

The History of Ellion: A Summary

I. The Age of the World Trees (Pre-Sundering)

- **The World of Ellion:** Originally dominated by the supercontinent of **Evralis**, home to the Great Giant Kingdom of **Ostoria**.
- **The Eight World Trees:** Advanced giant-kind created eight massive "World Trees" to act as conduits for the planet's primal magic. These trees powered their floating cities and maintained a period of unprecedented peace and technological advancement.
- **The Geography:** At this time, the **Vartan Ocean** was much smaller, and the landmasses that would become **Lorothan** and **Allathar** were still connected or closely tied to the main continent.

II. The Corruption of Aethelgard

- **The Rune Giant Ambition:** Led by the Rune Giant **Aethelgard**, a faction of giants sought to transcend their physical forms.
- **"Reversing the Flow":** Aethelgard convinced the **Storm Lords** to manipulate the World Trees. Instead of circulating magic, they "Reversed the Flow" to siphon the planet's very essence into themselves.
- **The Result:** This massive intake of primal energy caused the World Trees to overload and explode, leading to the literal shattering of the planet's crust.

III. The Sundering & The Age of Ash and Tide

- **The Shattering:** The continent of **Evralis** was torn apart. Massive chunks of land drifted away to form the isolated continents of **Lorothan** and **Allathar**, separated by the now-vast **Vartan Ocean**.
- **500 Years of Chaos:** This period, known as the **Age of Ash and Tide**, was a half-millennium of environmental collapse.
- **The Primes:** During this time, the remaining great beings (the "Primes") sacrificed their physical forms to stabilize the world, essentially becoming one with the land and the ley lines to prevent total planetary destruction.

IV. The Modern Era (The Lost Truth)

- **Fragmented Civilizations:** As the dust settled, the smaller races (Humans, Elves, Dwarves, Catfolk, etc.) rose to power on the separated continents.
- **The Great Lie:** In modern-day Lorothan, the existence of Ostoria and the true nature of the Sundering have been suppressed or forgotten, often dismissed as fairy tales or

myths to keep the population from seeking the dangerous "siphoning" magic of the Rune Giants.

Section I: The Age of the World Trees

*Known to some scholars as the **Age of Verdant Pillars**, this era represents the height of the Great Giant Kingdom of **Ostoria**. During this time, the world was not yet broken; the supercontinent of **Evralis** stretched across the globe, and the giants lived in a state of symbiotic harmony with the planet's primal essence.*

The Foundations of Ostoria

*The civilization was built upon a foundation of eight **World Trees**, colossal living conduits of arcane and primal energy. Each tree was grown and cultivated by the head of one of the major Giant Clans to serve a specific purpose for the realm:*

- ***The Storm & Cloud Pillars:** Supported the highest reaches of the atmosphere, allowing for the construction of the legendary **Cloud Castles**.*
- ***The Fire & Stone Pillars:** Channeled the molten and tectonic energy of Ellion to power the giants' massive industrial forges.*
- ***The Wood & Tide Pillars:** Regulated the biomes and oceans, serving as the "Providers" that ensured infinite resources and harvest.*
 - ***The Frost & Desert Pillars:** Acted as the "Sentinels," balancing the extreme temperatures of the world and maintaining the environmental status quo.*

*The bedrock of giant civilization was not stone, but the **Eight Pillars of Life**. These were not merely large trees; they were biological anchors for the planet's mana, each grown by a **Prime**—a giant of such immense power and longevity that they were viewed as demigods by the smaller races.*

The Primes and Their Pillars

Each Prime represented the pinnacle of their sub-race and bound their life force to their respective tree:

- **Thrum (Storm) & Aurelia of the Silver Silk (Cloud):** Together, they cultivated the **Aether-Reach**. This tree did not grow in soil but was suspended by lightning and solid clouds. Its branches provided the foundation for the floating capital, **Skyreach**, and its presence regulated the global wind currents and the electrical charge of the atmosphere.
- **Haldor Earth-Warden (Stone) & Ignis the Hearth-Burner (Fire):** They planted the **Iron-Root Tree** within the deep Iron Hills. This pillar reached into the planet's mantle, siphoning volcanic heat to power the massive "World-Forges" of the giants. It was responsible for the geological stability of the supercontinent.

