**THE WORLD OF WERKTARR**

**INTRODUCTION:** This is a description of the history of Werkrarr, and does not include anything else, if you want to learn more about Werktarr, if you have to wait for future installments.

Enjoy!

**THE HISTORY OF WERKTARR:** Werktarr went through several periods, and once I get to when Alanoa gets created, I will focus on the history of Alanoa itself.

History begins with a large desert with many kingdoms with a Race known today as the Zarr, although much more powerful. The Zarr were almost as powerful as gods themselves, except they died, and they were very evil. The only god around at that day that we would consider a god was The Being (and ultra powerful god who does not interfere with the daily lives of peoples of the world, however scholars do consider that The Being might have interfered with the Zarr’s work since the Zarr were like gods), however the Zarr decided to build a Race under them, to serve them, or just for fun, no one knows, however the first two creatures of the Race made turned out to be more powerful than the Zarr themselves, and those gods (The High King of All Gods and The High Queen of All Gods), made many children under them (these children became The Royal Gods), and fought a long and bloody war with the Zarr (the gods them did not have immortality), and in the end the gods won the war, and The Being decided that the gods were good, and granted the gods immortality, and the ability to rule the world. And the Zarr were rejected to the corners of the world.

Then the gods went about making more children as The Noble Gods, and then finally The Common Gods, sadly though, foul breed was made from the first and good Royal Gods, and the evil gods came to be, corrupting even The Royal Gods and other gods a little bit to jealousy and greed. And then the gods went to shaping the world to more than just a barren desert: they made two Planes, which were the Immortal Plane, and the Mortal Plane, within the Mortal Plane the gods created three realms, The Shadowrealm, the Middleworld, and the Feyworlds. And then finally the gods created their first Race of the Fey in the Feyworlds, and the Ork in the Shadowrealm, with empty space in between being the Middleworld.

Eventually the gods decided to create four planets: Tarna, Sar, Koom, and Kra, and four suns surrounding the planets to make a circle where no mortal is really able to pass, the edge of the circle where the suns dwell is called The Wall of the Four Suns, however people call it by many different names. Tarna and Sar were the Twin Planets, and they both had the same species: the Marren, these Marren were like the Zarr as the Zarr came to Tarna and Sar and corrupted the Marren into the evil and powerful beings the Zarr are now today. Koom and Kra is way out in space by itself, opposite each other, except that Kra is way more far out, one the edge of The Wall of the Four Suns, and is very hot on one side, and very cold on the other, since one side is facing the space that is warm, and the other is facing the cold Outer Space.

The species that inhabit Kra are the Crow People, and they are a Race that can withstand both eternal heat and eternal cold, since they have to live in both extreme hot and extreme cold. The peoples of Koom are the Drakkon, who are like humanoid Dragons, Dragons also live there, as well as a Human type being later when Alanoa was created, one of the many creations of Mantoris, or Human, for he was the creator of the Humans.

The Drakkon were able to withstand the heat on the planet (since the planet was close to one of the suns), the Dragons were also able to do that, however the later Humans were not able to do that, and suffered, but survived in the coldest regions of Koom that are more like the Earth’s or Alanoa’s temperatures.

In the Outer Space (outside of The Wall of the Four Suns), were four larger planets, one is the Good Planet, with three smaller planets coming out of the main larger planet, one is the Chaos Planet, one is the Law Planet, and the final is the Neutral Planet. The second planet is the Evil Planet, this planet also has three planets branching out from that main planet of evil, the three planets are the same as the Good Planet, except for evil. These two planets with their many sub-planets make up the alignments of the peoples inside The Wall of the Four Suns.

Three Races live in the Good Planet, there are the Valkyries, the Angels, and the Titans, the Valkyries live in the Law Planet, the Titans live on the Chaos Planet, and the Angels live on the Neutral Planet, they all confer, and some live on the main Good Planet.

Three Races also live in the Evil Planet, there are the Demons, the Devils, and the Daemons. The Demons live on the Chaos Planet, the Devils live on the Law Planet, and the Daemons live on the Neutral Planet. Like the Good Planet, they all confer and some live on the main Evil Planet.

The other two planets is the Light Planet, and the Dark Planet, the Light Planet has the Orb of Light within it, and it brings all light to the four suns, and therefore to the planets within The Wall of the Four Suns, the Dark Planet gives the night to the planets within The Wall of the Four Suns, when the four suns blink out. These two planets get their energy from The Feyworlds and The Shadowrealm respectively.

Then Alanoa had been created.

Once Alanoa had come to be Rexa created the dinosaurs to live on Alanoa, and roam the planet, when the dragons on Koom heard of the dinosaurs, so much like the dragons, the dragons decided to go over to Alanoa and rule the dinosaurs, so that the dinosaurs did not get as powerful as the dragons, however a few dragons stayed behind on Koom.

And then the first of the Races of Alanoa were created, first the Humans, who were created by the god Mantoris, sometimes known as Human, the next Race to be created were the Halflings, created by Halfling, and finally the last Race to be created were the Tree-Folk or the Tree-People.

