

-The tenuous peace between Karda and Lhakhar snaps, leading to a war that lasts roughly a century.

-[Lisidion](#) is (re)discovered and settled by refugees and runaway slaves of the war seeking a new land for themselves, aboard the ship *the Lisidë*; over the course of the following decades, a new culture develops

-The war is brought to an end when a group of [Lisidionites](#) and refugees from mixed backgrounds encounter a pryor, [Vani Taalesin](#), on Lisidion; Vani proposes a possible, supernatural means of bringing an end to the animosity between nations, and setting a standard for peace that may continue its influence for generations to come.

Post War History (Northflame)

(700 AD) 0:

-The [Treaty of Carmith](#), and the end of the war, marks the turning point in measuring time for both [Karda](#) and [Lhakhar](#), becoming the new year 0.

-The capture of many [Norn](#) allows the [Pryors](#) to regain some power and begin new experiments.

-The land taken from [Lifáraen](#) is returned in war reparations.

-The County of [Aracon](#)—named for the fictional paradise created in bedtime stories by the group for a child ([Kloë](#)) in their care—is established by survivors of those who summoned the Norn; the forest, still containing the engine created by those who sacrificed themselves ([Sabelleus of Lisidion](#), who gave himself for the future of children; [Tyrhía Odrhin](#), who gave herself for history to mark; [Marin Arkshaw](#), who gave himself in defiance of power; and [Vani](#), their Pryor companion, who believed staunchly in the end of all tyranny)

200:

-The fall of the first Kardarnl Empire; several countries are formed from the remnants. Lhakhar and Lifáraen agree to maintain the Treaty of Carmith with all of them that will uphold the peace.

284:

-Solar maximum; the first generation of [Witchlings](#) is born after years of initial experimentation

~800-1100:

-Age of Sail; cultural and goods exchange becomes widespread throughout Kheld

814:

-[Jharik](#) is born a Witchling to [Zheyda the Tarnished Coin](#)

818:

-When Jharik's (4) nature is made clear, Zheyda—to protect her child from her fellow [Tarnished](#)—takes him to the Forest of the Norn, beseeching the minds of the engine to protect her son, for whom they are in many ways responsible. The minds protect and tend to the child for a week or so before they manage to summon other humans to adopt them.

821:

-Zheyda kills herself in grief—she fails to pass on her Tarnish, and thus their numbers are permanently reduced to ten.

830:

-[Crown Prince Drhani](#) is born

836:

-[Prince Dimir](#) is born

834:

-Jharik (20) ventures back into the Forest of Norn and speaks to the minds of the engine

836:

-Jharik (22) publishes [A Light in the Woods](#)

840:

-[Nhílus](#) is born

845:

-Jharik (31) publishes [The Fool's Tale](#)

851:

-Jharik (37) and Crown Prince Drhani (21) of the Lhakhik Empire disappears during a voyage in the North and is presumed dead; Prince Dimir (15) is named the heir to the throne

854:

-Jharik (40) is sent to [Ehlíath](#) as an agent of the Pryors, having agreed to do so to save Drhani (24); he has since been trained to better harness his abilities

-Jharik meets [Lodin](#), and learns the truth of [Corrigan](#) and the Tarnished, as well as his personal history with the order

-The Emperor of Lhakharr dies of illness, and Prince Dimir (18) ascends the throne

856:

-Jharik (42) returns to the North intending to rescue Drhani, with the help of the [Serelat the Tarnished Mask](#) and his apprentice Nhílus (16); however, he finds the once Crown Prince has been thoroughly converted to the Pryors' cause, and are forced to retreat

-Serelat is killed in the venture, and Nhílus inherits his Tarnish

857:

-Drhani (27) "miraculously" returns, and attempts to reclaim the throne; this causes a schism ultimately leading to civil war, as Jharik (43) and the Tarnished aid Sovereign Dimir (21) in thwarting the former heir

(1562 AD) 862:

-The civil war comes to an end, with the Lhakhik Empire fallen and divided into [Dimirha](#) and [Endhar](#)

-A summit is held in Aracon to establish that both Dimirha and Endhar will continue to honor the Treaty of Carmith, despite being two separate nations.

