



FORGOTTEN REALMS

THE GRAND HISTORY OF THE
REALMS™

BRIAN R. JAMES AND ED GREENWOOD

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DESIGNERS: **Brian R. James, Ed Greenwood, George Krashos, Eric L. Boyd, Thomas Costa**

ADDITIONAL DESIGN: **Richard Baker, Bruce R. Cordell, Steven Schend**

EDITORS: **Kim Mohan, Penny Williams**

FREELANCE COORDINATOR: **Gwendolyn F.M. Kestrel**

EDITING MANAGER: **Kim Mohan**

DESIGN MANAGER: **Christopher Perkins**

DEVELOPMENT MANAGER: **Jesse Decker**

DIRECTOR OF RPG R&D: **Bill Slavicsek**

SENIOR ART DIRECTOR D&D: **Stacy Longstreet**

ART DIRECTOR: **Kate Irwin**

COVER ARTIST: **Todd Lockwood**

INTERIOR ARTISTS: **Kyle Anderson, Glen Angus, Steven Belledin, Matt Cavotta, Rafael Garres Cervantes, Ed Cox, Daarken, Wayne England, Jason A. Engle, Emily Fiegenschuh, Carl Frank, Ralph Horsley, Andrew Hou, David Hudnut, Jeremy Jarvis, Dana Knutson, Ginger Kubic, Stephanie Law, Howard Lyon, David Martin, Dennis Crabapple McClain, William O'Connor, Lucio Parrillo, Jim Pavelec, Michael Phillippi, Steve Prescott, Wayne Reynolds, Ron Spencer, Stephen Tappin, Joel Thomas, Derek Thompson, Franz Vohwinkel, Eva Widermann, and Sam Wood**

CARTOGRAPHERS: **Adam Gillespie, Dennis Kauth**

GRAPHIC DESIGNER: **Kate Irwin**

GRAPHIC PRODUCTION SPECIALIST: **Angelika Lokotz**

IMAGE TECHNICIAN: **Bob Jordan**

PRODUCTION MANAGERS: **Randall Crews, Kris Walker**

SPECIAL THANKS: **Candlekeep Scribes, Gray Richardson**

History is a tale of beginnings and endings—often violent—and for the truly wise, it is also a tale of futures.
Rarely does one find a history with much of a middle.

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U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
't Hofveld 6D
1702 Groot-Bijgaarden
Belgium
+32 2 467 3360

UNITED KINGDOM
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

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FOREWORD



One afternoon early in 2006, I was poking around the FORGOTTEN REALMS message boards on the Wizards of the Coast website when I ran across an interesting thread. Several posters were raving about a great Realms history tool assembled by someone under the mysterious screen name of "Iakhovas." One of the messages included a link, and I was intrigued enough to follow it. I soon discovered a 100-page PDF composed mostly of the compiled timelines from every D&D FORGOTTEN REALMS publication. This, of course, was Brian James's *Grand History of the Realms*, in a form very much like the one you now hold in your hands.

Needless to say, I was immediately impressed. I felt that Iakhovas's *Grand History* was the sort of online resource we should have put together ourselves. After all, we'd assembled a dozen different timelines in these various sourcebooks, but we'd never pulled them together into a single unified history. So I forwarded the link to Chris Perkins (Design Manager for D&D), Phil Athans (Managing Editor for our book team), and Bart Carroll (the producer in charge of our D&D website content). "This is a great piece of work," I told them. "What do we think about contacting this guy, paying him for his work, and posting this as a web feature?"

As it turned out, they liked the idea a lot. I got in touch with the mysterious Iakhovas to let him know we were interested in his work, which is how I made the acquaintance (electronically, at least) of Brian James. Bart and Chris worked out an arrangement with Brian to make use of his *Grand History* for our FORGOTTEN REALMS web page, and I went back to my normal routine. But Chris already had bigger plans for the *Grand History* in mind, and when a slot in our product schedule opened up, he successfully lobbied our business managers to assign it to *The Grand History*. This was something unprecedented for us; for the first time in my long experience with TSR and Wizards of the Coast, we accepted an unsolicited, fan-created piece of work, originally available on the Internet, and put it on our product schedule.

The Grand History of the Realms is therefore not just an excellent FORGOTTEN REALMS resource, but also a truly revolutionary product and process for us. It's a sign that you, the readers

and players of the FORGOTTEN REALMS campaign setting, are taking control of the creative process. Your interests and your collective experience with the setting that we all know and love have become just as big a part of Faerûn as any series of novels, sourcebooks, or adventures we've ever printed. The Realms are more than what we say they are—they're what you say they are, too.

Of course, a book composed of nothing but the timelines of dozens of Realms products would only appeal to the most dedicated of fans, so Chris decided to expand Brian's excellent compilation with nearly 60 sidebars by Brian, Tom Costa, Eric L. Boyd, George Krashos, and none other than Ed Greenwood himself, offering new insights and glimpses into the ever-growing story of Faerûn.

