

The Giant Wars Begin

Historical Event · Before the Empire of Venn

Date: ~-3000 BV

Summary

Giants begin to stir across Kyrell. Their consumption of resources is unsustainable. Human and Dwarven civilizations separately launch wars against them, but the giants' strength is all but insurmountable.

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The Giants of this period were not the scattered, diminished creatures of later centuries. They were organized in ways that smaller peoples found difficult to predict, moved in groups that could level settlements without apparent strategic purpose, and consumed food, water, and materials at rates that destabilized the agricultural systems that early human and Dwarven communities depended on. The wars launched against them were not aggressive campaigns -- they were attempts to survive contact with something much larger and considerably less interested in negotiation.

The Dwarves and human civilizations fought separately and without coordination, which made both campaigns less effective than they might have been. The giants were not tactically sophisticated, but they did not need to be. A creature that can pull a wall down with its hands does not require a strategy. What eventually forced the separate civilizations to consider coordination was not wisdom but desperation -- two hundred years of separate failures producing, at last, a reluctant recognition that neither could succeed alone.