- **Silvana the Deep-Rooted (Wood) & Thalassa of the Abyssal Blue (Tide):** These Primes shared the **Verdant Nexus**, located in the lush central plains and the coastal shelves. Silvana's roots purified the soil, while Thalassa's "Tide-Kelp" (a sub-structure of the tree) regulated the salinity and temperature of the oceans, preventing stagnant dead zones.
- **Skadi the Rime-Heart (Frost) & Solari the Sun-Scourge (Desert):** Stationed at the polar extremes and the deepest wastes, they maintained the **Bipolar Spires**. These trees acted as thermal regulators. Skadi's tree absorbed excess heat to maintain the ice caps, while Solari's tree converted intense solar radiation into usable mana, preventing the world from becoming an uninhabitable greenhouse.

The Symbiosis of Magic

The Trees functioned as a closed-loop system. Magic flowed from the planet's core, up through the Iron-Root and Verdant Nexus, was filtered through the Bipolar Spires, and released into the upper atmosphere via the Aether-Reach. This constant circulation created a world of "High Mana," where even the smallest creature lived longer and grew larger than they do in the modern, magically-starved era.

The Guardianship of the Primes

The Primes were more than just leaders; they were the "Hardware" of the planet. Through a deep meditative link, they could sense any imbalance in the world's ecosystem. If a forest was dying or a volcano was threatening to erupt unnaturally, the Primes would adjust the "flow" of their specific tree to compensate. This era was characterized by a lack of natural disasters, as the giants effectively "managed" the planet's health.

The False Crust and Floating Cities

*The most striking feature of this age was the **False Crust**. In Northern Evralis, the canopy and intertwined branches of the World Trees were so vast and dense that they created a secondary "surface" miles above the actual ground.*

- **Cloud and Storm Giants** ruled from the highest apex, living in magnificent floating islands and castles that drifted between the uppermost branches.
- **The Clan Cities:** The other giant clans built massive, sprawling metropolises directly into the boughs and trunks of the trees. These cities were centers of art, philosophy, and magical research that would be impossible by modern standards.

During the Age of the World Trees, the civilization of Ostoria was vertically integrated. While the "smaller races" and lower giant castes occupied the True Ground, the elite and the heart of giant culture existed upon a massive, bioluminescent canopy known as the False Crust.

The False Crust (The Canopy Layer)

The branches of the eight World Trees were not mere wood; they were massive, miles-wide structures reinforced by the primal magic of the Primes.

- **The Living Floor:** As the trees grew, their upper canopies intertwined, creating a dense, self-woven floor of petrified bark, thick moss, and "Sky-Soil." This layer was so stable that it featured its own lakes, forests, and ecosystems, separate from the world below.
- **The Filtered Light:** From the ground looking up, the False Crust appeared as a shifting green and gold sky. Sunlight filtered through the gaps in the branches, creating a perpetual "twilight of the giants" on the True Ground, while those on the Crust enjoyed pure, unadulterated solar energy.

Skyreach and the Floating Castles

Above even the False Crust sat the crowning achievement of the Cloud and Storm Giants: the **Floating Cities**.

- **Skyreach:** The capital of all Ostoria, Skyreach was a massive city built upon a singular, magically-buoyant island of "Lode-Stone" held in place by the uppermost branches of the **Aether-Reach** tree. It was a city of marble, silver, and constant thunderstorms, serving as the seat of the **High King of Giants**.
- **The Cloud Castles:** Smaller, mobile fortresses and estates known as Cloud Castles drifted between the World Trees. These were kept aloft by "Gravity-Runes" maintained by the Rune Giants. They served as mobile administrative hubs, moving to different regions of Evralis to oversee seasonal changes or major construction projects.

The Vertical Economy

Life in Ostoria was defined by where you stood in relation to the Trees:

- **The Roots (True Ground):** Home to the massive industrial forges of the Fire and Stone giants, and the expansive agricultural fields of the Wood and Tide giants. This was the "Engine Room" of the world.
- **The Trunk (Mid-Levels):** These cities were carved directly into the trunks of the World Trees. They served as the commercial and academic hubs, where the Rune Giants began their training and where the giant clans mingled most frequently.
- **The Canopy (False Crust):** The residential and cultural heart of the empire. This was where the great libraries, theaters, and temples to the Primes were located.
- **The Apex (Skyreach):** Reserved for the High Nobility and the Storm Lords who dictated the "Flow" of the planet's essence.