While most of the 3rd Edition sourcebooks are the work of a relatively small number of game designers, the timelines included in these books were frequently derived from older 1st and 2nd Edition sources written years ago by different people. By now, scores of game designers and authors have touched the great, sprawling story that unfolds in these 150-plus pages. Suffice it to say that just about everybody who's worked on a FORGOTTEN REALMS game product or written a FORGOTTEN REALMS novel has contributed to this sweeping vista of imagination. And, as always, Ed Greenwood has been exceedingly generous with his world, finding room for all sorts of story lines and ideas brought to the Realms by all the rest of us. None of this would be here if not for him.

Anyway, thanks to a little passion and a lot of hard work on the part of Iakhovas—Brian James—*The Grand History* in all its splendor is now yours to behold. Enjoy!

Richard Baker

introduction

All of Toril, and especially Faerûn, is rich in history. As the eons have passed, empires have risen and fallen all around the world. This chronology presents the history of the FORGOTTEN REALMS setting in all its glory. We've brought together information from dozens of sources to provide the definitive chronicle.

Timeline format

The bulk of this book is made up of brief entries that collectively form a timeline of the history of Faerûn and the other continents of Toril. The events are presented (naturally) in chronological order according to the year or time frame in which they occurred. In addition, the events for the four most recent years in history (beginning with 1372) are laid out in order by the day on which each event occurred or began.

Because the saga is a long and complex one, we've inserted a number of pointers—"links," if you will—that make it possible to read about a single chain of events by following a certain set of pointers from one year to the next one (or the previous one) in the sequence.

For instance, if you're browsing the book and you notice a mention of Elminster in the year 851, you'll see that his name is followed by [720, 1179]—indicating that the next mention of Elminster is in the year 1179 and the previous one is in 720. By following that chain backward or forward (or both), you can soon discover every place where the timeline has something significant to say about the Sage of Shadowdale. (If a name or term is accompanied by only a single pointer, that place represents either the beginning or the end of that particular chain.)

Quite a few names or terms are not accompanied by pointers because they show up so often that putting year numbers in every location would break up the text so much that it would become too difficult to navigate. If we provided pointers for every mention of Waterdeep, Myth Drannor, and Zheptil Keep (to name just a few), the timeline would have quickly become overrun by an epidemic of numbers in brackets. So, if you want to find out all about Shadowdale (another example), you're just going to have to . . . read the book.

MONARCHIES OF FAERÛN

A worthy companion to the timeline appears on pages 74 through 86, where we have reproduced detailed lists of the rulers of all the human realms of Faerûn. This information, compiled by George Krashos, provides a host of details that are not also mentioned in the timeline. The history of each country's rulers is a story in itself!

calendar conversions

One notable feature of the timeline that the expert Faerûnian historian will notice is that we've expressed all the years in the current Dalereckoning (DR) notation. Different cultures in the Realms have used different calendars, and reconciling them has often caused sages much difficulty. See the following notes to convert DR dates to some other calendar.

Dalereckoning (DR): This human-centered calendar has become the standard way of expressing dates. Dalereckoning was

established in the Year of Sunrise when men were first permitted by elves to settle in the more open regions of Cormanthor. It is also called Freeman's Reckoning.

Cormyr Reckoning (CR): This calendar starts at the founding of Cormyr by the Obarskyr Dynasty (26 DR). The use of two close but not identical calendars in the same geographic area causes historians and sages much confusion. To convert between dates you might find in other sources: $DR - 25 = CR$ or $CR + 25 = DR$.

Northreckoning (NR): The calendar used throughout the city of Waterdeep, the Silver Marches, and the North. $DR - 1032 = NR$ or $NR + 1032 = DR$.

Waterdeep Year (WY): Archaic Waterdeep calendar, no longer used.

Netheril Year (NY): Calendar used by the lost empire of Netheril, stemming from the Alliance of Seventon. $DR + 3859 = NY$ or $NY - 3859 = DR$.

Shou Calendar: The people of Shou Lung mark the ascendancy of Nung Fu as the start of their empire's calendar. $DR + 1250 = \text{Shou Year}$ or $\text{Shou Year} - 1250 = DR$.

Wa Calendar: Calendar used by the island nation of Wa in the Eastern Realms. $DR + 418 = \text{Wa Year}$ or $\text{Wa Year} - 418 = DR$.

Mulhorand Calendar (MC): Ancient calendar dating from the founding of Skuld. $DR + 2134 = MC$ or $MC - 2134 = DR$.

Untheric Calendar (UC): Established after the ascendancy of Gilgeam as god-king of Unther. $DR + 735 = UC$ or $UC - 735 = DR$.

Aryselmalyr Calendar: Archaic calendar used by the undersea elves of Aryselmalyr at the empire's founding. $DR + 11004 = AC$ or $AC - 11004 = DR$.

Timesong Calendar (TS): Calendar established at Myth Nantar and used today by most undersea inhabitants of Serôs. $DR + 70 = TS$ or $TS - 70 = TS$.