865:

-Jharik (51) publishes [The Left Hand Wall](#)

~862-900:

-The cost of the civil war requires the royal family of Dimirha to cede power, rights, and land to nobility. Power begins to shift toward the aristocracy.

884:

-[Erida Vyke of Kadar](#) and [Olandr Vyke](#) are born Witchlings.

917:

-Jharik (103) returns to the Forest of Norn to pass away in peace

924:

-The country of [Kadar](#) consumes and unites several bordering nations—through diplomacy, coercion, and perhaps some supernatural influence—to become the second Kardarnl Empire, under Empress Erida the Burning Star (30). After some negotiation in Aracon, the Treaty of Carmith continues to hold fast between Dimirha, Endhar, Lifáraen, and Kadar (against the expectations of many) but with an addendum of mutual support in times of conflict against nations that are not among those bound by the treaty.

925-930:

-In response to the growth of Kadar, the remaining countries of southern Kheld unite into the [Aka'thei States](#) in an attempt to both consolidate power and maintain their cultural/governmental independence

-In the following decades, both minor and major conflicts will break out between Aka'thei and Kadar, with victories and losses on both sides; Dimir and Endhar, still bound by the treaty, provide aid to Kadar when they must

927:

-Empress Erida (33) moves the Capital to [Dannarl](#), further south; secretly, this is to avoid the influence of the Norn, which she can sense strongly and wants to defy. Olandr (33), sensing the Pryors displeasure, leaves her service to continue fighting the Rust.

954:

-[Mharika "Lovely Mhari" Rhaldon](#) is Born a witchling.

964:

-[Yaru "Dancer," Seddik "Mourner," and Hane "Nightmare"](#) are born witchlings. Over the course of their childhoods, Olandr (80+) finds and adopts them all.

976:

-By Imperial decree, (cult assassins composed of [Arkshaw](#), other families that use a particular venom to instill certain traits) is reestablished, and old lore regarding their methods exhumed from various archives.

982:

-The Royal Family declares the capital of Dimirha to be [Vhardon](#) and relocates there, leaving Ehlíath and the Palace of [Tarengbeth](#) behind; the nobility capitalizes on this shift to further their control over the country's economics

-Criminal enterprises, consequently, gain stronger footholds in the nobility's bids for power and assorted machinations to circumvent the law and gain advantages over their competitors

984:

-[P'Iharin Cras](#) is born

989:

-Mharika (35) becomes a pirate captain, gaining the notorious title of "Lovely Mhari." Olandr (105) sees an opportunity, and brings his charges (25) to her; the crew of witchlings becomes feared far and wide. Olandr turns Mhari's ambitions toward that which would aid the Pryors.

993:

-Olandr (109) dies. Mharika (39) decides to act upon his final wish.

994:

-Lovely Mhari (40) and her crew attack and occupy Ehlíath, using the solar maximum to their advantage; ultimately, however, they are all defeated and executed. In the wake of the chaos, the Witch Hunters are formally established within the Weave Covenant, in part through the machinations of the Tarnished.

998:

-Empress Erida (114) dies, but her policies of imperial expansion continue to pervade the culture of Kadar

1004:

-P'Iharin (20) is abducted by Pryors while assisting in a exploration of the northern reaches of the planet

Advent of the Crime Age

~1040-1110:

-Advancements are made in electrical based technologies, including batteries, capacitors, and so forth.

1066:

-[Halsh Athurley](#) is born

1081:

-[Sarhía Rheve Lhe'Grylhen](#) is born

1084:

-[Jhin "the Ashtaker" Arghast](#) is born a witchling.

1087:

-[Sirhensa Klane](#) is born

1089:

-[Ghul Hanley](#) is born

1096:

-[Grint Athurley](#) is born to Halsh Athurley (30)

~1100-1130:

-Studies in electricity and magnetism advance rapidly.

