

TIMELINE OF



(Due to major spoilers for the game, including details learned up until the very end of the game, I suggest not viewing the rest of this document until you beat the game at least once.)

ca. 2,000,000 years before the zeppelin crash

- Due to Natural Selection, the early common ancestors of the races of Arcanum split into the Median races and the Minute races.

❖ [John Beddoes' On the Races of Arcanum](#): "Our experiments with Dwarven tissue have shown them to be almost completely devoid of any mystical vibration, and their bones have been found at great geological depth in the fossil record. I conclude from this that they are not the product of any Magickal agency, but are instead the children of pure Natural Selection, just as humans are.

According to the scanty evidence we have presently available, the parting of ways between our Median race and the Minute races occurred some two million years ago, and we evolved along parallel courses from then on. For this reason, it is impossible for humans and members of any Minute Race to produce offspring together; the blood ties between us are not strong enough to allow it."

ca. 1,100,000 years before the zeppelin crash

- This date is what naturalists agree as when the modern Human appeared.
 - ❖ [John Beddoes' On the Races of Arcanum](#): "This premise is difficult for some to accept, but I maintain that it is the only explanation for certain inalienable facts. Primus, our study of paleontology has confirmed that humans, in their present form, have existed for over one million years in Arcanum. Second, both the tissues of a pure-blooded human and the most ancient fossilized

remains of our race display no characteristic mystical vibration, which indicates that our species is not inherently magickal. Nonetheless, despite the complete absence of any inherent and universal magickal quality in the human race, humans are always able to produce fertile hybrids with three other completely disparate species, none of which are able to reproduce with one another: these being the elves, orcs and ogres.

When you combine this with the geological dates we associate with the first appearance of all three subspecies in question - dates which fall long after the first true humans appeared - it becomes clear that humans are the precursor from which many other races were created, by the process known as Supernatural Selection. Elves, giants and orcs were all deliberately manufactured from human stock, by magickal workings!"

- ❖ **John Beddoes' On the Races of Arcanum:** "Humans, which pre-date this Epoch [of High Enchantment] by some two hundred thousand years, were not left untouched by the general pandemonium; although the majority of our forebears went on unchanged, some of them were vastly transformed by magick. When the fantastic whirlwind of Supernatural Selection died down some four thousand years later, two new species had emerged, and thereafter co-existed with ordinary humanity: these being the elves and the giants."

ca. 900,000 years before the zeppelin crash

- **The Epoch of High Enchantment** - A "wild outburst of magickal activity" of ~4,000 years that caused several supernatural creatures to start appearing due to Supernatural Selection.
- **At this point, the earliest known offshoots were the Ogres and Elves.**
 - ❖ **John Beddoes' On the Races of Arcanum:** "Ogres are the last survivors of a very ancient and potent magickal working, which has only lately begun to wane, after having been initiated nearly one million years ago.

Roughly 900,000 years before the present day, the fossil record shows us a wild outburst of magickal activity, an unprecedented surge of sorcery which affected life on Arcanum for millennia after. What caused this sudden cataclysmic storm of Supernatural Selection, we may never know for certain; all that we can say now is that the magickal agencies at work at that time were enormously strong, far more powerful than the forces which any modern-day mage can command. A great many organisms were created then which survive to this day, albeit in small numbers.

In this distant Epoch of Enchantment we find the origins of many legendary species, including the kraken, hydra and sea serpent; Wyrms, dragons and drakes were brought forth at roughly the same time. Many pre-existing species were substantially altered, as in the case of the unicorn and the firebird; others were merged into chimeric organisms like the centaur and manticore, for reasons unknown."

- ❖ **John Beddoes' On the Races of Arcanum:** The first distinctive elves appear some 900,000 years ago, during the Epoch of High Enchantment. They are a

product of Supernatural Selection, just as giants, dragons, and many other highly magickal species were.

ca. 750,000 years before the zeppelin crash

- **The earliest recorded instances of elven civilizations, based on fossil records.**
 - ❖ [John Beddoes' On the Races of Arcanum](#): *The first distinctively elven remains were found in the region of the Drowned Woods, scattered in a layer of earth which also contained the bones of the famous Eltdon Wyrn. Between the saw-edged teeth of this ancient monster, paleontologist John Eltdon discovered scraps of mithril chain and plate, armor which has always been peculiar to elvish warriors. Since these bones have been dated to a time no earlier than 750,000 years ago, it can be concluded that the elven civilization was already well advanced by that time.*
 - ❖ [Dr. Julius M. Crenshaw's Foreword to A Brief History of Arcanum](#): *Lately a number of new scientific theories have been put forward as to the history of Arcanum's civilized peoples. Contrary to what one may assume after reading the arguments of [Mr. John Beddoes](#), it was in fact the elves and the dwarves who first reached what we might consider "civility", thousands of years ago: it is from these elder races that the first true historical traditions can be traced.*

ca. 700,000+ years before the zeppelin crash

- **Due to Natural Selection, Gnomes diverge from their ancestors of Dwarven stock.**
 - ❖ [John Beddoes' On the Races of Arcanum](#): *Gnomes, like dwarves and halflings, are a Minute Race. They are descended from Dwarven stock; according to our limited fossil finds, the first true gnomes appeared over seven hundred thousand years ago, in what is now Cumbria. It would seem that the divergence of gnomish and dwarven races occurred by the ordinary process of Natural Selection, rather than by magickal intervention. This theory is supported by alchemickal testing of gnomish tissue, which yields no distinctive mystic vibration for their species. Accordingly, like all products of pure natural selection, gnomes have no special advantage in the practice of Magick. They are not particularly known for its use.*

ca. 200,000 years before the zeppelin crash

- **Ancient giants start to shrink in stature, slowly leading the early ancestors of the modern-day ogre.**
 - ❖ [John Beddoes' On the Races of Arcanum](#): *We cannot say for certain how long it took the ancient giants to degenerate to the form of the modern-day ogre. Certainly it was a slow process, one which took many thousands of years. It is probably safe to surmise that succeeding generations of giants have been shrinking for the last 200,000 years or so, most likely because they have been steadily deprived of other behemoth species, which may have once provided them with food.*

ca. 50,000 years before the zeppelin crash

- Due to continuing shrinkage of giants' stature, this is when most naturalists attribute the first appearances of the modern Ogre to be.
 - ❖ [John Beddoes' On the Races of Arcanum](#): *When exactly the modern ogre was first seen we do not know, as we seldom find a complete set of remains; ogres, like orcs, have a tendency to cannibalize their own dead. Nevertheless, most naturalists put the appearance of the modern ogre at a date of 50,000 years ago at most.*
- Due to Supernatural Selection, Halfings diverge from their ancestors of the other Minute Races (Dwarves and Gnomes).
 - ❖ [John Beddoes' On the Races of Arcanum](#): *With these superficial physical differences, however, there are also deeper, more metaphysical differences between the halfings and their Minute cousins.*

Unlike dwarves and gnomes, who are the products of pure Natural Selection, the course of halfling evolution appears to have been impacted by Magick. This can be demonstrated by subjecting tissue samples from any present-day halfling to certain alchemickal tests; once all other vibrations are eliminated by a process of distillation, any halfling's tissue and bone will be seen to resonate upon a certain mystical frequency. This frequency is unique to their race, and is never exhibited by the members of any other species, regardless of how many times the test is performed. All halflings resonate at this frequency, and continue to do so long after death; we have reliably dated halfling remains as old as 50,000 years with the identical racial resonance.

ca. 25,000 years before the zeppelin crash

- **Gigantopithecus Arcanus** is thought to have gone extinct.
 - ❖ [Hippington](#): *"The Stillwater Giant, **Gigantopithecus Arcanus**, is an extremely primitive species of giant thought to be extinct for over 25,000 years. It was a rather strange offshoot of the **Gigantopithecus** genus."*

ca. 10,000 years (or later) before the zeppelin crash

- Due to Supernatural Selection, this is the date the earliest known Orcish fossils can be traced back to. Their evolutionary split from the human line occurred roughly around this time at earliest.
 - ❖ [John Beddoes' On the Races of Arcanum](#): *It is difficult to say when the first orcs appeared. We rarely find a set of intact remains; they have a tendency to cannibalize rather than bury their own dead. Nonetheless, we begin to find some signs of their existence only a few thousand years ago, perhaps ten thousand at most, in the area of the Dark Fens. They are a young race, the product of a relatively recent and extremely powerful enchantment, and the fact that their forebears were once fully human may provide some explanation for the deep,*

instinctive repulsion which most pure-blooded humans feel in connection with them.

ca. 6,000 years before the zeppelin crash

- This is as far back as Arcanum's **recorded** history goes, according to the [Foreword to A Brief History of Arcanum](#).
 - ❖ **Dr. Julius M. Crenshaw:** *No single volume to date has yet collected all six thousand years of Arcanum's recorded history. Indeed, many would argue that it is impossible to approach such a Gargantuan subject within the covers of a single book! When I was a younger man, it was my burning ambition to write the definitive history of all Arcanum, but I never imagined for a moment that it was possible to do so in a simple or concise manner. Instead I labored for many decades, traveling from place to place in my researches, and produced no fewer than twenty-three detailed volumes which I dared to call "The Compleat Histories". Alas, the fiery arrogance of youth!*

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- The Iron Clan of Dwarves were around.
 - ❖ **Erick Obsidian:** "The Iron Clan? They were a race of dwarves who lived thousands of years ago--some dwarves consider them merely a myth. Supposedly their civilization was very advanced, creating wondrous objects of beauty and power. Unfortunately we have no proof of their existence, and so any facts concerning them are purely speculation..."