Present Reckoning (PR): A newer calendar that dates the Time of Troubles as Year 0. $DR - 1358 = PR$ or $PR + 1358 = DR$.

The roll of years

Each year beginning with -700 DR also includes its name from the Roll of Years. The standardization of each year with an individual, proper name largely derives from two prophets of different eras, Augathra the Mad (c. -400 DR) and Alaundo the Seer (c. 75 DR), about which little is known. What is certain is that they built on a body of elven lore and prophesy, adding their own foretellings of the future. Some historians view them as scholarly hacks, stealing and taking credit for centuries of elf knowledge. Others view them as great visionaries who sought to help future generations with their warnings and reassurances.

Only recently has word spread of a new Roll of Years, a Black Chronology fashioned by the Lady of Loss and her faithful. The design and purpose of this Shadow Roll, however, is yet unrevealed.

The current year in the FORGOTTEN REALMS campaign setting is 1375 DR, the Year of Risen Elfkin.

The days of Thunder

-35000 DR to -30000 DR

This earliest days of recorded history begin at the end of a great Ice Age, some 37,000 years ago, when the last glaciations largely ended and the great ocean receded to reveal dry land. In this ancient time before The Sundering, the lands which would one day be identified as Faerûn, Kara-Tur, Maztica, and Zakhara were each but one part of a much larger super-continent named Merrouroboros. None of the dozen or so common races which populate the world today existed in this distant era. Merrouroboros knew none of the civilized folk—elves, dwarves, halflings, or gnomes. Nor did the savage peoples—goblins, orcs, ogres and their kin—inhabit the land. Though humans did exist during this time, they were primitive and apelike, using only simple tools

and living in caves. These were the Days of Thunder, the time of the *Iqua-Tel'Quessir*, the fabled creator races.

c. -35000 DR

Rise of the Sarrukh Empires (sauroid creator race).

—The sarrukh establish the realm of Okoth, south of modern-day Mulhorand. Within a hundred years, most of Faerûn is theirs.

c. -34800 DR

The sarrukh establish the realm of Mhairshaulk [-33500], on the Chultan Peninsula westward from the Lhairghal to the Jungles of Chult. The Mhairshaulkans are believed to have created nagas, pterafolk, troglodytes, and yuan-ti, as well as numerous other races long since lost.

c. -34500 DR

The sarrukh establish the realm of Isstosseffifil, based in present-day Anauroch.

-31500: Legacy of the Batrachi

The following mind-read is from a thrall captured in the tunnels beneath Andalbruin in the Year of the Tankard (1370 DR). It was later subsumed into the greater consciousness of the God-Brain of Oryndoll.

Understand, Meat, that I am quite familiar with your feeble kind. My people ruled the whole of Merrouroboros while your ancestors cowered in caves and banged rocks together to create fire. My own domain was vast, stretching from the depths of the Black Sea in the north to the fiery peaks of Lopango in the south. You know not these lands because the fool Zhoukoudien threw our empire away in an imprudent conflict with the Totunbrud.

When the seven-turn winter later blanketed our lands with ice, I retreated with many of my kind to the otherworldly realm of Limbo, where we established a kingdom that your sages call the Supreme Throne. It was there that our race was once again transformed by Ramenos to serve his divine purpose. Many of your ignorant kind mistakenly confuse my people with the staad, who make their home on the same plane. In fact, I am a batrachi lord—far more powerful than any common fiend.

But let us return to the task at hand. The agenda of your Lord Kossuth is not so different from my own. Fire burns in both our hearts, and together we can scatter the armies of your enemies and sow chaos throughout the land. Speak now the rite of unbinding, and you can command power greater than that of any pathetic zulkir. All shall bow before the Order of the Black Flame and tremble before the fury of the Firebringer.

-BRJ



THE DAYS OF THUNDER

c. —34100 DR

After a century of civil strife that drove many sarrukh of Okoth to the planes, the Okoth Empire collapses.

c. —34000 DR

The otherworldly realm of Faerie is ruled by the fey (creators of korreds, sprites, and pixies). The fey continue to rule to the present day.

—Formation of the Ba'etith, a sarrukh organization that studies the primitive forms of magic practiced by various races.

c. —33800 DR

Fall of Isstosseffil: In an effort to drown the Phaerlin (known today as the Buried Realms in the Underdark) and dispatch their enemies in one masterful stroke, Isstossef wizards rerouted the Narrow Sea so that it ran from east to

—31000: The Creator Races

This following excerpt was taken from a letter recently received by the Tethtoril, First Reader of Candlekeep.

Dear Master Tethtoril,

Many leaves have turned since my last communication—a delay for which I beg the Binder's forgiveness. Baldu-ran continues to grow, as does our knowledge of this magnificent land, despite constant attacks by wild elves from the interior. The young Seekers who have accompanied me continue to catalog the native flora and fauna, and the entries in their journals shall amaze countless lovers of lore in the years to come.