The Role of the Giants

Society was organized by function, with each clan contributing to the stability of the world:

- **The Rulers:** *Cloud and Storm Giants provided governance and spiritual guidance.*
- **The Industrialists:** *Fire and Stone Giants crafted the tools and infrastructure of the empire.*
- **The Providers:** *Wood and Tide Giants managed the agriculture and the flow of the world's waters.*
- **The Sentinels:** *Frost and Desert Giants guarded the borders and stabilized the climate.*

*In the Age of the World Trees, the Giant Clans were not divided by borders, but by **Vocation**. Each clan was a specialized pillar of society, and their physiology often reflected the environment they were tasked to maintain. This specialization ensured that the supercontinent of **Evralis** flourished without the scarcity or conflict seen in modern Ellion.*

The High Seats: Governance and Spirit

- **The Cloud Giants (The High Administrators):** Serving as the nobility and the "brains" of the empire, Cloud Giants lived in the highest reaches. They were the keepers of the Great Libraries and oversaw the complex bureaucracy that managed the distribution of goods across the False Crust.
- **The Storm Giants (The High Sovereigns):** The rarest and most powerful, the Storm Lords were the ultimate authority. While Cloud Giants managed the day-to-day, Storm Giants were the spiritual anchors. They focused on "Planetary Harmony," using their innate connection to the Aether-Reach to ensure the world's magical pressure remained stable.

The Engine of the World: Industry and Infrastructure

- **The Fire Giants (The Master Smiths):** Based primarily in the volcanic regions around the **Iron-Root Tree**, they operated the "World-Forges." They didn't just make weapons; they crafted the massive structural runes and mechanical components that held the floating cities aloft.
- **The Stone Giants (The World-Masons):** Working alongside the Fire Giants, the Stone Giants were the architects. They were responsible for carving the massive cities into the World Trees and maintaining the integrity of the False Crust. They viewed the earth as a living canvas, and their architecture was often indistinguishable from natural geological formations.

The Providers: Life and Sustenance

- **The Wood Giants (The Silvans):** Guardians of the **Verdant Nexus**, they were the agricultural heart. They cultivated "Mega-Flora"—crops that grew to the size of buildings—which could feed an entire city from a single harvest.

- **The Tide Giants (The Mariners):** While most giants lived high above, the Tide Giants stayed below. They managed the **Tide-Kelp** and the vast fisheries of the Vartan Ocean. They ensured that the nutrients from the ocean floor were cycled back up into the roots of the World Trees.

The Sentinels: Environmental Balance

- **The Frost Giants (The Cryo-Keepers):** Stationed at the poles, they were far more monastic and disciplined than their modern, marauding descendants. They managed the "Cooling Spires" of the **Bipolar Spires**, ensuring the planet's internal heat (generated by the Fire Giants) didn't cause the ice caps to melt.
- **The Desert Giants (The Solar-Keepers):** The counterpart to the Frost Giants, they lived in the shimmering wastes. They specialized in siphoning excess solar radiation, turning it into "Solar Mana" that was bottled and sent to the cities above for lighting and heating.

The Rune Giants: The Overseer Class

The Rune Giants represent the most tragic irony of Ostoria. Created to be the ultimate fail-safe for the world's stability, they became the very instrument of its destruction.

*While the other giant clans were born of natural lineages, the **Rune Giants** were a specialized "Overseer Class," brought into existence through the combined magical engineering of the Storm and Cloud Lords. They were designed for a singular, high-stakes purpose: to act as the interface between the raw, planetary power of the World Trees and the delicate infrastructure of the Giant Kingdom.*

The Living Conduits

The Rune Giants were not just magic users; they were living arcane batteries. Their very bodies were etched with **World Runes**—complex, glowing patterns of power that were branded directly into their flesh and, eventually, their souls.

- **The Interface:** By physically touching or "plugging into" a World Tree, a Rune Giant could feel the flow of mana like a pulse. They were the only beings capable of regulating this flow, ensuring that the floating cities remained buoyant and the industrial forges stayed hot without overloading the planet's core.
- **The Soul-Branding:** This process was perfected by the Master Architect, **Aethelgard**. He discovered that by branding a giant's soul with these runes, they could achieve a level of control over the World Trees that was previously thought impossible. This gave the Rune Giants unprecedented power, effectively making them the "high priests" of Ostoria's technology.

Aethelgard: The Architect of Ruin

The High Prelate of the Rune Giants, **Aethelgard**, was once the most respected figure in Skyreach. He was the one who ensured the World Trees remained healthy for millennia. However, his unique proximity to the source of all life led to a dangerous obsession.