The Age of Legends

ca. 3000 years before the zeppelin crash

- Nasrudin forms the Elven Council.
 - ❖ **Tarant Temple Panarii Priest:** "Nasrudin was the benevolent leader of the Elven Council. For 1000 years he ruled all of Arcanum, and brought peace and prosperity to all of the races. His teachings are recorded in the sacred Archeaon, and are the cornerstone of all Panarii beliefs."
 - ❖ **High Acolyte Alexander:** "Nasrudin was a very powerful and wise elf who lived during the Age of Legends. As the leader of the Elven Council, Nasrudin was both the physical and spiritual leader of all the lands of Arcanum. For 1000 years he ruled over the council, and the land prospered, and all was well..."

ca. 2000 years before the zeppelin crash

- ❖ **High Acolyte Alexander:** "The Age of Legends refers to a time between **1500** and **1000** years ago. The Elven Council, of which Nasrudin was the leader, was the central authority for all of the lands of Arcanum. It is referred to as the Age of Legends because much of what happened during that time is steeped in mythology and speculation...but we do know that magick was VERY prevalent at the time..."
- ❖ **Panarii Priest:** "The Age of Legends was a time between **1500** and **2000** years ago, a time when magick was a much larger part of the world than it is today, before the mages left for Tulla. A time of dragons and knights and kingdoms. The time of the Elven Council..."
- ❖ **Raven:** "The Age of Legends refers to a time in Arcanum's history when things were much different than they are now. There was an elven council that ruled over all of the races, and magick was a LARGE part of everyone's lives. It was the time of heroes and great good, and also of great evil. A time before the rise of technology, before the dwarven Clan Wars, before the mages left for Tulla..."
- **Dread Armor is reported to have existed as early as this era.**
- **Human societies' most earliest *known* era of contribution to Art and Literature, according to the Foreword to A Brief History of Arcanum.**
 - ❖ **Dr. Julius M. Crenshaw:** *Human development, by contrast, appears to have been much slower: only in the last two thousand years have humans produced any significant cultural Art and Literature. Of course there are exceptions to these general rules--but prior to a few thousand years ago, most of humanity seems to have consisted of little more than illiterate nomadic tribes, barbarian hordes, and cave-dwelling hunter-gatherers.*
- **The Bane of Kree slaughters the population of Kree and was subsequently banished to the Void.**
 - ❖ **Thaddeus:** "Well, they be aptly named. Followers of that old bastard the Bane of Kree. Given his name when he slaughtered the whole city of Kree some 2000 years ago. The Barbarians are the descendants of the pillaging hordes that were the Bane's followers. Ironically, they live in the ruins of old Kree, they do."
 - ❖ **K'an Hua:** "The Bane of Kree. Yessss. He was a noble warrior. Not afraid to do what needed to be done to show his strength. Showed no mercy to the town of Kree. Slaughtered every man, woman and child, you see? Nasrudin brought him done in single battle, he did. Gloriousss, it was. Nasrudin's reputation grew to great heights from the seed of that one battle."
 - ❖ **Nasrudin:** "The Bane of Kree. Bringing him to justice was what established my reputation as a warrior which eventually led to legends surrounding me which I had no control over. The Bane was a nomad warrior who was able to gather together nearly all the ancient nomadic tribes and create a vicious army out of them. I became involved when he slaughtered the army of Kree."
- **Gorgoth, a demon, was banished to the Void through the combined might of Nasrudin and the Elven Council.**
 - ❖ **Nasrudin:** "Gorgoth's is a simple tale, though disturbingly common in the Age of Legends. He was a mindless beast with an insatiable appetite. He had a liking for halflings, if I recall correctly. Bringing him low took quite a fierce battle, though a

mindless one. We could think of nothing to do with him, so we banished him to the Void to keep him from wreaking any more havoc."

- **Kraka-tur kills Bellerogrim, the last dragon, uses his blood to turn into a draconic creature, terrorized and kills cities and villages worth of people, and was subsequently banished to the Void.**

- ❖ **Nasrudin:** "Kraka-Tur was a conniving coward who found a way to turn himself into a twisted monster, half-man and half-dragon. In this form he terrorized cities and villages, killing their inhabitants and burning them to the ground. After a colossal battle and his defeat at the hands of the council, he cried and begged us not to banish him. Pathetic."

- **The last prohibition era in Vendigroth.** (rough approximation in timeline)

- ❖ **Newspaper:** *The spectre of Prohibition has risen once again, as Parliament considers a Bill to ban the sales of Spirits in the confines of the City proper. Supporters of the Bill cite increased Crime and Work Absenteeism figures as the principle Show of Cause for the bill, while its Critics cite similiar Statistics during the last Prohibition era over 30 years ago.*

- **Kerghan was banished to the Void, at Arronax's insistence, for the crimes of necromancy.**

- ❖ **Kerghan:** "This place...this VOID...has no time as you know it...I've been here for more than 2000 of your years, and yet I've aged not at all...I feel as I did the moment they sent me here, or as when the Dark Elves first called to me. Do you now see? Here I can do everything I did in your world, but I am unfettered by the chains of mortality that time hangs upon.."

- ❖ **Nasrudin:** "Kerghan was a member of the council, the only human one, in fact. He was a dabbler, he was always experimenting and searching for new magicks. His discovery of the Necromantic Arts was the beginning of the end for him. The council took a dim view of magicks that had the ability to manipulate the very life force of a being, and we bade him to stop any further inquiries in that area."

Living One: "I am assuming he didn't?"

Nasrudin: "He totally disregarded our warnings and continued his ghastly experiments. Arronax was assigned to investigate, and turned up the rather disturbing details. Kerghan had been stealing corpses and experimenting with their life forces. What was infinitely more disturbing to me, though, was the vehemence of Arronax's drive to have Kerghan banished rather than simply exiled."

Living One: "Why did Arronax's attitude trouble you?"

Nasrudin: "Our mission was to impartially judge, to rule for the common good, regardless of our personal feelings. Arronax did not even attempt to hide his hatred of Kerghan. Worse, I always suspected that Arronax's hate was based more on the fact that Kerghan was a human on the Elven Council than on the facts of the case."

Living One: "Did you not think Kerghan's crimes warranted his banishment?"

Nasrudin: "I believe our decision was the correct one. It is just that there is a proper way to conduct oneself, and Arronax was neither unbiased nor objective. I began to have serious misgivings about his membership on the council after this. The whole Vendigroth situation exploded shortly afterwards, before I could come to a decision about Arronax's role on the council."

Living One: "How was Kerghan *"experimenting"* with his victims' life forces?"

Nasrudin: "Kerghan was pulling their spirits back from the other side to attempt to

communicate with them, experimenting in different ways to perfect his resurrection magick, and worst of all, casting their life force out of the bodies once again."

- **Arronax was banished to the Void.**
 - ❖ **Kerghan:** "Arronax was banished here only a few years after I was. After seeing how powerful I'd become, he raised a ragged army against me, but his efforts were useless. I destroyed his army, and threw him in chains. A fitting end for him, and a reward for his endless arrogance..."
- **Nasrudin is rumored to be dead. Manno's remains are interred into the Caladon Temple instead of Nasrudin's, the former's remains were believed to belong to the latter.**
 - ❖ **Raven:** "Because Nasrudin has been dead for more than 2000 years..."
 - ❖ **Alexander:** "Nasrudin died after he and the council banished Arronax at the Ring of Brodgar. Nasrudin was wounded mortally in the battle which preceded the banishment, and died not long after..."
 - ❖ **Nasrudin:** "I SHOULD have died 2000 years ago, if not for some foolish instinct of self preservation." [*He stares off into the distance.*] "I should have let myself die, then."