1101:

-[Klhoster Mharius vin Lhasker](#) is born

-[Vhanse Davrich](#) is born

1102:

- [Imhelda Dorsey](#) is born
- The first steam locomotive is invented

1111:

- [Ord Rindell](#) is born

1114:

- [Nikodareus Mharsh](#) is born a [Witchling](#)

1116:

- [Alma Larkland](#) is born

1117:

- Author [Lumie Davenport](#) is born

1118:

- [Nullhen Pine](#) is born
- [Brhen Athurley I](#) is born to Grint Athurley (22)

1120:

- [Tark Rennahue vin Krowley](#) is born

1121:

- [Grethir vin Halhance](#) is born
- [Latisha Hargrave Lhe'Aldwhick](#) is born
- [Aizn Morgoss n'Bardl](#) is born

1122:

- Halsh Athurley's (56) smuggling and fencing trade in [Ehlíath](#) grows large enough for him to be recognized as the city's first true [Crime Lord](#)

1123:

-More Crime Lords come to power in the Ehlíath, following Athurley's (57) example; Ghul Hanley (34) makes a shaky bid for control, as does Sarhía Rheve Lhe'Greyhlen (42)

1124:

-Sirhensa Klane (37) exploits Hanley's (35) weakness to seize control of his assets, becoming a Crime Lord

-Niko (10) composes theories of electromagnetism, but these go ignored due to them being ten years old

-[Silmon "the Braylhich Ripper" Wald](#) is born.

1125:

-[Hish](#) is born.

1126:

-[Lhash Morley](#) is Born

-[Sovereign Askha II](#) is born

1127:

-[Iyana Donahue](#) is born

-[Eldin Sofra](#) is born

1128:

-[Anya Bhekker](#) is born

-The first major railway is established in Ehlíath

-[The Wisp](#) (???) appears on the scene as a Crime Lord, first in rumor, then confirmed by actions and events; their assistance in stopping [the Time-Eater](#) (???) earns them even the Church and Watch's begrudging gratitude. The identity of the Wisp will remain a consistent mystery over the years to follow, and most believe the title to be handed down in secret from person to person.

1130s-1140s:

-The Industrial Revolution Begins, ramps up considerably between the 1150s and 1180s

-Factories are built in the southern districts of Ehliath near the Ghant; slowly, production plants begin to take over the nearby districts.

1131:

-Klhoster Mharius vin Lhasker (30) claims the title of Crime Lord by organizing the public exile of the Lhe'Greyllhen family.

1132:

-[Kinley Davrich](#) is born to Vhanse Davrich (31)

-[Rhoko](#) is born

1134:

-[Eramis Dhorum](#) and [Hyde Grimshaw](#) are born Witchlings, part of a more subtle generation that in some cases are unaware of their gifts

-[Khethlyn Kite vin Dresden](#) is born

-The first electric motor is invented by Nikodareus (20)

1135:

-Grint Athurley (39) inherits control of his father's (69) holdings, becoming Crime Lord

1136:

-[Gulr Draylock](#) is born

1137:

-The increasing pressure on the laboring classes and establishment of the [Factory District](#) provides the opportunity for organization, which owning classes declare illegal; as such, Vhanse Davrich's (36) consolidation of resistance marks them as a Crime Lord

-Nikodareus (23) invents a powered arc lamp (which takes some time to catch on)

1138:

-[Marl Larkland](#) is born to Alma (22)

1140:

-Latisha Hargrave Lhe'Aldwhick (19) claims the title of Crime Lord from the financially ailing Klhoster vin Lhasker (39).

1142:

-[Brhen Athurley II](#) is born to Brhen Athurley I (24)

1143:

-The Dhorum family moves to Ehliath

-Author [Shole Hearth](#) is born

1144:

-[Ofhelia Dyre](#) is born a Witchling

-[Sarhía Morley](#) is born a Witchling to Lhash (18)

-Eramis (10) discovers his abilities during the solar maximum Surge

-Nikodareus (30) Invents the telegraph and the Mharsh Code (Equivalent to our Morse Code, haha)

1145:

-Aizn Morgoss n'Bardl (24) claims the title of Crime Lord from Latisha Lhe'Aldwhick (24)

1146:

-Eramis (12) joins the church in self-loathing

-To support herself and her daughter Sarhía (2), Lhash Morley (20) turns to crime and rapidly gains notoriety in the criminal underworld

1149:

-Vhanse (48) names Nullhen Pine (31) their Crime Lord successor and steps down for health reasons

-The health reasons may be linked to the growing pollution in Ehlíath, specifically the Factory District, which some start referring to as "the Murks."

