

# HISTORY OF THE WORLD



Armagarh

The Mahavinaash, or Armageddon, destroyed the known human civilization approximately 1,300 years ago. The Armagarhians, or the new humans, the oldest of all the races in the present world, discarded the old calendar system of Anno Domini and introduced a new uniform calendar system of pre and post Mahavinaash. Hence, the current year is 1311 Post M.

Records of the reasons behind Mahavinaash are incomplete due to the absolute destruction that shook the world. Human civilization was thrown into a degenerate state from which it then evolved under the tutelage of the Seven Seers. It is said, however, that due to the gradual loss of fuel, the seven nations of the world warred against each other until it came to a stalemate. One particular nation planned to tip off the balance by developing a living weapon of unprecedented destructive capabilities. This information was somehow released, and in fear of domination, all the other nations unleashed their most destructive weapons, resulting in a nuclear holocaust.

However, life could not be extinguished so easily, and there were survivors both human and non-human. In the course of time, the non-humans evolved and became almost the equal of the human race. They established their own civilizations, cultures, languages and commerce. The entire continent of Aryavarta, the dominant land mass of the present world, is teeming with varied races and species.



**H**umans, better known in the present world as Armagarhians, are the dominant species of Aryavarta. Due to their inherent adaptability, and the teachings of the Seven Seers, they rebuilt their civilization faster than the other races could build their own societies. The solar technology of the humans set them apart from the other races, giving them a considerable edge. It also made the humans a considerable threat to the hostile Asura armies.

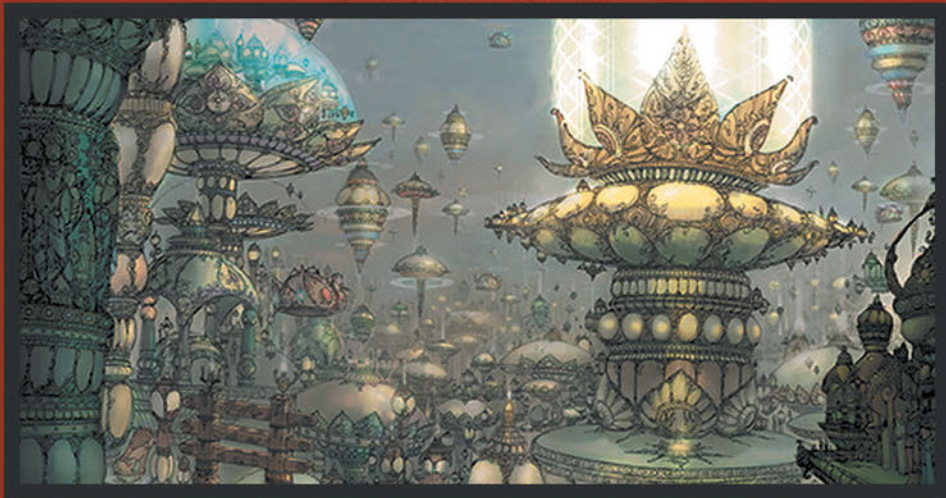
**F**ollowing the foundation of Armagarh and establishment of human rule, the Seven Seers diverted their attention towards the other races. The Vanaras, or ape race, of the equatorial region of Aryavarta are the most advanced, having developed their own technology. The other primary races of Aryavarta – including Garudas, Nagas, Bhalus and Brishavs – also have gained much from the teachings of the Seven Seers. The Vanaras of Kishkindha, however, have benefited the most, and have proven themselves worthy rivals to the humans. These various races have fought one another several times, culminating in the great War of Mahendra in 762 Post M. The conflict made the Nagas – snake people – the sworn enemies of all the other races of Aryavarta. The Nagas allied themselves with Asura forces in order to turn the tide of battle in their favor. Presently the Nagas are ruled by an Asura regime, and populate the craggy hills of Chitrakut, having being ousted by the Vanaras from their tropical home in the valleys of Rishyamuk. The other races of Aryavarta seldom see eye to eye following the War of Mahendra.

**T**he dark continent to the south is Nark, where the absolute rule of the Asura Prime, Ravan, holds sway. The Seven Seers could not reach this hostile land to spread their teachings and gospel. Hence, Nark still remains mostly an uncharted territory. It is primarily inhabited by several races who are dominated by the Rakshasa clans of Lanka, who are the direct descendants of Ravan. As this landmass formed in the early Post M years, the creatures dwelling there were naught but primitive biomass. The Mahavinaash's nuclear radiation had its worst effect here, and all life was reduced to primal jelly. It is said that Ravan shaped these races with his own hands, granting each with specific abilities.

**T**he major races of Nark are the Pisaach, or unliving humanoids; the Daityas, or the giants of the mountains; the Brischik, or the scorpion people; the Yaksas, or humanoids that sustain themselves on the blood of other creatures; and the Rakshasas, the prime race of Nark. Several other races and mutant hybrids also populate Nark. All belong to Ravan, who has fused their bodies with artificial technology.