~385

- **The Panarii Church is known as the most favored religion on the continent of Arcanum.**
 - ❖ **Professor Aldous Buxington:** "Currently I am studying the older, pagan religions of Arcanum. As I'm sure you're aware, the Panarii have been the favored religion in Arcanum for the last 1500 years, but in the years before the Age of Legends, there were many religions and many gods. Each of the races had certain gods that they prayed to, and those gods are what I've been studying..."

Common Era

ca. 885 (~1000 years before the zeppelin crash)

- **The Molochean Hand was established.**
 - ❖ **Gideon Laier:** [*He gives you a hard look.*] "What could you possibly know of the Hand, stranger? We have been assassins for more than a 1000 years. Our record is immaculate, our techniques are those of the oldest masters. You don't know us at all..."
- **Torian Kel and ~10,000 other people were likely raised from undeath around this time, given that the Gray Legions were created to combat the Molochean Hand.**

- ❖ **Torian Kel:** "This temple...a home...to the Order. Speakers...commune...dancing...with the dead. They...brought us back...to sever the Hand...."
- ❖ **Torian Kel:** "There was a great schism in the Order. Within the Derian-Ka were an order of assassins. They were called the Molochean Hand, and for centuries they were the silent weapon of the Derian-Ka, a deadly defense against the world and its prejudices. But one day the Hand turned against the Order, and there was war between them.."
- Living One:** "And so? What caused the schism...?"
- Torian Kel:** "I never knew what happened to cause that rift. But because of it, the Gray Legions were raised..."
- **Pelorian of Tulla died.**
 - ❖ **Simeon Tor:** How. How is the question, not where. Pelorian is dead. Has been for a thousand years.
- **The Farad dynasty's rule of Caladon begins.**
 - ❖ **Gar:** "Majestic Caladon! The longest standing monarchy in all of Arcanum. The Farads have ruled over their prosperous kingdom for over 1000 years! They've managed to maintain their prosperity by being open to changing with the vagaries of the day - they embrace both magic and technology."
- **Old Caladon's long-lasting marble architecture was constructed.**
 - ❖ **Ristezze:** And the cities, my friend! The cities of man! Old Caladon, where the ancient and austere Panarii temple is a marble testament to man's reverence, the old stone docks which have withstood the oceans' fury for a thousand years...
- **Vegard Molten Flow's great-grandfather makes a little wooden toy train, a family heirloom.**
 - ❖ **Vegard Molten Flow:** *[He laughs.]* "Yes, I suppose I could have told you what you were looking for. This wagon has been in my family for 1000 years...legend says it was the first thing ever made by my great-grandfather, when he was but a child."

1108* (*assuming this calendar system is the same as modern Arcanum)

- **5th of Harvest, 1108** - MannoX takes on the title of First Acolyte of the Panarii Church, anointed by K'rynn Urden himself.
 - ❖ **Willhelm:** "You haven't heard? He almost never speaks of it...the man has enough humility for all of us. Alexander is a direct descendent of MannoX...his family has held the position of First Acolyte for the last 1500 years..."
 - ❖ **Journal of St. MannoX**
 - **"5th of Harvest, 1108** - 'K'rynn Urden himself appointed me First Acolyte today. I feel fortunate to have finally met him, as his days seem near over. I was overwhelmed with prideful emotion at the thought that I was now to carry on the most important task of maintaining the wards."
 - **1st of Darkfall, 1108** - MannoX presided over his first Panarii council, where Nasrudin's divinity is officially canonized.
 - **15th of Darkfall, 1108** - K'an Hua first appears to the Panarii starts to ingratiate himself to them.

1109* (*assuming this calendar system is the same as modern Arcanum)

- **10th of New Sun, 1109** - K'an Hua brings more of his fellow Dark Elves into the fold to further their plot in infiltrating the Panarii temple's ranks. His machinations start to shake the foundations of the Panarii religion.
- **35th of New Sun, 1109** - First Acolyte MannoX is visited by Nasrudin, who had recently emerged from his regenerative shell.
 - ❖ **Journal of St. MannoX:** *"35th of New Sun, 1109 - 'Amidst my great turmoil I have been delivered a sign! I was visited today by the physical manifestation of Nasrudin!'"*
 - ❖ **Nasrudin:** *"I had regained just enough energy to seal myself in a regenerative shell. I remained that way for a thousand years. No one had ever stayed in a shell for anywhere near that amount of time. Somehow, my 'magical hibernation' extended my life much beyond that of even the most powerful Elven mages."*

1256

- Grey the Diviner writes [*The History and Nature of Magick*](#).

ca. 1285

- **Loghaire Thunder Stone became king of the dwarves.****
 - ❖ **Vegard Molten Flow:** *"The Wheel Clan is the oldest of all the Clans. Loghaire Thunder Stone is our clan chief, and also King of all the Dwarves. He has ruled for more than 600 years, until...well..."*
- ****Possible slight discrepancy as Loghaire is only 598 years old at the start of the game, according to his in-game stats.**

ca. 1385

- **Presence of the Molochean Hand.**
 - ❖ **Gilbert Bates:** *"They were a religious order of assassins some 500 years ago. Rumors of their continued existence surface periodically, but are usually proven to be hoaxes. I figure this for a new group trying to adopt some of the prestige of the name."*
 - ❖ **Gideon Laier:** *"Do you have any idea what sort of a monster that Kerghan the Terrible was? He discovered all of the dark necromantic arts. He used to experiment on living souls, killing them, and then raising them from the dead. The Derian-Ka were his evil prodigy, and we served them unquestioningly for 500 years. We had never been told of what Kerghan had done..."*
- **The War of Thorns ends when King Wallis IV unified several countries of central Arcanum, establishing the capital city of *T'erre d' V'nt*, later known in present-day Arcanum as *Tarant*.**

- ❖ [The Legend of T'erre-d'-V'nt](#): When the War of Thorns ended in 1385, King Wallis IV had accomplished something heretofore unimaginable. He had unified the scattered countries of the central continent under his banner, T'erre d' V'nt, or, as we know it now, Tarant.

ca. 1385 or after (~500 years before the zeppelin crash)

- **The Dark Elves established their hidden village, T'sen-Ang.**
 - ❖ **Raven**: "My mother's vision of the lost children was referring, I believe, to the Dark Elves. They were hidden from her because they are hidden from ALL of us...through magick and isolation, we've not seen where they live for almost 500 years..."

1410

- **King Wallis IV toys with dark powers, summoning a demon known as L'anamelach. The demon ends up killing Wallis IV when the king's trusted elven mage, "Vincent," exorcises L'anamelach from the king's body. In order to contain the demon, Vincent binds L'anamelach to his own body and disappears into the Caladonian sewers.**

- ❖ [The Legend of T'erre-d'-V'nt](#): Peace reigned in T'erre d' V'nt for an unheard of twenty five years until a wave of strange behavior seemed to overtake the king. The king's trusted elven mage, Vincent, whose real name has been lost to history, suspected demonic possession. This suspicion was borne out when the king started calling for virgin sacrifices to supply him with a steady diet of human hearts.

Unbeknownst to 'Vincent', the king had begun toying with the dark powers in a misguided attempt to make himself more youthful. Unwittingly, he had unleashed the demon L'anamelach, the possessor.

Vincent was powerful, but immature and untested. Being overly sure of his abilities, he exorcised the demon himself, without much preparation. The beast tore the king's body apart as it was pulled from its host. Try as he might, the mage was unable to contain it. It ran amok over the countryside, killing hundreds of the king's loyal citizens.

Vincent acted without hesitation. There was only one way he knew to hope to contain the beast. He began preparations to bind it to another mortal body, his own. This was not an easy task, as once unleashed L'anamelach would do everything in his power to keep his freedom.

- ❖ **Prof. Eakins**: "That is a long story, let us simply say that the summoner is paying the penance for the summoning. He is the beast's present host, and has been for the past 500 years. I bet that elf wishes he was possessed of a shorter life span, now."

ca. 1485

- **The Isle of Despair is established as a penal colony.**
 - ❖ ***History of the Isle of Despair:*** *In any case, it is well-documented that the Isle of Despair has housed Arcanum's more diabolical social element for well over 400 years, and that it is a perfect environment for that element due to both its geographical and magickal properties.*
- **The Schuyler family business is established.**
 - ❖ **Winston Schuyler:** "Well, it seems we are at a crossroads, my friend. We, the Schuyler family, have been in business for more than 400 years. Never once in all that time have we betrayed the trust of a customer. And yet here you are, and so much you've seen!"
- **Richard Leeks' family starts making swords for Stillwater.**
 - ❖ **Richard Leeks:** "We do a lot of trading with the dwarves...they have the best mithril ore in Arcanum, and it makes well-balanced weapons, as well as holding powerful enchantments. My family has been making swords in Stillwater for 400 years. I don't mean to be wordy, son, but if there's anyone in this land who knows more about bladesmithing than I do, I'd be very surprised..."

ca. 1585

- **Mazzerin wrote "*The Book of the Twelve Powers*."**
 - ❖ **Professor Aldous Buxington:** "Mazzerin was an elven mystic, who did his share of research into the old religions. About 300 years ago, he wrote "The Book of the Twelve Powers", which was a fairly cryptic analysis of the pagan religions. According to Mazzerin, there was some sort of a deeper connection between all of them..."