1150:

-[Anvephonë Smythe](#) is born

-Davenport (33) publishes [Of Snow and Silence](#)

-Vhanse (49) dies, succumbing to illness

-[Fienna Hirne](#) is born

1151:

-Sirhensa Klane's (64) disappearance leaves a power vacuum, filled by the new Crime Lord Ord Rindell (40)

-[Malnr Gallise](#) is born

1152:

-The Larkland family moves to Ehliath to expand their mercantile company

Recent History (Northflame)

1153:

-[Gaelyn Dauth](#) is born

-[Iyana](#) (26) and [Eldin](#) (26) get married

1154:

-[Keitof Surashen](#) is born in [Aka'thei](#)

1155:

-[Tharl Lawray n'Rothe](#) is born

-[Jhira Kellun vin Addhar](#) is born

-The Larkland family—Specifically [Alma](#) (39)—develops a partnership with [Imhelda Dorsey's](#) (53) shipping company

1156:

-The Ashtaker Arsons occur; in catching the witchling perpetrator, [Eramis](#) (22) achieves the rank of [Witch Hunter](#); he also catches the attention of the Pryors, who set about scheming a means of recruitment.

-[Silan Arkshaw](#) is Born

-[Crown Prince Askha II](#) (30) becomes the [Sovereign](#) of [Dimirha](#)

-[Grethir vin Halhance](#) (35) becomes the [Lord Seneschal](#)

1157:

-[Khinley Davrich](#) (25) claims the position of Crime Lord as “birthright” from [Nullhen Pine](#) (49); their control leads to widespread violence

1158:

-[Dunlat Moran](#), [Atyana](#) and [Muri Eisov](#), and [Crown Prince Askha III](#) are born

-[Rhoko](#) (26) kills Khinley Davrich (26) and becomes Crime Lord

-[Prilha Donahue](#) is born to Iyana (31) and Eldin (31) Donahue

1159:

-[Clovis Norandr Hald n'Rothe](#) is Born

-[Kanhía Mharius Lhe'Greyllhen](#) is born

-[Maevelyn Dauth](#) is born

1160:

-[Ridley Donahue](#), [Lisl Arkshaw](#), [Rhosus](#), and [Cassian Boyle Lhe'Aldwhick](#) are born

-Eramis (26) successfully hunts down the Braylhich Ripper, through which he is spoken to by the [Pryors](#), and warned of [Corrigan](#)

-[Brhen Athurley I](#) (42) inherits the title of Crime Lord from his father (64)

-Imhelda Dorsey (58) has [Ord Rinedell](#) (49) assassinated and becomes Crime Lord; [Marl Larkland](#) (22) is one of her lieutenants, due in part to nepotism

1161:

-Eramis (27) is introduced to the [Tarnished](#); he flees the [Church](#) and the city

-[Rhaze](#) is born

1162:

-[Flitch Ahlsund](#), [Jackdaw Moran](#), and [Esher](#) are born

-Eramis (28) joins [the Overseers](#)

1163:

-[Khella Airus](#) is born

-[Neantha Parrhack vin Krowley](#) is born

-[Merсер Donahue](#) is born

-Following Rhoko's (31) disappearance, [Hish](#) (38) reorganizes the factions of the [Murks](#) and becomes Crime Lord

-[Khethlyn Kite vin Dresdon](#) (29) takes the title of Crime Lord after [Lhash](#) (37) kills [Aizn n'Bardl](#) (42)

1164:

-[Col Arkshaw](#) is Born

-Anvephonë (14) is adopted by [Sir Tark](#) (44)

-[Sarhía](#) (20) elopes with her partner and flees [Ehlíath](#)

-[Ofhelía](#) (20) inherits the [Tarnished Song](#) by chance, when the former host is killed during a solar storm and thus unable to revive through the swarm.