- **The Ambition:** Aethelgard began to view the World Trees not as a resource to be shared, but as a cage for the giants' true potential. He believed that if the giants could internalize the planet's essence rather than just regulating it, they would become immortal, god-like beings who no longer needed the trees or the planet itself.
- **The Betrayal:** He convinced the other Rune Giants—and eventually the Storm Lords—that the World Trees were "leaking" energy and needed to be recalibrated. In reality, he was preparing them for the "Reversal," the act of turning the conduits inward to siphon the planet's life force directly into their own souls.

The Overseer's Fall

Because the Rune Giants were the only ones who truly understood the mechanics of the World Trees, no one could challenge Aethelgard's "recalibration" plan. The other clans trusted the Overseers implicitly. This blind trust allowed Aethelgard to set the stage for the **Sundering**, turning the guardians of the world into its greatest threat.

Section II: The Corruption of Aethelgard

The transition from "Overseer" to "Usurper" wasn't an overnight change. It was a slow erosion of Aethelgard's purpose, fueled by his unique and constant connection to the planet's raw power.

*Before the Sundering, **Aethelgard** was the most celebrated architect and spiritual leader in Ostoria. As the **High Prelate of the Rune Giants**, he was the only being who could "hear" the world's pulse through the World Trees. However, this level of intimacy with the planet's primal essence eventually birthed a dangerous philosophy: that the giants were the masters of the world, not its servants.*

The Internalization of Mana

*Aethelgard's corruption began with a discovery he kept secret from the Storm Lords. He realized that the World Trees were "filters"—they took the raw, volatile power of Ellion and softened it for use in the floating cities. He began to experiment with siphoning small amounts of **unfiltered** mana directly into his own soul-runes.*

- **The Transmutation:** This raw power didn't just make him stronger; it began to physically change him. His runes shifted from the steady, calm blue of the Storm Lords to a jagged, flickering violet.
- **The Vision of Immortality:** Aethelgard became convinced that the Giant Clans were stagnant. He believed that by bypassing the "filters" of the World Trees and siphoning

the planet's core essence, the giants would transcend their physical forms and become eternal.

This period marks Aethelgard's descent from an architect into a "soul-chemist." He began to view the natural cycle of Ellion—where magic flowed from the planet, through the trees, and into the atmosphere—as a massive waste of potential. He believed the giants were merely the "middlemen" of divinity and sought to cut out the planet entirely.

Bypassing the Filters

The World Trees served a biological and arcane function similar to a liver; they filtered the "Primal Slag" (the raw, violent energy of the planet's core) into "Refined Mana" that was safe for common use.

- **Primal Exposure:** Aethelgard began making secret descents to the **True Ground**, entering the high-pressure chambers of the **Iron-Root Tree**. There, he would "tap" the roots before they reached the filtration nodes.
- **The "Violet Burn":** Raw, unfiltered primal energy was corrosive to the giant form. When Aethelgard first internalized it, his skin began to crack, and his original blue runes were burned away. To survive, he had to invent a new language of runes—the **Violet Runes**—which were designed to contain the "burn" rather than harmonize with it.

The Consumption of the "Prime Link"

Aethelgard discovered that the **Primes** (the clan leaders) were the ultimate keys to the World Trees. Their souls were essentially "anchors" that kept the trees in sync.

- **Soul-Splicing Experiments:** Through his "Internalization" rituals, Aethelgard figured out how to splice fragments of this prime-connection into his own soul. He didn't want to just *control* the tree; he wanted to *become* the tree.
- **The Feedback Loop:** As he internalized more raw essence, his perception of time and morality began to warp. He started to see the smaller races and even other giants as "static" on a radio—insignificant noise compared to the roaring power of the planet that he now felt pulsing in his own veins.

The Creation of the "Siphon Runes"

The final stage of his internalization was the creation of the **Siphon Runes**. Unlike standard runes that projected magic outward, these were "black-hole" runes designed to pull energy inward and never release it.

- **The Self-Sustaining God:** His goal was to reach a "Critical Mass." He believed that if he could pull in enough primal essence during the "Reversal," his soul would become a miniature World Tree, granting him eternal life and the power to reshape the physical laws of Ellion at will.

The Great Deception

To enact his plan, Aethelgard needed the cooperation of the other Rune Giants and the permission of the Storm Lords to access the "Master Roots" of all eight pillars simultaneously.