I am writing to you in the strictest confidence, in hopes of confirming a most amazing discovery. On a small, unnamed island north of Fort Flame, I discovered the remains of a magic ship that is not unlike the fabled skyships of Halruuaa. From the wreckage, I managed to recover a portion of a journal apparently written by Captain Eartharran Neirdre, of the Fair Folk of Evermeet; during a voyage of exploration down the coast from the north during the reign of King Zoar.

Several entries in the late captain's journal mention the Iqua-Tel'Quessir—the Elven term for the nigh-mythical creator races, and the mysteries that surround their fate. Eartharran's notes suggest that he was hunting for a lost city whose contents might resolve some of these questions. In one entry, he notes that most of the fey had already retreated to the otherworldly realm of Faerie, and that the sarrukh were reputedly slumbering in the depths of the Mhair Jungles (a rumor to which I give little credence). He speaks with deri-

sion of humankind's burgeoning numbers and the debased descendants of the batrachi who inhabit the darkest swamps of Faerûn, then briefly addresses the long-simmering debate among scholars as to whether dragons or an avian race rounded out the ranks of the Iqua-Tel'Quessir.

The last entry in the journal records a remarkable find. Far to the north, hovering above an ice-filled bay, Eartharran discovered an apparently abandoned floating city. During a brief exploration of the place with his crew, the captain sketched several examples of the remarkable statuary they found. From his drawings, it appears that the city must once have been inhabited by a humanoid race with both draconic and avian features—that is, scales and feathers. The captain openly speculates as to whether the *aearee*, as he called these creatures, were the descendants of great wyrms who had evolved avian characteristics, or the forebears of both the draconic and the avian races.

The captain's entry ends with a brief note that he and his crew were forced to flee back to their ship to escape a wing of wyrms that had suddenly appeared on the horizon.

I can only guess at the fate of Eartharran and his crew, but the discovery of a broken black dragon scale amid the wreckage of the ship suggests that their journey met a violent end.

Eartharran's flight

May the Binder continue to guide us to new discoveries,
Loremaster Ignace Dethingeller

— ELB



DAWN AGES

west, inundating the land around the chain of hills known today as the Tagorlar with water. Although the Isstossef succeeded in driving the phaerimms [-461] deep into the Underdark, the massive ecological change resulting from their weavings of Art caused the Isstosseffil empire to collapse.

c. -33500 DR

Sarrukh-ruled Mhairshaulk [-34800, -24000] declines gradually, sinking slowly into somnolence. The empire becomes the domain of the yuan-ti.

— Rise of the Batrachi Empires (amphiboid creator race).

c. -31500 DR

Under the wise leadership of Zhoukoudien, batrachi power reaches its zenith. The High One's reign ends when he is slain in battle by the titan thane Omo.

c. -31000 DR

An unimaginable catastrophe strikes Abeir-Toril. Whole continents vanish in earthquakes, fires, and windstorms, and the seas are rearranged. Ancient sarrukh accounts remark on the "changing of the stars," but no one now knows what this might mean.

Most scholars now speculate that at about this date a comet or ice moon fell from the sky, devastating much of Abeir-Toril, and refer to this event as the Tearfall. The four Inner Seas merge together to form the body of water known today as the Sea of Fallen Stars. Tens of thousands of dragon eggs soon hatch across Toril. The dramatic climate change that followed quickly brought an end to the batrachi civilization.

— Rise of the Aearee Empires (avian creator race). In the west, the Aearee-Krocaa establish the grand aerie of Viakoo on Mount Havraquoar, which became the capital of their great nation. In the north, the Aearee-Syran establish their capital at the aerie of Phwiukree, in the peaks of the Star Mounts. In the southeast, the Aearee-Quor carve out the domain of Shara from their rookery in the Orsraun Mountains.

c. -30700 DR

Lammasu Massacre: One thousand Aearee-Krocaa lose their lives to a much smaller force of lammasu. Later experiments with domesticated landwyrm produce the first winged wyrms, which the aearee name wyverns. Thanks to its new wyvern armies, the Aearee-Krocaa empire expands rapidly.

c. -30400 DR

The Wasting Plague: In a conflict between the gnolls of Urganash and the rookery of Kookrui-Shara, shamans of Yeenoghu summon marrashi—spirits of pestilence from the Barrens of Doom and Despair—to blight aearee crops and spread a wasting plague among the avians. Decimated, many Aearee-Quor turn to the demon lord Pazrael for salvation.

Dawn Ages

-30000 DR to -24000 DR

The empires of the creator races fade into memory, ushering in the Time of Dragons and the Time of Giants. Individual dragons and dragon clans rule large swaths of territory and battle with their rivals for control of the land, seas, and skies. During this period of devastating warfare among the dragons of Faerûn, isolated pockets of formerly dragon-ruled territory fall under giant control. Over time, such giant-ruled kingdoms come to threaten the hegemony of dragonkind, leading to great battles between giant kingdoms such as Darchar, Grunfesting, Helligheim, Nedeheim, Ostoria, and Rangfjell, and dragon-ruled realms such as Argissthilliax, Caesinmalsvir, Darastrivertichia, and Tharkrixghontix.

c. -30000 DR

Fall of the Aearee Empires: The Time of Dragons is ushered in as dragons across Faerûn swarm together in the first Flight of Dragons. They assail the avians in the air, on the land, and beneath the ground. They fall upon the

home-nest of Viakoo and burn the city from the sky. In the caverns beneath the Orsraun Mountains, the wyrm-general Nagamat rampages through the ancestral hatcheries of Shara and claims the kingdom as his own.