1165:

-[Enford Larkland](#) is born to Marl (27)

-[Darlhía Morley](#) is born to Sarhía (21)

-[Valeska](#) is born

1166:

-[Haedn Callowhen](#) is born

1167:

-Marl Larkland (29) is given the title of Crime Lord by the retiring Imhelda Dorsey (65)

-Seeking a better life for their fragile younger daughter than that of traveling merchants in [the Dustlands](#), the Dauth family moves from [Lifáraen](#) to Ehlíath. Instead, they soon fall on hard times, to the increasing cynicism of Gaelyn (14) and internalized trauma of Maeve (8)

1168:

-The Moran family moves to Ehlíath (Dunlat is 10, Jackdaw is 6)

-Eramis Dhorum (34) is elected [High Justiciar](#)

1169:

-Eramis (35) begins hunting [Niko Mharsh](#) (55) to recruit them, but they instead flee into hiding, vastly slowing their inventions and scientific progress

1170:

-[Trisetta Larkland](#) is born to Marl (32)

-[Shole Hearthe](#) (27) publishes the first installment of [The Journals of Sky Captain Altaira Lombard](#)

-Darlhía's (5) father dies at sea; her mother Sarhía (24) is presumed dead in the same wreck, but in fact kidnapped by Pryors; Lhash (44) adopts her orphaned granddaughter

-When her sister's skill with mathematics emerges but her parents reject the idea of putting it to use, Gaelyn (17) runs away from home, she leaves her younger sister Maeve (11) behind

1171:

-Major Plague Event sweeps through [Dimirha](#); Ehlíath is ravaged by the epidemic

-Brhen Athurley I (53) dies of the disease; [Brhen Athurley II](#) (29) succeeds him as a Crime Lord, aided by the advice of Lhash Morley (45), whom he continues to call upon for support and wisdom for several years thereafter

-Iyana Donahue (44) dies of the plague, leaving her family devastated

-Several children are orphaned in the epidemic, including Flitch (9) and Rhosus (11)

-Sovereign Askha II (45) is assassinated in a plot orchestrated by Eramis (39); [Lord Protector Tark vin Krowley](#) (51) is also killed.

-Crown Prince Askha III (13) assumes the throne

-Sir Anvephonë Rennahue Smythe vin Krowley (21) becomes [Lord Protector](#)

-[Malnr](#) and [Fienna](#) wed in an arranged marriage

1172:

-[Mother Melody events](#), involving Flitch (10), Rhaze (11), Esher (10), and Lhash (46), who comes to the childrens' aid; Ophelia (28) is killed, but her combined triple spirit remains and continues to haunt the night on the anniversary of her death; as her Tarnish is not passed on, the host is reduced to nine

-[Anatol Garnett](#) is born

-Gaelyn (19) begins training as an Overseer

1173:

-[Alida Hirne Gallise](#) is born to Malnr (22) and Fienna (23)

-Lhash (47) rescues and nurses a wounded Rhosus (13) back to health after he is mistakenly attacked, and helps him to find a position as Cassian Boyle Lhe'Aldwhick's (13) body double.

-Maeve's (14) talents are discovered by a local gang; she begins making money through gambling and card counting. Her parents quickly discover and attempt to dissuade her from continuing, prompting her to run away; she becomes fully controlled by the gang.

1174:

-Dunlat (16) takes over Moran Trading Co after his father's death.

-[The Arkshaw family](#) signs an accord with the Larklands, and Silan Arkshaw (18) is sent to work for the Crime Lord in Ehlíath.