- **The "Entropy" Lie:** *He presented a fabricated study to the High King of Skyreach, claiming that the planet's core was cooling and that the World Trees were beginning to "starve."*
- **The "Rejuvenation" Protocol:** *He proposed a massive, one-time event called the **Rejuvenation Protocol**. He told the leaders of Ostoria that by "Reversing the Flow" for a brief moment, they could pump mana back into the planet to stabilize it. In reality, he had designed the ritual to do the exact opposite: to pull every drop of essence out of the world and into the waiting souls of his loyal Rune Giant followers.*

To the High King and the Storm Lords, the "Rejuvenation Protocol" sounded like a selfless act of planetary preservation. In reality, it was the most elaborate "Trojan Horse" in the history of Ellion.

The Great Deception was a multi-decade gaslighting of the entire Giant Kingdom. Aethelgard used his status as the "Voice of the Trees" to manufacture a crisis that only his proposed—and ultimately lethal—solution could fix.

The Entropy Lie (The Fabricated Crisis)

As the High Prelate, Aethelgard was responsible for presenting the "Health Reports" of the World Trees to the High King in Skyreach.

- **Manipulated Data:** He began presenting forged readings from the **Iron-Root Tree**, claiming that the planet's core was experiencing "Magical Entropy." He argued that the natural flow of mana was becoming sluggish and that without intervention, the World Trees would eventually wither and the floating cities would fall.
- **The Silence of the Trees:** Because Aethelgard had already begun siphoning small amounts of energy for himself (the "Violet Burn"), the trees *did* actually start showing signs of stress. He used the very damage he was causing as "proof" that the planet was dying.

The Rejuvenation Protocol (The Trojan Horse)

Aethelgard proposed a radical solution: a massive, planetary-scale event called the **Rejuvenation Protocol**.

- **The Sales Pitch:** He told the Council of Primes that the only way to "jumpstart" the planet's heart was to briefly **Reverse the Flow**. He claimed this would act like a magical

back-flush, clearing out "stagnant mana" and pumping fresh energy from the atmosphere down into the core.

- **The "Sacrifice" of the Rune Giants:** To sell the lie, he claimed the Rune Giants would take the brunt of the strain, acting as "lightning rods" to protect the other clans. This framing made the Rune Giants look like heroic martyrs, ensuring no one questioned the dangerous amount of power they were about to handle.

Engineering the "Eight-Fold Link"

The most technical part of the deception was the physical linking of the pillars.

- **The Master Runes:** Under the guise of "upgrading" the infrastructure for the Protocol, Aethelgard's cult installed new "Siphon Runes" at the base of every World Tree.
- **The Synchronization:** He convinced the Primes to enter a deep, meditative state during the ritual to "guide the energy." This was a tactical move to ensure the most powerful giants in the world were distracted and vulnerable at the exact moment he intended to strike.

The Unquestioned Authority

The tragedy of the Deception lay in the structure of Ostorian society. The giants were masters of their specific domains, but they were highly specialized. The Stone Giants trusted the Rune Giants with the magic just as the Rune Giants trusted the Stone Giants with the architecture. This **Domain Isolation** meant that even if a Storm Lord felt something was "off" in the weave, they deferred to Aethelgard's "technical expertise" until it was far too late.

The Cult of the Rune

*In the decades leading up to the Sundering, Aethelgard quietly "re-branded" a select group of younger Rune Giants. He promised them godhood and convinced them that the older Primes (like **Thrum** and **Skadi**) were relics of a weak past. This "Cult of the Rune" became a secret society within the Overseer Class, working in the shadows of the World Trees to prepare the massive arcane conduits needed for the Reversal.*

By the time the Storm Lords gave the order to begin the "Protocol," Aethelgard had already turned the world's life-support system into a planetary-scale weapon.

The Cult was comprised almost entirely of the younger generation of Rune Giants—those who had been born into the height of Ostoria's power and had never known the struggle of building the pillars. To them, the "Guardianship of the Trees" felt like a subservient role, and Aethelgard provided the spark of rebellion they needed.

Recruitment and Radicalization

Aethelgard targeted those who felt the most "disconnected" from the physical world. He used a specific set of arguments to turn the empire's best minds against it:

- **The "Janitor" Narrative:** He argued that the other giant clans were "consumers" and "parasites," while the Rune Giants were the only ones doing the actual work of keeping the planet alive. He reframed their role from "Protectors" to "Enslaved Servants."
- **Promises of Apotheosis:** He promised his followers that the **Internalization of Mana** would grant them "Apotheosis"—a transformation into pure energy that would free them from the limitations of flesh and the gravity of Ellion.