1608

- **Raven was born.**
 - ❖ **Raven:** "As I said, he was a researcher...a strange little man, a bit overdressed, but kind-hearted and very intelligent...I was young then, a mere 160 years old...he was the first human I'd ever seen..." [*She smiles, slightly.*]
 - Raven is 277 at the start of the game (January 1, 1885).
 - Raven was 160 when she met Renford. [Renford was 18 \(ca. 1768\)](#) when he visited the Glimmering Forest.
 - Raven was 160 years old in 1768.
1768-160 = 1608 (Raven's birth year)
1885 - 1608 = 277 years old

1665

- **Alexis Cowdry writes/publishes [The Great Work](#) in Tulla.**

ca. 1685 or earlier

- The (un)death of **Stringy Pete**.
 - ❖ **Edward Teach**: "I don't talk much about him...I'll just say that Stringy Pete was the meanest, cold-blooded, murdering pirate who ever put to sail, and be done with it...there are stories and legends, and most of 'em are true. He's been dead for more'n two hundred years, and people still whisper his name when they talk about him..."
 - ❖ **Salty Seadrick**: "It was the mark of Captain Stringy Pete, matey! The mark o' the evil eye! Maybe ol' Skelly thought Pete wouldn't call, seein' as how he's been dead for over two hundred years. Let there be no misunderstandin', matey. To this day, ol' Stringy's ship roams the seas! Sailors and pirates alike know the unwritten code, and I suggest ye be respectin' it as well..."
 - ❖ **Stringy Pete**: "Talk? What would a rubber-legged bilge-fish like you want to be a' talkin' about with the ghost a Stringy Pete? I been a sailin' the seas of Arcanum for more'n two-hundred years, and I drink blood ale and gnaw on the bones a priests and maidens! I not be a' lookin' to talk...!"

1685

- Personal character was born (elf).
 - ❖ [An Elven PC is 200 years old at the start of the game.](#)

January 2, 1721

- Thorvald Two Stones arrives at the Isle of Despair.
 - ❖ **Thorvald's Journal**: 2 January, 1721 - *Been exiled to [this god-forsaken rock](#), sent away by some bloody human jury who couldn't judge which end of a mule was its backside.*
 - ❖ **Thorvald**: "I was the first unfortunate sod to be left on this island. Must be near 100 years this spring** I been here. It was a good 5 years before they exiled anyone else to suffer with me. I suppose most of them just assumed I was in charge, since I was the first."
 - ❖ **The Living One (to Bates)**: "This is Thorvald. He was imprisoned there for 100 years."
 - ❖ **Randver Thunder Stone**: "Thorvald! He's been gone quite a while...we'd been considering sending out a search party. I mean, it has been 100 years or so...then again, Thorvald always was somewhat of a loner. What word have you concerning him?"
** **Despite Thorvald and other characters' dialogue saying that he's been at the Isle of Despair for 100 years, the actual number is 164 years, as the game starts on Jan. 1, 1885.**

1732

- A human artist had their work exhibited in the Grand Gallery of Lord Brandoch, which normally contains the work of Elven artists.
 - ❖ [The Tarantian](#) (POLLUTION ON THE RISE), 1885: *A Tarantian artist from the East End was honored today by becoming the first human artist in 153 years to be exhibited in the Grand Gallery of Lord Brandoch. The famous gallery has featured predominantly Elven artists for many, many years.*

ca. 1735 or earlier

- [The Schuylers](#) discover the ancient dwarven burial ground, where atop they built their storefront.
 - ❖ **Winston Schuyler:** "Yes...we discovered the tomb more than 150 years ago, before Tarant had become such a great city. And so our family left their home in old Caladon, and moved here. We weren't sad to leave there...some of the locals had begun to become suspicious of our activities."

1735

- [Swyft](#) was born.
 - ❖ **Swyft:** "Oooh! I get to go to Tarant! I am so excited!" [*She begins leaping up and down and then hugs you.*]
Living One: "Just how old are you, actually?"
Swyft: "I am 150 years old. Why?"
Living One: "Isn't that a little young for an elf to be out on her own? / That's a little young to be out on your own, isn't it?"
Swyft: "What are you trying to say? I am mature enough to make my own decisions!"
- **Malcolm Shulefest (aka Magnus Shale Fist) was born***. (*if his age is [actually 154](#), as shown with [UAP](#) installed, then this puts Magnus' birth year to actually be **1731**)
 - ❖ **Bingham Shulefest:** "There he is! Malcolm!" [*He points at Magnus.*] "We haven't seen you for 50 years! Where have you been off to? Your father was getting worried! You're only 150 years old, you know..."

1750

- **Renford A. Terwilliger was born in Ashbury.**
 - ❖ [The Curse of T'sen-Ang](#) (by Kendrick Wales): *Renford A. Terwilliger was born in 1750.*
 - ❖ [Horror Among the Dark Elves](#) (by Renford A. Terwilliger): *My name is Renford A. Terwilliger, born of the outlying regions of Ashbury, not far from the lair of Bellerogrim, where they found the bones of the great dragon.*

1756

- **Sir Walter Ginsberg discovered the body of Bellerogrim, the last of the Great Dragons**
 - ❖ **Plaque outside Bellerogrim's Lair:** "This cave was the final resting place of Bellerogrim, the last of the Great Dragons. The cave was discovered by Sir Walter Ginsberg in 1756."
 - ❖ **Plaque in the Tarantian Zoological Society:** "Before you is a replica of the skull of Bellerogrim, the last of the Great Dragons. The body of Bellerogrim was discovered by Sir Walter Ginsberg in 1756. The lair, which houses the complete skeleton, is an open exhibit and can be visited here." [A small map shows where it is.]
- **12 March, 1756** - Thorvald establishes himself as the leader of the penal colony on the Isle of Despair.
 - ❖ **Thorvald's Journal: 12 March, 1756** - *Been here a few years now...I can't believe it's been 35 years already. I've been busy...figured I was going to have to live with all the degenerates on this island, so I broke a few noses and set myself up as the leader around here.*

1768

- **An 18-year-old Renford A. Terwilliger visits the Glimmering Forest, meeting Raven. He stays in Qintarra for a month.**
 - ❖ **The Curse of T'sen-Ang (by Kendrick Wales):** *His fabled trip to the Glimmering Forest was made in 1768, his eighteenth year.*
 - ❖ **Horror Among the Dark Elves (by Renford A. Terwilliger):** *Of Qintarra I can say only this: the month I spent there was the best of my entire life.*

1783

- **Three Ashburian were reported to have been swallowed by the massive whirlpools surrounding the Isle of Despair.**
 - ❖ **History of the Isle of Despair:** *The Isle itself is situated between three strong ocean sub-currents; consequently, the waters around the island are invariably rough, and violently crash upon the rocky shore both day and night. Massive whirlpools are known to appear suddenly and without warning. There is an account of three Ashburian merchant ships being swallowed by one of these very whirlpools in 1783.*

1785

- **Personal character was born (dwarf).**
 - ❖ [A Dwarven PC is 100 years old at the start of the game.](#)

ca. 1785

- **Wrath has a falling out with Ivory & Sharpe after Ivory rebuffed Wrath's advances.**
 - ❖ **Ivory:** "That was a hundred years ago, he hadn't even spoken to us since then. I know that us elves are a patient people, but I can't believe he was bitter all that time."
- **Humans on Thanatos start worshipping Nasrudin.**
 - ❖ **Nasrudin:** "About a hundred years ago, a tribe of primitive humans that lived on this island decided I was a god. They would come all the way down here to give me offerings, no matter how I tried to dissuade them. The last time they tried to come here they were set upon by the Bogaroth. I happened upon the carnage too late to save them."

1790

- **Nov. 6, 1790-Dec. 3, 1790** - Events of the [Journal about the Ashlag Tribe](#), where an explorer successfully locates a tribe local to the island of Thanatos.