1175:

-War between [Kadar](#) and [Aka'thei](#) summons aid from Dimirha, [Endhar](#), and Lifáraen—Ridley (15) goes to war

-Maeve's (16) parents track her down, and are killed for attempting to take her home. She flees the gang, and changes her name to Vhílath Rhenna. She eventually finds herself working for Athurley to gain protection, though via one of his more worrisome lieutenants

Modern Day (Northflame)

1176:

-[Ridley](#) (16) returns from War as a deserter

-[Jackdaw](#) (14) leaves for University

-[Rhaze](#) (15) takes over as a Crime Lord from her predecessor; accepts guidance from [Lhash](#) (50) in her youth

1177:

-[Jhira](#) (22) becomes the a Royal Consort to [Sovereign Askha III](#) (19)

1178:

-[The Fall of the Larklands](#) ([Marl](#) is 40) and [Dunlat's](#) (20) Ascension to Crime Lord, during which Jackdaw (16) returns from University, his term incomplete, to assist his brother. He attempts to complete his degree after matters quiet down.

-Lhash (52) assists Dunlat in his conflict against Marl, earning the ire of [Alma](#) (62)

-[Crown Prince Ashira](#) is born to Sovereign Askha III (20) and Jhira (23)

1179:

-The events of the previous year alarm the nobility of [Ehlíath](#); the [local government](#) reaches out to the royal family for assistance, hoping that a show of force might serve as an intervention to the rising power of the criminal world in their city; the throne refuses such aid, but [the Overseers](#) offer to assist in peacekeeping, giving the Lord Justiciar the opportunity he'd been waiting for; [Gaelyn Dauth](#) (26) is sent back to Ehlíath by [Eramis Dhorum](#) (45) to begin her mission. Simultaneously, the Lord Justiciar begins funding the expansion of slumlord [Gulr Draylock](#) (43).

-[Clovis](#) (20) and Dunlat (21) meet, and begin dating

-[Kanhía](#) (20) becomes a royal consort

-[Carlím Hirne Gallise](#) is born to [Malnr](#) (28) and [Fienna](#) (29)

1180:

-Gaelyn (27) tracks down her younger sister [Maeve](#) (21), and coerces her into becoming a spy, partly through removing the threat of the lieutenant preying on her

-Clovis (21) is killed, leaving Dunlat (22) heartbroken; the mystery of the murder goes unsolved, but the responsible party was Gaelyn, searching out vulnerabilities of the Crime Lords.

-Jackdaw (18) drops out of University officially; shortly after, the Moran brothers suffer a falling out.

-[Lisl](#) (20) meets [Anya Bekker](#) (52), her target; the two instead form a bond, and Lisl ultimately flees her family, heading to Ehlíath, and changing her last name to Banr.

-[Prince Mareshi](#) is born to Askha (22) and Kanhía (21)

-The ramp of Industrial production and factory presence in Ehlíath becomes easier enough to notice in the wider city that it earns the nickname of "the Clag" or "the Old Clag," or "the Crooked Old Clag."

1181:

-Ridley (21) comes to Ehlíath; he unwittingly saves Dunlat (23) from an attempted assassination, and is offered a place on his crew. Over time, the two become friends.

-Lisl (21) meets Gaelyn (28) and enters her employ; soon after, a romantic (and abusive) relationship forms; she uses the former assassin to chip away at Crime Lords organizational structures

-[Enford Larkland](#) (16) leaves home due to Alma's increasing abusiveness; [Trisetta](#) (11) is horrified to be alone

1182:

-[Princes Dhevira](#) and [Khivarel](#) are born

-[Tharl](#) (27) becomes a Royal consort

-[Keitof Surashen](#) (28) inherits [the Tarnished Chain](#)

-Ridley (22) becomes more properly acquainted with Jackdaw (20), becoming friends with him through the necessities of his work despite the knowledge that he is estranged from his brother.

1184:

-[Nessra Hirne Gallise](#) is born to Malnr (33) and Fienna (34)

-[Neantha](#) (21) becomes a Royal Consort

-Gulr Draylock (48) is recognized as a Crime Lord

-[Haedn Callowhen](#) (18), a polymath, enters the employ of [Athurley](#) (42)

-Ridley's (24) personal friendship with Dunlat (26) leads to his steady promotion through the organization, until he is one of his more trusted advisers. Some romantic feelings start to develop, though Dunlat refuses to act upon them.