— The Ba'etith create the *Golden Skins of the World Serpent*, known today as the *Nether Scrolls* [-3533].

— **War of the Seldarine:** Araushnee is cast down into the Demonweb Pits, where she becomes the demon-goddess Lolth.

— The solar Malkizid [1374] is branded and thrown down into the Nine Hells.

— The great giant god Annam All-Father marries Othea, a lesser demigoddess of Toril. Their union produces eight terrestrial children. Ostoria, the Colossal Kingdom, is founded by Annam in honor of his sons.

c. -29500 DR

Dragonfall War: Followers of Xymor attack and slay Nagamat, inciting the Dragonfall War [-2087], a conflict between the followers of Bahamut and Tiamat that persists to this day.

c. -28000 DR

The Colossal Kingdom reaches its height, stretching across Faerûn from the Cold Lands to the Vilhon Reach.

c. -27000 DR

Continuing their work to undermine dragon rule, the Fey open new gates allowing the first elves to immigrate to Toril. These primitive green elves worship the Faerie gods (not the Seldarine, which were unknown at this time). Although most green elves are content to remain in small scattered tribes, one group known as the Ilythiiri negotiates with the dragons and begins to carve out a small kingdom in the south. The great Ilythiiri capital at Atornash remains a shining beacon of elf culture for millennia.

c. -26000 DR

Othea, mother of giantkind, pursues a series of unsatisfying affairs with various powers such as Vaprak, father of the ogre race.

-26000 DR to -25000 DR

Thousand Year War: An avatar of the draconic deity Garyx leads red dragons in battle against the giants of Ostoria. Eventually all of dragonkind is drawn into the conflict, which rages on and off for a thousand years. Upon its conclusion, Ostoria has shrunk to only a shadow of its former self. The Colossal Kingdom now occupies only the northernmost edge of the continent (present-day Great Glacier and the Cold Lands).

c. -25500 DR

Othea begins an affair with Ulutiu [-2550], a minor sea god of the Savage Frontier. The union of Othea and Ulutiu ultimately produces four sons: firbolg, verbeeg, voadkyn, and fomorian.

c. -25400 DR

Fleeing the destruction of the island kingdom of Tintageer on their home world of Faerie, a small circle of gold elves led by the young prince Durothil cast a divination to find their new home—on the world of Toril—and then create a *portal* leading there. The refugees name their new home Faerûn, the One Land. Integrating into the native green elf communities, the descendants of the gold elves of Tintageer become known as sun elves, while the descendants of the sole silver elf refugee, Sharlario Moonflower, become known as moon elves.

c. -25100 DR

Sharlario Moonflower and his son Cornaith visit the dark elf city of Atornash in the south. Durothil takes a silver dragon mount and becomes the first dragonrider. Durothil is later slain in battle with the red wyrm Mahatnartorian, known to the green elves as Master of the Mountains.

c. -25000 DR

First Rage of Dragons: In a newly built citadel in the northernmost reaches of Toril, the elves create the *Dracorage mythal*. Tied to the appearance of the

C. -24500: first of the dragonspawn

The following is an excerpt from Reverent Dreamer Rhistel Laelithar's *Treatise Historical of the Dragon Tyrants*, recovered from the ruins of Myth Drannor in the Year of Lightning Storms (1374 DR).

In yet another heavenly reverie, the Daughter of the Night Skies has elucidated mysteries to which few but she are privy. I scribe now that which the Lunar Lady's silvery light has made clear.

Long before the Crown Wars came an age called the Time of Dragons, when dragons ruled immense demesnes and fought one another to expand their empires. One such kingdom was Darastri-vert'hicha, ruled by Caesinsjach, the mightiest of green dragons. Among her vassal states was Darastri-xhurthi, a nation of kobolds ruled by the first of the dragonspawn—Caesinsjach's own Kurtulmak, the Aformed Sorcerer and first of the kobolds. Made up of many kobold metropolises known as labyrinths, Darastri-xhurthi was located in a mountain that crowned a body of water known as the Hidden Lake during the age of Fallen Ketheril. Now the mountain is gone, and the area is called the Shoal of Thirst.

Like the mighty dragons, the small inhabitants of Darastri-xhurthi had been spawned from the bloodline of Asgorath, the World-Shaper. Unlike their dragon progenitors, however, the kobolds reproduced at a fantastic rate, causing their population to grow rapidly. Many even mingled with their chromatic dragon masters, who viewed the offspring of these unions as a means to guide and control the dragonspawn. Darastri-xhurthi's most elite defenders grew dragon wings and worked together in teams known as wings (or urds, in Draconic). Over time, the members of the urds established a caste system that raised them above their landbound kin in Darastri-xhurthi.