1791

- **Jan. 15, 1791-Dec. 12, 1790*** - Continued events documented in the [Journal about the Ashlag Tribe](#). (* This is likely meant to say 1791 in the in-game book's text.)

1792

- When the events of Professor Frederick Von Hapsgood's book, [The Hand](#), take place.

1795

- **Personal character was born (gnome).**
 - ❖ [A Gnomish PC is 90 years old at the start of the game.](#)

1801

- **[Gregor Seamus Darton](#), scholar and adventurer, was born.**
 - ❖ **About the Author:** *Gregor Seamus Darton was born in 1801, the son of Captain Sean Palmer Darton and his wife Maria.*

1802

- When Professor Frederick Von Hapsgood writes/publishes his book, [The Hand](#).

May 11, 1804

- **Renford A. Terwilliger died at age 54 in Tarant.**
 - ❖ **Hall of Records Clerk:** "Renford A. Terwilliger. He died on 5.11.1804."
 - ❖ **Hall of Records Clerk:** "Oh! Good news madam! Renford A. Terwilliger, human... Born: unknown... Died: 1804here in Tarant. Well! This would explain why we were unable to locate him living in Tarant. Do you wish me to retrieve his obituary?"
 - ❖ **Hall of Records Clerk:** "Ah, yes.....here we are. Ahem..... 5.11.1804 - Renford A. Terwilliger, author of "[T'sen-Ang:Horror Among the Dark Elves](#)" was found dead in his home today. His death appears to have occurred amongst mysterious circumstance. The authorities are calling for further investigation.Oh my, what a dreadful incident."
 - ❖ **Gravestone:** 5 - 11 - 1804 Here lies - RENFORD A. TERWILLIGER - Author & Historian

ca. 1805

- **Bingham Schulefest starts working at the Caladon cemetery.**
 - ❖ **Living One:** "What do you know about Roseborough, or its Gift Shop?"
Bingham: "Not much to tell, friend. Just the place where Caladon brings her dead. I've been working here for 80 years, and I've seen a lot of bodies come and go. The stories I could tell..."

1809

- **Gilbert Bates, "inventor" of the steam engine, was born. His mother dies in childbirth.**
 - ❖ **Gilbert Bates:** "My mother died bringing me into this world. I believe my father died then as well, even though he continued to exist in the world for some eight more years. When he could stand living no longer, he took his own life."
 - ❖ **Gilbert Bates:** "It was obviously a novelty to them, a ridiculous human who had a natural bent towards technology. I suppose it didn't help that I was a mere 14 years old at the time. I became something they humored to entertain themselves."
 - ❖ **Gilbert Bates' Journal: June 30, 1823** - *I can't believe it, the other dwarves treated me worse than adults do! They practically patted me on the head like a dog. When Stennar first asked if I wanted to go back to his clan I couldn't believe it! The mines were everything I had ever imagined, the machines, the architecture, it was all so magnificent. I felt as if I was home until I tried to speak to some of the other dwarves. Stennar told me to ignore their attitude, that they would learn to respect me over time, but I don't think so. I need to do something that will impress them with my understanding of their machines. Dwarves always respect good engineering.*
1823 - 14 = **1809**

(and if you were curious, this puts Bates at 76 years old at the start of the game, in 1885)

ca. 1815

- **Gudmund Ore Bender, the last unbanished member of the BMC, started setting up traps in the BMC Mines to hide out there.**
 - ❖ **Gudmund:** "Gudmund Ore Bender of the Mountains Black, I am, shamed, betrayer. But not! I did what must be done! I alone stood for the right! Yours is not to judge mine is the harshest judgement of all."
Living One: "So you have been down here 70 years, laying traps and waiting?"
- **Gaylin's amulet was stolen.**
 - ❖ **Gaylin:** [*She takes the amulet from you - holding it lovingly*] "Oh Thank you! I thought it was forever lost! My mother came from a family of healers. This amulet had been handed down for generations, until it was stolen nearly 70 years ago! Here is 1000 coin... I realize it is worth so much more, but it is all I have. Thank you so much!"

???- ca. 1821

- **War between Tarant and the Kingdom of Cumbria.**
- **???-1821 (pre-Praetor's coup)** - King Torren of Cumbria's leads the final charge of Dernholm's Dragon Knights, and dies in battle.
 - ❖ **Living One:** "Why don't you tell me your story, Maximillian...?"
Maximillian: "Yes...it is long past time that someone know my tale. Tell me friend...do you know of anything of the kingdom of Cumbria? Her capital city of Dernholm? King Praetor the First?"
Living One: "I've heard things about that place, but I know very little..." | "I've been there before..." | "I know nothing of Cumbria..."
Maximillian: "I see. The Cumbria I speak of was a much different place...far different than what it is today, I'm sure. I speak of a time when Cumbria was a powerful kingdom, when the elves and dwarves would come to her walls to pay tribute to her king. When the banners of the famed Dragon Knights were a thing to be respected and feared..."
Living One: "I take it Cumbria is no longer that place?" | "I've seen Cumbria...it falls far from what you describe..."
Maximillian: "No...there's no doubt that Cumbria is but a shadow of her former glory. The day came long ago when her fate was sealed. The day when technology began to rival magic, when the old ways began to fall to the new..."
Living One: "What happened? Did Cumbria resist that change?"
Maximillian: "Yes, and vehemently. My...the King at the time, Torren, was a wise and brave man, but set in his ways." [*Maximillian smiles, sadly.*] "He was cut from sterner stuff, but he was like stone...unwavering, but inflexible. He failed to see how Cumbria needed to grow, to change..."
Living One: "And so?"
Maximillian: "And so, he passed laws outlawing the use of technology in his

lands, and set a ruling council of mage advisors at his side. For years Cumbria was still very strong and influential, but it was only a matter of time..."

Living One: "What happened?"

Maximillian: "Well, Cumbria was surpassed, both in commerce and in power. When mighty Tarant demanded the release of certain disputed lands, Cumbria was taught a harsh lesson. The armies of Cumbria were slaughtered, the Dragon Knights cut down by gun and cannonfire. The glory of older days was lost..."

Living One: "And what of King Torren? What happened to him..."

Maximillian: [*Maximillian looks to the horizon; he is far away.*] "He was killed. He led the final charge of the Dragon Knights, and was shot as any common soldier. Unwavering and brave to the end..."

Living One: "I see. What does all of this have to do with you, Maximillian..."

Maximillian: [*He seems to come to himself, looking back at you.*] "With the death of Torren came a power struggle. There were those who believed that Cumbria should embrace the new age, to seek a better way and make her powerful again..."

Living One: "But others thought differently...?"

Maximillian: "Yes. Some people cannot see the answer, even when it is laid before them in the form of a dead King. Torren had two sons...the older son believed in the new ways, and the younger son believed in nothing. And so, the mage council that Torren had put in place put their influence behind the younger son..."

Living One: "Wait...I'm a little unclear as to all of this..."

Maximillian: "Cumbria was a powerful kingdom before the advent of technology. King Torren resisted the changes that were happening in the world and outlawed the use of technology. He died in a battle with Tarant, and there was a struggle for the throne between his two sons."

Living One: "Thank you. But wasn't the older son heir to the throne?"

Maximillian: "Yes, but men will create all manner of evil in pursuit of power. The mage council, who controlled the younger son, brought false allegations against the older son, charging him with treason. He was taken in the night, and sent away to rot in prison for the rest of his days..."

Living One: "The older son...by the gods...!"

Maximillian: "Yes, stranger. The older son was me. I was sent here by my own brother, King Praetor the First of Cumbria. And I've been here ever since..."

- **A Tarantian soldier's ([Sir Gregor Seamus Darton](#)) [recollection](#) of a battle against Dernholm's Dragon Knights.**

❖ **Sir Gregor Seamus Darton:** *We could not understand then why [the Dragon Knights] came on, why the last of them did not turn aside even from certain death, in this foolish battle which they could not hope to win. Their infantry was far wiser; they turned and ran from the field without taking another step toward our lines. But seeing the high towers of their native city again, I thought that perhaps, for a moment, I understood: the Dragon Knights of Dernholm were made of different stuff than ordinary men, and those we killed that day had been the last of a proud and storied breed. They could not live in this new world which men have made, when the ideals they cherished had grown threadbare, meaningless and outworn. And so in the name of the Dragon of Dernholm they came, and for all that they*

loved they died: knowing full well as they did that Honor, and Valor, and the pride of Cumbria would die with them.