1185:

-[Khel](#) (22) arrives in Ehlíath, joins the Watch

-[Cassian Boyle Lhe'Aldwhick](#) (25) is killed by Lisl (25), as Gaelyn (32) is working her way into the graces of [Khethlyn vin Dresdon](#) (51); however, [Rhosus](#) (25)—his body double—assumes his identity; few know the truth, including Lhash (59) and Jackdaw (23)

-Gaelyn berates Lisl for her failure, leading her to investigate how her target survived

-[Prince Esparha](#) is born to (secretly) Tharl (30) and Neantha (22), but is declared a Prince Royal regardless of her rumored parentage

1186:

-In the course of her investigation, Lisl (26) meets Lhash (60), and escapes Gaelyn (33)

-Later that year, Gaelyn recruits Khel (23) from the Watch

1188:

-Cassian (28) is recognized as a Crime Lord, organizing a coup against Khethlyn vin Dresdon (54)

-Ridley (28) discovers the illegal slave trade being run by the Eisovs (30), who work in [the City Watch](#), and exposes the matter with Khel's (25) assistance; however, Gaelyn Dauth (35) covers up the incident and recruits the twins through coercion. Khel, disillusioned by the event, leaves the Overseers and the Watch for private investigation

-This event puts Gaelyn on Dunlat's (30) radar

-Ridley's experience reignites his PTSD, and he begins to spiral. Jackdaw (26) offers to help medicate his mental condition, leading to his eventual addiction to [Crasuith Tar](#).

1189:

-Trisetta (19) flees home and changes her name to Mercy Knox; eventually, she will go to Ehlíath. Alma (73), already starting to fray at the edges, descends further into dementia

-Khel (26) and [Dar](#) (24) meet investigating the murder of Dar's friend [Valeska](#) (24, deceased), have adventures, and begin dating

1190:

-In her spiraling mental state, Alma (74) begins to refer to [Silan](#) (34) as Enford; the servant assassin chooses to play along

-Elsewhere, the real Enford (25) begins working as a contract lawyer by the name of Ennic Lankr.

1191:

-Ridley's (31) addiction worsens and begins to affect his work. As the mistakes and fallout begin to pile up, causing Ridley to spiral into self-loathing and further drug abuse, he nearly overdoses, at which point he and Dunlat (33) suffer a falling out.

-Ridley nearly kills himself in his despair, but the act is averted by Dar (26). He soon becomes her friend and partner in crime. Dunlat remains unaware that his former friend attempted suicide over their falling out.

-N's (7) identity as a Witchling is revealed to her community at large, and she is attacked, prompting [Grimshaw's](#) (57) intense protectiveness

-Vhí (32), as ordered by her sister, becomes closer with Haedn (25) to manipulate him and his ambitions; against her better judgment, her feelings become genuine, and she is wracked with guilt over the connection. On her own time, she quietly returns to her roots in professional gambling.

1193:

-[Prince Ílhen](#) is born to Askha (35) and Kanhía (34)

-Grimshaw (59) forces [Alida](#) (20) to take an internship at the [Lisidion](#) branch of the Asylum, after she expresses concern about his treatment of N (9)

1194:

-Eramis (60) orchestrates an attack on [Tarengbeth](#) using [P'lhari](#) (90, appearing 20s or so) and [Sarhía](#) (50, appearing 30s or so), bringing them in via Gaelyn's (41) smuggling contacts; [The Tarnished Spade and Shears](#) are killed.

-Ultimately, the attempt is thwarted by [Lodin Volsyr](#) (3000+) and Darlhía (29); however, Dar is licked, leading to a cascade of misery for her friends and family; the [Host of the Tarnished Key](#) sacrifices herself so that

Darlhía may inherit it, which lets her retain moments of lucidity as [Corrigan](#) attempts to undo the damage. (LINGERING QUESTION: IS SARHÍA KILLED?)