Near the end of the Time of the Dragons, kobold miners broke into some new gem-encrusted caverns below their labyrinths, where they met the first of Garl Glittergold's creations—the gnomes. The kobolds fell upon these odd creatures, enslaved them, and stole their gems. But these stones were no ordinary gems—they held the souls of gnomes still awaiting the touch of the Lords of the Golden Hills, who had only begun to create the gnome race. But the kobolds, in their greed, neither knew nor cared.

As fortune would have it, the first Rage of Dragons occurred at the same time as the birthing of the gnomes. Caesinsjach and her servitor dragons went mad, destroying Darastri-vert'hicha and all its vassal states. While Caesinsjach breathed noxious vapors across the forest-covered valley of her realm, the Watchful Protector seized the opportunity to steal into Darastri-xhurthi and free the souls of his children. During his retreat, he collapsed the kobolds'

labyrinths upon his pursuers. Kurtulmak and most of his people died in the collapse—an event that eventually led to the creation of the Hidden Lake. Those not crushed in the collapse of the labyrinths were easy prey for Caesinsjach because despite Kurtulmak's orders to keep the dragon at bay until her sanity returned, the urd that should have protected the kobolds was nowhere to be found. In the end, nearly all were slain. The few that remained left the area, settling first along the Moonsea, and then spreading across Faerûn as far as west as the Ice Lakes northeast of Luskan, as far east as the now-destroyed kingdom of Jexthandrim in the Mountains of Copper, and farther still.

When the World-Shaper saw the rage unfold and realized the true extent of the destruction his children had wrought, he felt the need to make restitution, despite the innocence of the dragons responsible. So he decided to give the first of the dragonspawn another chance by raising Kurtulmak to godhood. That tale is well known among kobold adepts, but few know that the elite urds were saved by one of their own.

The leader of the urds was Kuraulyek, a blue dragonwrought kobold. But Kuraulyek was enamored of power and cared more for personal wealth and profit than he did for loyalty and responsibility. So when the rage began, he flew away with his chosen people to a complex of dismal, bat-ridden caverns in what are now the Thunder Peaks, leaving his ground-dwelling kin to the enraged fangs, claws, and breath of their dragon overlords.

Upon his ascension, Kurtulmak learned of Kuraulyek's perfidy and its near-genocidal results, and he vowed revenge on the cowardly urd leader. But to protect the remaining first of the dragonspawn, Asgorath also raised Kuraulyek, the First of the Urd, who promptly fled from Kurtulmak. Eventually, Kuraulyek alit somewhere among the Barrens of Doom and Despair, where he found a deep cave infested with fiendish dire bats. There, in that plane's gloomy Underdark, he has hidden ever since, living in abject fear of Kurtulmak's wrath.

Among modern-day kobolds and urds, a popular myth relates how Kuraulyek stole dragon wings from his master Kurtulmak, then flew away to create the urds as rivals to the kobolds. But despite their formidable abilities, the urds have never become a threat of the magnitude that the frailer kobolds sometimes pose.

—May the Lunar Lady's light never fade

—TC

THE FIRST FLOWERING

King-Killer Star, the *Dracorage mythal* [1373] incites the Rage of Dragons, a madness driving all dragonkind into mindless destruction as well as turning them against their own offspring.

— Draconic legends first speak of Ironfang Keep, a stronghold built on the cliffs of the White River, overlooking the Dragons' Sea (present-day Moonsea).

c. –24500 DR

Both sun and moon elf communities build great cities that rival the magnificence of ancient Atorrnash. The sun elf city of Occidian is heralded as the center of elven music and dance, while the moon elf city of Sharlarion is unrivaled as the crossroads of trade and commerce.

— Kobolds and urds become the first of the dragonspawn.

c. –24400 DR

Loth's attention is drawn to Toril for the first time as the moon elf Kethryllia battles her minions in the Abyss before returning home to Faerûn.

— The elf city of Occidian is sacked by a horde of orcs led by the abyssal fiend Haeshkarr, which then attacks Sharlarion. The horde and Haeshkarr are defeated by the elves at great cost.

The first flowering

–24000 DR to –12000 DR

The great elf civilizations of Faerûn reach their peak during this age. As a result of the elves' success against the orcs, dragons, and giants, the other races thrive in safety and begin the slow climb to civilization.

During the next several millennia, elf civilizations mark time by the reigns of their rulers. The Elven word *rysar* is used to define a span of important time or a generation, depending on its context. As a time measurement in this context, one *Rysar* encompasses the reign of a particular ruler, or coronal.

c. –24000 DR

Yuan-ti–ruled Mhairshaulk [–33500, –304] has all but collapsed, thanks to repeated assaults on its cities by the great wyrms of the south.