1821**

- Praetor stages a coup to overthrow his brother, Maximillian, and subsequently becomes king of Cumbria. Maximillian is banished to the Isle of Despair.
 - ❖ **Gregor Seamus Darton's entry on the Isle of Despair:** "The Isle of Despair, 1821 - At last the bleak shore of the island hove into view, and the king's prisoners were brought up onto the deck ... only the rebel Prince still stood tall, despite the heavy chains that weighted him down. ... 'By the rule of the High Court of Dernholm, you have been found guilty of capital crimes against the sovereign people and the august throne of Cumbria ...'"
 - ❖ **Gar:** "Alas, poor Dernholm! Once home to the legendary Dragon Knights, it has fallen on hard times since Praetor became king some 60 odd years ago. He despises all technology, and I think he's recently become sour on magick as well."
 - ❖ **Perriman Smythe:** "This is Dernholm, capital city of the kingdom of Cumbria. King Praetor has ruled here for more than 50 years, but it seems that Cumbria's power has crumbled over the years. The kingdom suffered a crushing defeat in a war with Tarant, and Praetor's father was killed in the conflict. The kingdom was never the same again..."
- ** There's a conflicting date found in Thorvald's Journal that says that Thorvald met Maximillian in 1811, a whole decade before Darton's entry. Thorvald's Journal: 17 July, 1811 - Ran across a man today by the name of Maximillian. Lives out in the wilderness, all by himself. Doesn't talk much, which is saying a lot for a human.**

1823 (detailed further in Gilbert Bates' Journal)

- **May 11, 1823** - A 14-year-old Gilbert Bates meets Stennar Rock Cutter and starts studying technology at the Black Mountain Clan.
 - ❖ **Gilbert Bates:** "It was obviously a novelty to them, a ridiculous human who had a natural bent towards technology. I suppose it didn't help that I was a mere 14 years old at the time. I became something they humored to entertain themselves."
- **June 27, 1823** - Bates continues studying under Stennar's tutelage.
- **June 30, 1823** - The other BMC dwarves continue to treat Bates like a novelty. Bates studies the machines within the BMC's mines in an effort to earn their respect.
- **July 23, 1823** - Bates finds an abandoned steam engine within the BMC mines. He then starts to fervently work on restoring and improving the initial design's efficiency.
- **August 2, 1823** - Bates gives Stennar his signet ring as a token of their friendship, then leaves the BMC.
- **August 13, 1823** - Rather than showing his improvised steam engine schematics to the BMC dwarves, Bates instead presents his designs to human miners, leading to the start of his successful business.

1824 (detailed further in [Gilbert Bates' Journal](#))

- **February 3, 1824** - Bates' steam engine design proves to be successful. Gaining a cut of the profits from the human miners, he is now wealthy.
- **February 10, 1824** - Bates tries to revisit the BMC dwarves, only to find out about their disappearance, thinking them and Stennar to be dead. The Dark Elves also threaten Bates into silence about the truth of the steam engine's invention and the fate of the BMC.

ca. 1825-1835

- **King Loghaire Thunder Stone goes into self-imposed exile into the Dredge.**
 - ❖ **Living One:** "What? What happened to Loghaire?"
Vegard Molten Flow: "Hmmm." [*He looks at you, considering.*] "Maybe you're right. You speak like a trustworthy type, anyhow." [*He lowers his voice.*] "Loghaire had some trouble with elves about 50 or 60 years ago. He'd left for some sort of council, and when he returned...well...he went into a stone fury. Pounding the walls, screaming about treachery and blood..."
Living One: "Really? What had happened?"
Vegard Molten Flow: "No one knows. But the very next day, he came out of his house, dressed in nothing but his skin and carrying his family axe. And he disappeared into the Dredge. We haven't seen nor heard from him since..."

1825

- **Sir Gregor Seamus Darton's [entry on the Glimmering Forest](#) and [Qintarra](#).**
- **The Library of Tarant is established.**
 - ❖ **Tarant Librarian:** "This is the great Library of Tarant. It was created 60 years ago when the King chose to make his extensive library available to the public."

1826

- **At age 17, Gilbert Bates' wealth and success is well-known.**
 - ❖ **Bates' Estate Guard:** "Mr. Bates was a child prodigy, and immeasurably rich by the time he was seventeen years old. He rather detests learning institutions. Perhaps you should learn more of your subject before fabricating stories, eh?"

1827

- **Sir Gregor Seamus Darton's [entry on Roseborough](#).**

ca. 1830-1835

- Monarchy in Tarant subverted.
- Half-ogre breeding experiments were conducted around this time, perhaps a bit before.
 - ❖ **Foster:** "About fifty, fifty five years ago, a group of gnomes from various parts of Arcanum began to acquire large amounts of money from investments in the new technology. As their wealth and perceived influence began to grow, age old prejudices began to surface. Gnomes were thought to be miserly thieves. The other races did not trust them to gain power."
 - ❖ **Edward Willoughsby:** "Tarant is ruled by the Tarantian Industrial Council, of which I am the Chairman. We are a group of businessmen and politicians who make laws based upon what we feel is best for both the commercial and-" [*He clears his throat.*] "-cultural future of our fair city..."
 - Living One:** "Has Tarant always been ruled as such, or was there once a king?"
 - Edward Willoughsby:** "No. The monarchy...well, how should one phrase it?...became, uh, "outdated" about 50 years ago. We don't speak of it much here in Tarant." [*You can tell that it makes him feel uncomfortable.*] "Suffice it to say that the city has prospered under our new system of government. Do you know of the Unified Kingdom, friend?"
 - ❖ **Arthur Tyron:** [*His eyes dart around again, suspiciously.*] "You're a half ogre, haven't you ever wondered why you never knew your parents? A hundred years ago, an half ogre was a rare thing, usually the result of raping and pillaging. But human women aren't...equipped to birth a baby the size of an half ogre."

1832

- Sir Gregor Seamus Darton's [entry on the Home of the Wheel Clan](#) and [Dernholm](#).

1835

- Personal character was born (halfling).
 - ❖ [A Halfling PC is 50 years old at the start of the game.](#)
- Young Malcolm Shulefest (aka Magnus Shale Fist) left his hometown, Caladon.
 - ❖ **Bingham Shulefest:** "There he is! Malcolm!" [*He points at Magnus.*] "We haven't seen you for 50 years! Where have you been off to? Your father was getting worried! You're only 150 years old, you know..."

1843

- The introductory note to Frederick Von Hapsgood 1802 book, [The Hand](#), was written.

1844

- Sir Gregor Seamus Darton's [entry on Tulla](#) and the [Vendigroth Wastes](#).

1850

- **Personal character was born (half-elf).**
 - ❖ [A half-Elven PC is 35 years old at the start of the game.](#)
- Sir Gregor Seamus Darton's [entry on Ashbury](#).

ca. 1855

- **The automated printing press was invented, greatly increasing the output speed of newspapers.**
 - ❖ **Hall of Records Clerk:** "Not as much as one might think. Before the automated printing press came into being thirty years ago, newspapers were only created every month or two."
- **The Wellington Gentleman's Club was established.**
 - ❖ **Wellington Bouncer:** [*He gives you a haughty stare.*] "I'm sorry, MADAM. This is a gentlemen's club, and it has long-standing rules concerning the...uh...fairer sex. Mr. Wendell Wellington established this club 30 years ago, and if he says no women, then there will be no women allowed on my watch. I'm sorry, but that's just the way it is."

1865

- **Personal character was born (human/half-ogre).**
 - ❖ [A human/half-ogre PC is 200 years old at the start of the game.](#)
- [Perriman Smythe](#) starts living in Tulla, likely born there.
 - ❖ **Perriman:** "Why, this is Tulla! My home for the last 20 years! There's not a more interesting place in all of Arcanum! The Master Mage here is a man named Simeon Tor...a hard man, but fair...probably the most powerful mage in the whole world! And of course there's Pellojan's Pool, and the mansions of the great mages, and...oh, sorry about that! I do get carried away sometimes..."
- **Professor Gershwin, a noted phrenologist, starts teaching at the University of Tarant around this time.**
 - ❖ **[The Tarantian](#) (CRIMINAL SCIENCE MARCHES FORWARD):** *Tarantian University has awarded an honorary doctorate to Professor Benjamin Gershwin for his pioneering work in the new field of criminal forensic science. Professor Gershwin, a noted phrenologist, has been teaching at the prestigious school for almost 20 years.*
- **Gladys lost her husband and son to the plague that swept across Dernholm.**
- **This could very likely be the same plague that killed the parents of Jayna Stiles, a potential follower you can recruit in Dernholm.**
 - ❖ **Gladys:** "Twenty years ago. I lost both him and my husband to the plague. I have been alone ever since."
 - ❖ **Bernard:** "My sister and Gladys' son were engaged to be married some twenty years ago. Then the plague came..." [*he shakes his head in sadness*] "...they both died, along with

Gladys' husband. The ring she sent you here to find was the engagement ring her son gave my sister."