Then Alanoa was a Stone Age type world, with the Tree-People ruling over everyone on Alanoa as the wisest people of Alanoa. The Tree-People lived in groves where Humans and Halflings would come to, to give offerings to the Tree-People and to the gods, and the Tree-People could not move, as they were trees, stuck to the ground, and they could talk. Magic had not been discovered yet, but clerical and divine magic was ever present, there were also many Druids. The world was also made up of one continent only for the early times of this Era, but at the end the continents and islands were formed just like they are today.

Everything good on that planet was destroyed as the Marren from Tarna and Sar were led to Alanoa to conquer Alanoa, as their planet was destroyed by the Marrens’ own doing. The Zarr went to Alanoa after the Marren went to Alanoa, but the Zarr did not decide to conquer Alanoa, but instead watch the Marren, and see what they did by the Zarr’s own doing. But the Zarr also wanted to wait, and build up strength for the end of the world: Ragnarok, when they would build up their strength to the strength of the gods again, and lead all the evil forces (including the evil gods), against the good gods.

The Drakkon also came to Alanoa to set up a life, just because it was getting overcrowded on Koom, not all Drakkon came though. But the Drakkon eventually got pushed out of the way by the Marren and the Drakkon sailed away to a sole archipelago in the middle of an ocean, far away from the rest of the continents and islands of the world, and no one knows to this day that there is this other archipelago with another Race named the Drakkon.

The Marren then set up an empire, covering all the known continents of the world, which were: Aaek-Bantil, Vrontarr, and Yynzarr. Of course, they were called by different names then. However, the Marren didn’t find the End Isles or the Meyano Isles, and they were to remain hidden to them and the rest of the Races of the world in Aaek-Bantil, Vrontarr, and Yynzarr until much later on in Alanoa’s history.

The Marren then set about corrupting all the Humans on Alanoa, and felling the Tree-People. The Marren corrupted the Humans through dark from the Shadowrealm, and corrupted the Humans into the Orcen, and the Orcen split up into two groups: the Orcs, and the Ork-Nal. The Orcs are lesser to the Ork-Nal, and the Ork-Nal are more powerful. The Marren used the Orcen for their own purposes.

The Marren also tried to get at the Halflings, but the Halflings ran away from the Marren, but then were caught by the evil goddess of evil spiders Wyvra, and Wyvra sent out spiders who were to bite the Halflings, making them servants of her, and for the Halflings to become the evil Gremlin-kind. The willing of the Halflings became one of the more powerful Gremlin-kind like Spindgoblins, the most willing became the Blessed Spindgoblins.

The good gods decided they’d right this evil forming on their brand new Alanoa (the gods’ power was low since they had created the world, and they were still recovering from it), and three gods: Mantoris, Sylvanus, and Svartalf, created the three Modern Races: the Elves (first), the Dwarves (second), and finally the lesser Humans again, but more powerful than the Humans before, and more intelligent.

The Elves, Dwarves, and Humans had a massive war against the Marren called The Great War of Five Races (which includes the Orcen), and they overthrew the Marren, and got all the evil Races to the nooks and crannies of the world, the Marren then retreated to the Underearth.

Next came the Golden Ages, and this is when Vrontarr, Yynzarr, Aaek-Bantil, the End Isles, and the Meyano Isles became prosperous, and the various cultures on the continents and islands evolved to great extents. The Elven culture (separate from the Human culture of the many different continents and islands), also evolved, and the Dwarven culture also evolved a little bit, but the Dwarven culture was more based on the Human culture that the Dwarves lived in. For example, Dwarves living on Vronatarr have a Vrontarrian type culture.

Of course, the Meyano and End Isles grew separately from every other continent in the world, and from each other. The Meyano Isles only had the Meyano Elves (a subrace of Wood Elves, which is a subrace of Elves), and Humans, the Meyano Elves had a culture very like the culture of the Humans on the Meyano Isles. The End Isles only had the Zarr (the Zarr retreated to the End Isles), though they weren’t really known, the Wood Elves and other Elves, and the Lone Hill Dwarves (a subrace of Dwarves). There were no Humans on the End Isles, and the Lone Hill Dwarves and the Elves grew very close, and shared many of their secrets to each other. Including magic.

Since the old Humans (Paleo-Humans) had been destroyed, Druidic magic had been lost, so the only non-divine magic that had been found was lost when the Marren came and conquered Alanoa. But the Elves found four types of magic that was not known to Alanoa at the time: Wizardly magic, Druidic magic (found again), Kelven-Magic (called by the Elves Kerr-Kell, and it is a mix of Druidic and Wizardly magic), and Sorcerous magic (which is the magic used by all the rest of the Races of the world, and is the most ancient type of magic, dating back to when the first Zarr came to be on the huge desert).

The Elves decided to attune themselves to all the different types of magic, and set about creating ceremonies to attune each Elf to each type of magic. And then the Elves decided that the rest of the good Races of the world should know about one magic type of the magic, and the Elves chose the first magic they found, and the most basic one: Wizardly magic.