— Called into service by the god Ubtao, an army of winged serpents known as couatls arrives in the jungles of Chult from an unknown continent to the west.

c. –24000 DR to –23000 DR

For centuries the couatls and the yuan-ti battle each other for control of the Chultan Peninsula. Time and again the yuan-ti are forced to concede their westernmost holdings to the couatls, until the war ends in a stalemate with the Hazur Mountains as the dividing line between the two territories.

c. –23900 DR

Establishment of the first gold elf settlements of Aryvandaar (present-day High Forest).

–23600 DR

Establishment of the first moon elf settlements of Ardeep (present-day Green Fields).

–23200 DR

Ilythiir settlements spread south and east (present-day Shaar and Forest of Amtar).



Kuraulyek, the First of the Urd

–23100 DR

Establishment of the first gold and moon elf settlements of Syörpiir (present-day Ankhwood and Chondalwood).

–22900 DR

The elf settlement of Illefarn (present-day Ardeep and Kryptgarden Forests and parts of Dessarin Valley) is founded, and green elves join their moon elf cousins in Ardeep.

–22500 DR

Establishment of the moon elf settlements of Orishaar (present-day Duskwood and the Shaar).

–21400 DR

Establishment of the green elf settlements of Thearnytaar (present-day Thornwood).

–21000 DR

Establishment of the green elf settlements of Eiellür (present-day Winterwood).

c. –20000 DR

Orishaar and the southern dark elf nation of Ilythiir begin skirmishes that continue on and off for the next seven millennia.

— Evidence from carvings in some sea caves suggests that the merfolk, locathah, and sahuagin exist in Serôs and have battled each other since that time.

–18800 DR

Establishment of the first elf settlements of Miyeritar (present-day High Moor and Misty Forest) by green and dark elves due to political differences with the gold elves of Aryvandaar.

c. –18000 DR (est.)

Logical estimates suggest that the Citadel of the Raven [1276] was constructed in this period. Some scholars purport that the citadel is irrefutable evidence that a grand human nation existed on Faerûn long before recorded history. Sages have further theorized that the barbarians of The Ride are the descendants of that once-great civilization. The Citadel of the Raven is a series of interconnected fortresses carved high on the northern slopes of the Dragonspine Mountains north of Teshwave. For many years, human and half-orc bandits used the citadel as a refuge, but civilization wiped these marauders out as it advanced north.

–17800 DR

Establishment of the great elf settlements of Keltormir (present-day Forest of Tethyr that spanned all of Tethyr, Amn, Erlkazar, and Calimshan) by moon and green elves, seeking peace and simple lives away from the strife of the other elf realms.

c. –17600 DR

The Sundering: Hundreds of High Mages assemble in the heartland of Faerûn at the Gathering Place. Ignoring the lesson learned from the destruction of Tintageer centuries earlier [–24500], they cast a spell of elven High Magic designed to create a glorious elf homeland. On the Day of Birthing, the magic reaches its apex as the spell extends both back and forward in the mists of time. Faerûn, the one land, is sundered apart by the unbridled force of the Sundering. As a result, hundreds of cities are washed away, thousands of elves lie dead, and the face of Toril is changed forever. The name Faerûn, no longer the One Land, is given to the largest continent. Surrounded by vast expanses of water, the island of Evermeet [–9800], thought to be a piece of Arvandor and a bridge between worlds, breaks the surface of the Trackless Sea [–677]. Blessed by the goddess Angharradh, verdant forests and wildlife soon flourish across the island. Corellon Larethian wards Evermeet against Lolth, Malar, and the other powers of the anti-Seldarine and entrusts a unique seed to the Fair Folk of the isle. The seed soon sprouts, growing into a miniature tree

-17600: The Sundering

The following excerpt is taken from Grand Master Laeroth Runemaster's Discourse "On the Origins of the Green Isle," delivered in the Year of Prideful Tales (1219 DR).

We speak today of the greatest known example of the Arselu'Tel'Quess—the union of Art, Lore, and Song that led to the creation of the Green Isle. Our histories attest that nearly nineteen millennia ago, the greatest High Mages of the Tel'Quessir cast a ritual of the myriad known as the Ever'Sakkatien, sundering Faerûn and creating the Green Isle on which we now stand. According to the common human scholars, our ancestors tore off a great hunk of land, leaving in its wake the Sword Coast (or the Shining Sea), then caused this landmass to float westward into the heart of the Trackless Sea. But our investigations of the natural world suggest that our fair Evermeet is as old as the world itself, and that its forests and rock formations have stood here since before the Time of Flowers. So how do we reconcile the persistent legends about the creation of a new land with evidence that this place has always been?