The Secret Branding (The Violet Initiation)

To join the inner circle, a Rune Giant had to undergo a secret and agonizing ritual. Aethelgard would personally "re-brand" their souls, overwriting the traditional Blue Runes of Harmony with his experimental **Violet Siphon Runes**.

- **The Blood-Ink:** The ritual required the use of "Primal Slag"—the raw essence Aethelgard had been siphoning. This acted as a magical drug; it gave the cultists a massive, addictive surge of power that made the standard "Filtered Mana" feel weak and grey in comparison.
- **The Echo-Chamber:** Once branded, the cultists became psychically linked to Aethelgard. They could no longer "hear" the natural hum of the World Trees; they only heard the "Song of the Siphon," a constant, buzzing hunger for more power.

Shadow Maintenance and Sabotage

The Cult's primary purpose was to prepare the world for the "Reversal" without anyone noticing.

- **The False Upgrades:** Under the guise of routine maintenance and Aethelgard's "Rejuvenation Protocol," cult members were deployed to the "Master Roots" of all eight pillars. They removed the ancient safety dampers—which were designed to prevent energy feedback—and replaced them with **Siphon Conductors**.
- **Silencing the Doubters:** Whenever a Stone Giant architect or a Wood Giant tender noticed a strange "resonance" in the trees, the Cult used their authority as the "Overseer Class" to dismiss the concerns as technical glitches or "temporary instability" caused by the core's supposed entropy.

The "Master Architect's" Inner Circle

By the eve of the Sundering, Aethelgard had nearly 300 "Violet-Branded" Rune Giants stationed at key nodes across Evralis. They weren't just technicians anymore; they were a sleeper cell waiting for the command to "Reverse the Flow." They believed they were about to become gods; instead, they were about to become the spark that blew the planet apart.

Section III: The Sundering and the Age of Ash and Tide

The event known as the **Sundering** was not a clean break. It was a violent, multi-stage planetary trauma that transformed the supercontinent of **Evralis** into the fragmented map of Ellion we know today.

The Moment of the "Snap"

The catastrophe began during the peak of the "Rejuvenation Protocol." As Aethelgard and his cultists "Reversed the Flow" to siphon the planet's core essence, the sheer volume of power proved too much for even their specialized runes to contain.

- **The Tide-Kelp Misfire:** The first point of failure was the **Tide-Kelp Tree**. Instead of a steady flow of essence, it released a "Cold-Null" energy pulse—a massive vacuum of magical energy—that traveled through the root-network like a viral surge.
- **The Chain Reaction:** This pulse caused the other seven World Trees to overload and "snap." The massive conduits of magic didn't just stop; they exploded with the force of thousand-year-old tectonic pressure.

The Collapse of the False Crust

The most immediate and horrific consequence was the instantaneous loss of the world's upper surface.

- **The Great Fall:** Without the magical support of the World Trees, the **False Crust** disintegrated in a matter of hours. Thousands of tons of tree-canopy, soil, and entire cities plummeted onto the **True Ground** below.
- **The Shattering of Northern Evralis:** The impact of the falling **Cloud Castles** and the sheer weight of the collapsing canopy pulverized the northern landmasses, creating the jagged island chains now known as the **Shattered Coast**.

The Age of Ash and Tide (0 – 500 AS)

The 500 years following the "Snap" are known as the **Age of Ash and Tide**. It was a dark age defined by environmental collapse and the desperate struggle for survival.

- **The Sky of Ash:** The explosion of the World Trees and the impact of the floating cities kicked up enough debris to blot out the sun for nearly a century. This killed off the "Mega-Flora" of the Wood Giants, leading to global famine.
- **The Rising Tides:** As the planetary thermal regulators (the Bipolar Spires) failed, the ice caps melted rapidly. Sea levels rose, swallowing massive coastal regions and widening the **Vartan Ocean** until **Lorothan** and **Allathar** were completely isolated by water.

The Sacrifice of the Primes

As the planet began to literally tear itself apart, the surviving **Primes** (the clan leaders) realized that Aethelgard's betrayal was total. To prevent the world from becoming a barren husk, they performed a final, desperate act of stabilization.

- **The Living Anchors:** One by one, the Primes "plugged themselves" into the charred stumps of their World Trees. They didn't just regulate the flow; they became the flow.
- **The Calcification:** Their physical bodies calcified into stone, wood, or ice, and their consciousness dissolved into the ley lines of the planet. This act "sealed" the wounds of the world, preventing further tectonic drift, but it effectively ended the Age of Giants. The Primes were gone, leaving behind only silent monuments and a world that had forgotten how to breathe magic.