And so the Elves invited all the good Races that wanted to join into becoming able to cast Wizardly magic. Only the Humans agreed to this, and so only now the Humans are able to cast Wizardly magic, along with the Elves who found Wizardly magic. This was called the Pact of Magic

The Pact of Magic, however, was only for the three main continents of the world; Yynzarr, Vrontarr, and Aaek-Bantil. The End and Meyano Isles were different: the Elves on the End Isles found Druidic magic, Wizardly magic, and all the rest except for Sorcerous magic, and the Elves shared Wizardly magic to the Lone Hill Dwarves, and so the Lone Hill Dwarves are now able to cast Wizardly magic. The Elves of the Meyano Isles only found Druidic magic, and they did share Druidic magic to the Humans of the Meyano Isles, and therefore, now the native Humans of the Meyano Isles (called the Sampi), are able to cast Druidic magic.

But then there came a terrible war between the Elves and the Humans (called the War of the Broken Alliance), thus shattering the relationship between the Humans and the Elves, and both always viewing each other evilly, and Sorcerous magic was lost to the Elves, though some people on Alanoa still knew Sorcerous magic (the Marren and the Zarr), those Races did not want to share the magic, and so Sorcerous magic died from most of Alanoa.

The Elves won this war, and conquered all of Alanoa, ending the Golden Ages, and starting the Era of Empires.

The Elven Empire was then overthrown by the Dwarves, and then the Dwarven Empire by the Humans, starting the Human Empire (the Human Empire is when the End and Meyano Isles were discovered), which in the end was destroyed by the Humans own chaos and greed, and when the last emperor of the Human Empire (Emperor Narlien), died, and no son or daughter was left to resume the last emperor’s throne, the empire went into chaos, and became the War of the Human Warring Clans, and many different Humans split up into different “clans” each with a leading leader, who wanted to become the leader of the Human Empire.

In the end, this just resulted to the death of the Human Empire, and the end of the Era of Empires, and the Dark Ages began.

At first, people were just recovering from the result of the death of the Human Empire, and only two cities were left: Balyon, and Ar-Tirinith. Balyon was in Yynzarr, and Ar-Tirinith was in Aaek-Bantil. Wilderness was seeping in, and a ton of knowledge was at the thread of being lost (this was on the Human and Dwarven side of things, the Elves didn’t really help), especially since there was only one Human Wizard at the time in Ar-Tirinith, and he was old, almost dead.

But his six apprentices decided to start a new government, and revive all knowledge. This new government was the Government of the Six Wizards, which had its capital in Aaek-Bantil, with the city being Ar-Tirinith, each Wizard controlled one continent or archipelago in the world.

However, the different continents and islands still were able to have their own government, and many did start their own government, it’s just that the Six Ruling Wizards could decide to veto any decision a government made.

Yynzarr, though, did not like this idea, and assassinated the Ruling Wizard of Yynzarr, and replaced the Ruling Wizard with their own king. This meant war against the Government of the Five Wizards and Yynzarr.

And so begins the modern times: the Age of the Government of the Five Wizards.

It is a time of war, a time of adventure!

**TIMELINE OF WERKTARR:** Werktarr has a long history, and below is how scholars organize history in Alanoa. Ph mean Prehistory, and MP means Modern History, scholars use the shorthand – and + for dates as well, - for PH, and + for MP, these dates are for use with Alanoa, when going back before Alanoa, scholars use Before Alanoa, and During Alanoa (BA and DA), DA includes Ph and MP. When measuring BA, scholars go by five thousands (ToT), since scholars do not know exact dates, and BA goes up from 0 to 0 again which is when Alanoa is created, and then the numbers go down from a second 0, which is Ph, after the second 0, the numbers go up, which is MP. Scholars do not know anything about the Zarr, they just think that the gods were created and that’s it.

**BA Times (20,000 years)**

**0: The gods are created.**

**1 ToT: The realms (Shadowrealm and others) are created.**

**2 ToT: The planets in the Middleworld are created except for Alanoa, and the Races are created on the planets some time after.**

**0: Alanoa was created.**

**DA Times (23,500 years)**

**Ph Times (20,000 years)**

**-1: The Era of Dinosaurs (10,000 years)**

**-10,000: The Era of Dragons (7,000 years)**

**-17,000: The Era of Races (2,500 years)**

**-19,500: The Era of the Marren Empire (500 years)**

**0: The Marren Empire overthrown**

**MP Times (3,500 years)**

**The Golden Ages (1,700 years)**

* **+1: The Age of Magic (500 years)**
* **+500: The First Golden Age (500 years)**
* **+1,000: The Age of the Giant and Dragon War (100 years)**
* **+1,100: The Second Golden Age (500 years)**
* **+1,600: The Age of the War of the Broken Alliance (100 years)**

**The Era of Empires (1,600 years)**

* **+1,700: The Age of the Elven Empire (500 years)**
* **+2,200: The Age of the Dwarven Empire (500 years)**
* **+2,700: The Age of the Human Empire (500 years)**
* **+2,800: The Age of the Human Warring Clans (100 years)**

**The Dark Ages (200 years so far…)**

* **+2,800: The Age of Near-Wilderness (100 years)**
* **+2,900: The Age of the Government of the Five Wizards (100 years so far…**

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