- ❖ **Jayna Stiles:** "Well... [*She looks to the ground. You see that this is difficult for her to talk about.*] "...there was a disease that came to Dernholm a few years ago. As I told you, there hasn't been a doctor here for a long time. We didn't have any medicines, and shipments from Tarant are very scarce..."
- ❖ **Jayna Stiles:** "Well, my parents got sick, you see..." [*Tears well up in her eyes.*] "They were so brave, right up until the end...but they died. Many others died here as well. No one around knew how to deal with such sickness, and so all we could do is sit here and watch our loved ones pass away." [*She dries her eyes.*] "And it was then that I decided... I decided that I never wanted to watch people die that way again. I decided to become a great healer...to save others from the pain I felt when I saw my parents die. And so that's what I've been trying to do..."

1866

- Sir Gregor Seamus Darton's [entry on Caladon](#).

1870

- **Personal character was born (half-orc).**
 - ❖ [A half-orc PC is 15 years old at the start of the game.](#)

ca. 1870

- The last time since the [Schuyler family](#) was last seen.
 - ❖ **Magnus Shale Fist:** "*Strange? Strange doesn't begin to describe what they are. Do you know that no one has seen the supposed owner, Pelonious Schuyler, OR his sons, in more than 15 years? And even then, the gentlemen who saw them, a trader in gems from Arland, died a week later from what they could only describe as 'consumption'...*"
- Thrayne's brother, Erland, leaves the Stonecutter Clan.
 - ❖ **Thrayne:** "Oh, one thing. I know that you're a traveler - if you ever happen to find yourself at the Stonecutter Clan, could you deliver a message to my brother? He's been gone some fifteen years and I need his help back here. He's a bit of a layabout, if you get my meaning."

1873

- **Mrs. Florence Willoughsby, wife of Chairman Edward Willoughsby, causes a bit of a scandal in Tarant's upper society.**
 - ❖ [The Tarantian](#) (LOCAL WOMAN SHOWS GREEN THUMB): *Mrs. Willoughsby, those of long memory may recall, is no stranger to scandal. Some dozen years ago she created an uproar in polite society when she openly boasted of distant*

elvish ancestry. The Hon. Mr. Willoughsby later publicly retracted the curious claim on his wife's behalf, citing a delirium brought on by the lady's accidental ingestion of imported herbs.

1875

- Sir Gregor Seamus Darton's [entry on Black Root](#).
- Gladys and Bernard's father start playing a silly game with the ring.
 - ❖ **Bernard:** "I don't know. It is some perverse game they have been playing over the last ten years. She finds someone to come look for the ring, my father yells at them and sends them away. It's really the only contact either of them has with the outside world."
- Tollo Underhill is locked in the Pits of [Dernholm](#).
 - ❖ **Tollo Underhill:** "What? What do I know about this place? I been locked up here for the last 10 years! Dernholm ain't got much, but it's got the Pits and it's got King Praetor. Those two are enough for me...let's get the hell out of here..."
- Lianna Pel Dar's father, Warren, died.
 - ❖ **Lianna:** "He's...he's dead." [*She turns away.*] "He died 10 years ago. He was an old man, but I think his spirit died many years ago. My father loved Cumbria more than anything, and seeing what the kingdom became broke his very heart..."

1876

- Sir Harris Guffingford's collection of lectures, [Principia Technologica](#), is published by the Tarant University Press.
 - ❖ **Principia Technologica:** Chapter 1: Introduction - The following is excerpted from the *Principia Technologica*, re-printed here with permission of the publisher, Tarant University Press, and the author. © 1876 all rights reserved.
- April 30, 1876 - Lady El'ena Crowe, Wayfinder for John Beddoes (author of [On the Races of Arcanum](#)) agrees to grant Beddoes her hand in marriage.
 - ❖ **John Beddoes:** *And I cannot ever find words sufficient to express my gratitude to the Wayfinder of my journey aboard the T.S.S. Cerberus, the lady El'ena Crowe. She was not only first to listen to my thoughts on Natural and Supernatural History with any patience, but was also kind enough to assist me in my inquiries, by allowing me the opportunity to interview many of her elven friends, acquaintances and relations. She was also good enough to grant me her hand in marriage on the morning of May Eve, 1876, by which gift she has made me the happiest of men. The following pages, and my remaining years upon this earth, are dedicated to her.*

1877

- The Eyeless Five event.

- ❖ **Magnus:** "Have you heard about the *Eyeless Five*? Eight years ago, there were five ruby pendants sold at auction through P. Schuyler and Sons...all of the ladies who wore them were murdered, their eyes plucked from their heads!"

1878

- John Beddoes writes/publishes his treatise, [On the Races of Arcanum](#). (note: the date is only visible in the manual edition of the treatise, not the website)

1879

- Sir Gregor Seamus Darton's [entry on Stillwater](#).
- The ship, *Hadrian's Pride*, on its way from Caladon to Tarant, went missing.
 - ❖ [The Tarantian](#) (CASTAWAYS RESCUED FROM ISLAND!): *Almost 6 years ago, the ill fated ship, Hadrian's Pride sailed from Caladon with passengers and cargo onboard and bound for Tarant. She was never to arrive at her destination and it is only by divine providence that we now know her fate.*

1880

- Sir Gregor Seamus Darton's [entry on Tarant](#).
- Kendrick Wales (real name Elmer Burbottom), learned scholar and author, started working on his first book, [The Curse of T'sen-Ang](#).
 - ❖ **Kendrick Wales:** Me? Oh, I dabble here and there in elven history. I taught at various universities when I was younger, but in the past 5 years I've been working on nothing but my first book. It's just gone to press!
 - Living One:** Really? What is it about?
 - Kendrick Wales:** Well, I'm not really supposed to talk about it. But I can tell you that it's called "*The Curse of T'sen-Ang*" and should be available for purchase any day now! I'm not one to sound my own virtues, but I must admit that it's a masterpiece! A true example of the scholarly pursuit!

1883

- Autumn 1883 - [Gregor Seamus Darton](#), scholar and adventurer, died at age 82.
 - ❖ **About the Author:** *Gregor Seamus Darton was born in 1801, the son of Captain Sean Palmer Darton and his wife Maria. He died in the autumn of 1883, after an extended convalescence in his home in Caladon. Between 1801 and 1883, the great man lived, and he lived so deeply, so wildly, and so well that he has given the word "life" a new definition for generations to come. A scholar and adventurer of the first water, all those who have followed in his footsteps are very much in his debt.*
- Black Root sent word that they could not meet their taxes.

- ❖ **King Praetor:** "Two years ago, Black Root sent word that they could not meet their taxes, their crops had failed. I haven't heard from them since. I need someone to investigate and collect what I'm owed - 5 gold bars, I believe."
- Constable Henderson kills some demon/magickal creature in Caladon.

Living One: "Could it be a demon, or some other magickal creature?"

Henderson: "Gods, I hope not. Those magickal cases are a pain in the ole gulliver, they are. Just 2 years ago one rampaged through town and I had to go find some silly dagger to kill it."

Living One: "I saw the name *"L'anamelach"* written in green blood, of all things."

Henderson: "Blast it! That sounds like a demon name." [*He holds his head in his hands.*] "I hate demons. Did I ever tell you about that Aamlech demon that ran amok around here? I had to go slogging through some gods forsaken swamp to find some ridiculous looking dagger to kill the thing. Why can't you buy a good ceremonial dagger at the corner store?"