-Dar is taken into the care of the [Church](#), with visitations from her Grandmother and friends; however, tormented by her lack of freedom, she asks Ridley and Khel to break her out. When they do so, with Khel assuming her identity as part of the operation, Dar escapes from Ridley and throws herself into [the Ghant](#); as a natural born [witchling](#), of sorts, bearing a Tarnish, she is bound to the fate of an enduring spirit, to eventually reform as a revenant.

-The cause of Dar's death is kept secret between Ridley and Khel; the latter returns to [Kerwhick](#). Ridley is unable to face Lhash, and breaks contact without explanation.

-Following the failure of this plan, the Eramis reorients his priorities on gaining control of the city by undoing the Crime Lords. Gaelyn (40) instructs Vhí (34) to push Haedn Callowhen (28) to move forward with his plans to steal the control of the trains from Athurley (52), encouraging him to receive assistance from Dunlat (36).

-Dunlat contacts Ridley to express his condolences for Dar's passing, and the two begin to reconnect.

1195:

-[Prince Noma](#) is born to Askha (37) and Neantha (32)

-Dar's spirit begins to re-solidify, connecting her to other [Norn](#) spirited witchlings like N. Lacking some parts of her memory, she introduces herself as Valeska. Eventually, she is able to reach her loved ones as well, though only in states of altered consciousness, including their dreams.

-Haedn Callowhen (29) seizes control of the improved, electric train networks of Ehlíath, carving out a position as a Crime Lord; his former employer, Brhen Athurley (53) is not amused, but is hesitant to strike back when it becomes clear that Haedn is supported by Dunlat (37), and thus by Rhaze (34).

-This stronger alliance among the economic powers raises alarm in the Clag, as tensions begin to grow; Cassian (35) is forced to ally with Athurley to protect the holdings and power of the nobility, and the two begin negotiating with Draylock (59) to solidify their position.

-Lhash (69) and Dunlat suffer a falling out due to his support for Haedn threatening the city's stability/safety. Lhash and Lisl (35) begin planning methods by which they can disrupt the economic block and prevent a war amongst the Crime Lords; ultimately, they come to the conclusion that they must kill Dunlat Moran. They begin the process of investigating his security, and locating a serviceable scapegoat, and learn about the secret identity of Ennic Lankr (30).

-Gaelyn (41) seeks additional means to push the conflict forward, intending to weaken the Crime Lords through a war

-Ridley (35) begins working for Dunlat again.

1196:

-Dar (31) helps N (12) to escape Grimshaw (62), early in the year

-Lhash (70) and Lisl (36) set their plans into motion, gaining details into the Crime Lord's security and luring contract lawyer Ennic Lankr (31) to Ehlíath. What follows is the [Conspiracy to Kill Dunlat Moran](#), which ultimately triggers the events of *A Coward's End*.

-N (12) arrives in the Clag; she meets and saves Ridley.

-Prince Ashira (18) is banished, and in her travels becomes known as Mol the Hunter; Prince Mareshi (16) becomes Crown Prince

1197:

-[Esher](#) (35), released from prison, begins working for Dunlat (39)

-The Larklands attempt their revenge, during which Alma (81) and Lhash (71) are killed.

-Dunlat (39) and Esher (35) begin dating

-Jackdaw (35) and Khel (34) rekindle their relationship

-Lisl (37) kills her brother Silan (41) as revenge for Lhash's death

1202:

-Ridley (42) is seemingly killed when Eramis (68) attempts to capture N (18); in reality, he is put into secret and protective custody by Sovereign Askha (44)

-N returns to Ehlíath, and ends up working for Dunlat (44)

1204:

-The Conclusion

-The Living Tarnished are:

-Orë the Tarnished Crown

-Keitof the Tarnished Chain

-Nhílus the Tarnished Mask

-_____ the Tarnished Adze

-_____ the Tarnished Shroud

- _____ the Tarnished Mirror
- _____ the Tarnished Grail

-Others who could be Tarnished by Finale:

- Mercy
- Flitch
- Maeve

-Others who could inherit Tarnish during Finale:

- Anvephone
- Mol
- Ridley
- Mercy
- Flitch
- Ennic

Political Events (Northflame)

The Treaty of Carmith