**P**resently Ravan is expanding his territory to the continent of Aryavarta in a campaign for conquest. The various free-willed races of Aryavarta stand against him, prompting Ravan to plot the destruction of enemy kingdoms from within. Ravan's influence grows, as the races of Aryavarta seem unwilling or unable to band together.

# ARMAGARH



The surviving humans of Mahavinaash era founded the first stones of Armagarh under the guidance of the Seven Seers. The remnants of past technologies, combined with the vast knowledge of the Seven Seers, resulted in the rapid growth of this once-small hamlet to the most powerful nation of Aryavarta.

In the year 86 Post M the council was formed and the first Maharaja, or chief councilor, was elected. This was Ikshvaku, who made the Shaktikundali, the device that cuts through the noxious clouds that cover the world, bring glorious sunlight to Armagarh. Thus was founded the dynasty of the House of the Sun. Maharaja Dashrath, Rama's father, is sixty-third in the great line of House of the Sun. Prominent ancestors of Rama include Puranjay the Valiant, Harischandra the Wise and Generous, Raghu the Conqueror, Dileepa the Great, and Vagirath, who was the chief architect of the great Canal of Sarayu.

Armagarh boasts a rich culture and advanced technology, a city so big that it is almost a country by itself, divided into several districts. In the central part of the city rises the mammoth structure of the Shaktikundali. Tourists from all parts of Aryavarta flock to the city to see this spire of shining light.

Armagarhians in general do not trust other races of the world, and consider themselves superior to the other peoples. It is this pride and vanity that makes them unwelcome in the other kingdoms of Aryavarta. The realm of Armagarh is not limited to the great city itself. It boasts outposts all across eastern Aryavarta and beyond. Some of the important outposts include Khundgiri, the mining region where Armagarhians extract a new metal from the earth. This metal is called Ishpatium, or Ishpat. Ishpat can absorb and store sunlight, making the molecules super dense and emanating energy of its own. Ishpat is a major part of Armagarhian technology.

The social life of Armagarhians is monitored by their gods, huge humanoid beings made of light and residing in the great temple. They make the final judgment on any disputes of great import. The gods are worshiped throughout the land, and most Armagarhians live in mortal dread of their presence.

Through the ages, Armagarh has fallen victim to its own vices, as the people grow more proud and vain by the day. The Asuras have secretly invaded the city in the guise of humans, infiltrating the higher offices of administration.

# LANKA



Lanka is the dreaded city of the Rakshasas, the high seat of the Asura Prime, Ravan. Nothing of substance is known of this great city, because no Aryavartans who have visited the place have lived to tell the story. Renegade Asuras wandering in Aryavarta are also very secretive about Lanka. Only rumors and drunken musings paint a picture of Lanka. Some deem it beautiful, others call it ghastly, but all agree that it is pristine in its ordained quiet and discipline.

Lanka is inhabited by the Rakshasas, the bloodline of Ravan. The other races of Nark are not allowed within the confines of the city unless they are summoned by their Rakshasa lords under specific conditions and purpose. In the center of the city rises Vrigadrath, the tower of Ravan, with spires reaching up to the very clouds. Unlike Armagarh, Lanka is a relatively small city with a controlled population.

Outside Lanka lies Raurav, the industrial city, where the engines of war are always in motion. Vast factories produce weapons and machines of destruction. The Asuras use a strange type of fuel, called bloodseed, to power their machines and weapons. Bloodseed appears to be organic in nature. The scientists of Armagarh wonder if this fuel actually is the life blood of some being.



# KISHKINDHA

In addition to Armagarh, Kishkindha is the other dominant kingdom of Aryavarta. While Aryavarta is a democracy ruled by a council, Kishkindha has always been a monarchy. The first king of Kishkindha, when the kingdom was founded under the guidance of the Seven Seers in the year 203 Post M, was Kesari. Surrounded by the Rishyamuk and the Vindhya mountains, Kishkindha lies in a vast valley rich with natural resources. After the Mahavinaash, a species of ape evolved rapidly, becoming bigger, smarter and stronger. When the Seers reached Kishkindha, they marveled to see such a race thriving in the lush, unending rainforests. The Vanaras learned from their teachers quickly. The city of Kishkindha was founded and flourished in a span of a mere fifty years.

Oil is the prime source of fuel for the Vanaras. Through the ages, the drilling of oil has resulted in the destruction of a major part of the rainforests, and there was much unrest within

the kingdom. A sect of Vanaras that worships mother earth protested against the government. Anjana, a Vanara woman, led the protestors against Ghakri-Hun, the ruler of Kishkindha in the year 364 Post M. Their peaceful protest was scorned by Ghakri-Hun, and thousands of Vanaras were killed at his order. Anjana was sentenced to exile, and she cursed Ghakri-Hun, saying that one day a god would come and save Kishkindha.

From that time forward, Kishkindha never saw a bright day. Internal strife between dynasties, invading Asura armies, and the need to conquer other lands resulted in perpetual turmoil. All of that changed, however, with the crowning of Baali. King Baali became the pride of Kishkindha thanks to his courage, honesty and just rule. But fate has been unkind to Baali, and now his own countrymen live in fear of his tyrannical rule. Kishkindha now faces its most dire test ever.