1884

- Virgil Brummond's brother, Lawrence, died at age 24. After Virgil discovers Lawrence's corpse, [he runs away and is taken into the Panarii by Elder Joachim](#).
 - ❖ [The headstone says:](#) *Lawrence Brummond 1860-1884*
 - The events of [Arcanum Tales](#) (although you can acquire this newspaper in post Jan. 1, 1885, it can be assumed that since there's a whole chronicle and newspaper as soon as you get to Tarant for the first time, that the events of this story likely occurred in 1884).
 - April 1884 - Sept. 1884 - Events of [The Orcish Question](#).
 - Dec. 3, 1884 - First entry of the the [Vendigroth Journal](#).
 - ❖ **December 3, 1884** - *Arrived in the wastes today. I've never seen such desolation. A strange malady has befallen my comrades and myself. Nothing to be overly concerned with, just an uneasiness of the stomach. We do not know what this may be.*
 - Dec. 12, 1884 - First entry of [Liam Cameron's Journal](#).
 - ❖ **Dec 12, 1884** - *My latest invention is nearing completion. I am having some difficulty regulating the magnetic flow along the conductive path. Yet I am hopeful that I will solve the dilemma shortly. Liam*
 - Dec. 3, 1884 - Second entry of the [Vendigroth Journal](#).
 - ❖ **December 31, 1884** - *Another day of fruitless wandering. Will this never end? There are times when I feel I cannot stand being away from the forest another day. I've sent a scout back to report to K'an Hua on our lack of progress, my hope being that this ludicrous search will be called off and we may return home.*
-

Jan. 1, 1885 - The zeppelin *IFS Zephyr* crashed near Shrouded Hills (start of the game)

Jan. 8 - Feb. 10, 1885

- Subsequent entries of [Liam Cameron's journal](#), detailing his account of seeing strange creatures emerge from a portal and his attempts to close that Void breach.
 - ❖ Jan 8, 1885 - *I have encountered a strange beast today. It appeared to be a large, glowing light. Yet as I watched its blue glow hover through the trees, a deathly chill swept over me. I left the area immediately. Liam*
 - ❖ Jan 13, 1885 - *Again, I have seen a strange beast. It appeared in countenance to be some devilish cross betwixt an ordinary pig and some sort of bull-like creature. As before, I was able to avoid confronting the creature. Liam*
 - ❖ Jan 18, 1885 - *My progress on my latest project has faltered. The woods are haunted by all manner of strange beasts. I must discover what has happened and try to set it to rights. Liam*
 - ❖ Jan 29, 1885 - *I have found it! After much searching of the forest, I found the demon light from which the beasts are emanating. It appears to be some type of vortex or portal. The beasts come forth from its interior with what appears to be no set order. I have some scrolls to disperse magick on hand. I pray they are enough to destroy the portal. Liam*
 - ❖ Feb 4, 1885 - *Alas! The scroll was a failure. It seems my technological demeanor has become such that even the smallest of magicks will no longer function in my presence. I sustained minor wounds doing battle with a beastly lizard creature. I must design a mechanical means of closing the portal. Liam*
 - ❖ Feb 7, 1885 - *I must make haste! I believe the contraption I have put aside may be my only hope! I have designed a mechanism that, when employed, should cap the portal, sealing it from this side. I need only make a few more adjustments and it will be ready. Liam*
 - ❖ Feb 10, 1885 - *It is ready! I have given it the simple nomenclature Magick Trap. I have made two, one as a reserve. I leave immediately to seal the portal. I shall try my best to avoid the creatures roaming rampant through the wood. If I fail, I beg those who read this journal to return it to my mother, Mrs. Cameron, in Black Root. May the gods preserve us. Liam Cameron*

Jan. 15 - Feb. 17, 1885

- Subsequent entries of the [Vendigroth Journal](#), detailing a Dark Elven scout's quest to obtain the Vendigroth Device for K'an Hua.
 - ❖ Jan 15, 1885 - *The scout has returned, and the news is not good. We have been commanded to stay out here until we find the mythical ruins. Is this to be the death*

of us? All we have discovered in this godforsaken place is misery! Though it is little comfort, we now know why we have taken ill. There seems to be a natural aspect of this area that drains the magick energies. Perhaps that is why technology developed here first.

- ❖ **Jan 21, 1885** - *R'ko has been driven over the edge of sanity by these featureless wastes. He returned from his patrol today, screaming of monsters and demons intent on devouring him. He refused to continue the search with us, so he has been sent back to T'sen-Ang.*
- ❖ **Feb 1, 1885** - *It seems that R'ko was not so insane, after all. We encountered heretofore unimaginable beasts on our search today, and three of our compatriots were killed. My request to abandon this insanity has once again been denied.*
- ❖ **Feb 11, 1885** - *We have spied a possible sign of the elusive ruins, but it appears still a day's travel away. It is hard to determine travel time or distance on such a vast plane as the wastes, with no hills or trees to use as landmarks, just emptiness as far as the eye can see.*
- ❖ **Feb 14, 1885** - *It took us longer to reach the ruins than I had anticipated, and the feeling of sickness became stronger as we drew near. We have sent word back to base camp to then be relayed back to K'an Hua of our success.*
- ❖ **Feb 17, 1885** - *I am losing comrades at an incredible rate. Our attempts to penetrate into the subterranean depths have met with disaster. It seems the deeper one goes into the ruined city, the more extreme and dangerous the monstrosities become. I am giving the team two days to rest, and then I am leading an assault on the ruins myself.*
- ❖ **???** - *I do not know what the date is, nor do I care any longer. I curse K'an Hua and his obsession with the cursed Vendigroth Device! I am dying. I cannot even describe the unspeakable horrors that were waiting for us in the depths ... I alone survived the onslaught, though it left me mortally wounded. I welcome death. I could not live with the memories of the horrors done to my comrades. Even now I can see the horror on their faces...I have dragged myself back to the base camp to warn others to stay away, but they are all dead as well, killed by some wandering horror of the wastes...they have been dead for weeks, I know now my last message never reached the outside to warn others...there is no one left...*

Unknown placement in timeline

For story elements that took place within a vaguely specific point of time, but ultimately unclear to properly pin down.

- **The Dwarven Clan Wars** - likely happened sometime between 1285-1585, but probably started earlier, given that some dwarves you speak to in-game have first-hand accounts of it (**note: the average dwarven lifespan, according to the manual, is around 600 years**). What is known is that the wars lasted for 500 years and that Loghaire's leadership led to the wars' eventual end. It is unknown if Loghaire was born amidst the wars or was even king/chieftain of the Wheel Clan yet when it started.
 - ❖ **The Living One:** "The Clan Wars?"

Randver Thunder Stone: "Yes...a sad time in our history. For five-hundred years, there was a rift among the dwarves. We built great machines of war, and threw ourselves against one another, and entire clans were lost in the battles. A dark time, the time of Lorek's insanity. We speak very little of that time..."

The Living One: "Where is Loghaire, Randver? What happened to him?"

Randver Thunder Stone: "It broke his heart...that heavy, stone heart! He, who warred against Lorek the Abjurer in the pass of Gorgoth...who, in victory, burned Lorek alive, along with ten thousand of his dwarven followers. And this! This broke him like a child upon the stones of the world..."
- **The creation of Falcon's Ache** - Likely pre-Age of Legends. The current elven queen, the Silver Lady, has been around since the Age of Legends (~2000 years ago), as Nasrudin describes her as a girl/child back then. It's likely that Queen Falcon is an ancestress to the Silver Lady (+ Raven), but it remains unknown how far back her reign was.
 - ❖ **Raven:** "Falcon's Ache, as I told you, is elven holy ground. Many years ago, there was an elven queen, and her name was Falcon. She was out hunting one day, and with her bow shot a stag. When she had caught up it, it was lying next to a pool of water, slowly bleeding from a wound in its side..." [*Raven's voice is melodic...her hands gesture, creating the scene...*]
 - ❖ **Nasrudin:** "Ahhhh...now there's the voice of reason. And from such a beautiful young elf. You know, in my younger days, I knew a girl who looked a lot like you. She had the most wonderful name...let's see, what was it...I suppose it would translate to something like the Silver One..."

Nasrudin: "Ah, yes. Make sure to pass on my greetings to your mother. She was such a wonderful child. And it seems she has a wonderful daughter as well. Greetings, princess Raven..."
- **The Ren'ar Siamese Twins incident** - roughly 50-ish years prior to the start of the game? Perhaps a little further back, prior to the overthrowing of the Tarantian monarchy.
 - ❖ **Arthur Tyron:** "The Siamese twins were the result of their first twisted breeding experiments! They tried to breed elves with orcs to produce a breed of extremely strong, resilient mages that they could then control. This was before it was obvious that technology would one day rule Arcanum, of course."

The Living One: "So what happened?"

Arthur Tyron: "The twins were the only viable offspring to come from those experiments. They were scheduled to be put to death, but they disappeared from the laboratory before their termination could take place. They appeared in high society some 20 years later. We believe they must have been under the protection of a powerful ally of ours on the council for them to have survived that long."

If I missed anything and you can provide a source for me to verify that information, please let me know, and I can edit that information in!

♡ Stellastra (August 30, 2026)

- **Bluesky:** [@stellastra.bsky.social](https://bsky.app/profile/stellastra.bsky.social)
- **Tumblr:** [stellastra-scribbles](https://stellastra-scribbles.tumblr.com/) | [15universitycourt](https://15universitycourt.tumblr.com/)
- **Reddit:** [u/Stellastra](https://www.reddit.com/user/Stellastra)