I submit to you today my own interpretation of the nature of the Ever'Sakkatien, which differed in many ways from the rituals of Arselu'Tel'Quess that we practice today. Long before the Crown Wars that rent the Tel'Quessir and shattered our greatest kingdoms, our ancestors conceived of the need for a place of sanctuary—a place wholly of Faerûn and yet apart from it—a place that would serve as the heart and home of the Tel'Quessir. But the creation of this place did not involve rending the world, as the humans imagine. Instead, our ancestors created a concentration of the Weave so powerful that a piece of fair Arvandor became part of Toril, as if it had always been so. By thus altering the creation of the world, our ancestors also changed the history of the world as it had unfolded to that point. Granted, their action might not have altered history all that significantly, since they had simply created an island in

the middle of an unexplored ocean—an island hidden from sight by the will of the Seldarine. But change history they did, and the true extent of that change is forever lost to those who followed them into this world.

We have spoken before of the unintended consequences that always accompany the practice of Arselu'Tel'Quess, and why we must guard against hubris in our attempts to remake Toril as we wish it to be. In this case, I submit that the consequences were both far-reaching and subtle. By invoking the Ever'Sakkatien to concentrate the Weave in a single location, our ancestors might inadvertently have lessened the strength of the Weave elsewhere in this world, producing consequences that continue to haunt us today. We know that the Weave's strength is not uniform, and that this variance apparently produces nodes of power, faerzress, dead magic zones, and wild magic zones—all of which are curiously absent from our fair shores. Might this situation not be an unintended consequence of the Ever'Sakkatien? Those among us who have walked the forests of Faerûn have noticed the difference between the Green Isle and the far shores when attempting to employ the Arselu'Tel'Quess—or even simply enter reverie. Was it always so, or did our ancestors' use of the Ever'Sakkatien produce this effect?

And so the question remains—by creating the perfect homeland to which they could retreat, did our ancestors in fact necessitate such a withdrawal? By concentrating the Weave on these fair shores, did they deprive themselves and their descendants of their natural connection to the Weave elsewhere on Faerûn? I submit that we must ponder these questions and consider the possible cost when we seek to erect new defenses for our beloved Evermeet.

— ELB

Illustration by Dana Knutson



The Sundering

DANA KNUTSON © 09

THE CROWN WARS

known as the *Tree of Souls* [1371]. Over time, the souls of ancient elves who choose to stay on Toril, rather than pass on to Arvandor, merge into the *Tree of Souls*, slowly augmenting its power. Prophecies reveal that the *Tree of Souls* will someday be planted on Faerûn when the Fair Folk finally return to the mainland after a period of exile on the Green Isle.

–17500 DR

The independent sylvan elf realms of Thearnytaar, Eiellûr, and Syðrpiir open discussions about unifying the elves of the Satyrwood (present-day Thornwood/Chondalwood).

–17100 DR to –16800 DR

War of Three Leaves: The unification of the Satyrwood is thwarted by dark elf Ilythiiri spies and assassins, killing their leaders and framing opposing heirs, driving the three realms to a multifront war. Ilythiir's influence is not discovered for centuries.

c. –17000 DR

Elves emigrate from Eiellûr, Syðrpiir, and Thearnytaar to the undersea realms of the Inner Sea for the next seven millennia.

–16800 DR

Thearnytaar, Eiellûr, and Syðrpiir remain separate realms after the War of Three Leaves ends, though each of the three continues skirmishing among themselves and with Ilythiir for centuries.

c. –16000 DR

The first dwarf settlements appear in the great mountain range known as the Yehimal, which lies at the juncture of the three great continents of Faerûn, Kara-Tur, and Zakhara. From there, the earliest dwarves migrated into all three lands.

c. –15000 DR

The first great kingdom of the dwarves of Faerûn is centered in the great cavern of Bhaerynden, deep beneath the Shaar.

–15300 DR

The elf Vyshaan clan rises to power in Aryvandaar under Coronel Ivósaar Vyshann.

–14700 DR

Aryvandaar's rulers begin attempts to diplomatically and peacefully annex Miyeritar into their realm and under their control.

c. –14000 DR

Tribal barbarian clans of humans roam Keltormir.

–13900 DR

Miyeritar becomes the center of elven Art and High Magic in Faerûn.

–13200 DR

Skirmishing and trade interference starts between Aryvandaar and Miyeritar.

c. –12500 DR

The elves of Aryvandaar discover the Hall of Mists beneath the High Forest and summon an arakhor (an elder form of treant) to guard the site. Over the millennia, this creature becomes known as Grandfather Tree [–2436].

The crown wars

–12000 DR to –9000 DR

The Crown Wars of the Elves erupted more than a dozen millennia ago, pitting nearly four generations of elf against elf. The two greatest events of the Crown Wars that still have impact are the Dark Disaster and the Descent of the Drow. The Dark Disaster utterly destroyed the forest realm of Miyeritar, leaving the blasted

plains that are now the High Moor. Perhaps due to the savagery of the Crown Wars or other factors long lost to time, the dark elves became corrupt during this era, broke away from their kinfolk, and after much warfare and cruelty they descended beneath the world's surface to become the deep elves, also known as the drow.

–12000 DR

Rise of the Vyshaantar Empire: After centuries of fruitless diplomacy, the impatient, grasping rulers of Aryvandaar attack Miyeritar and begin putting political pressure on Shantel Othreier to join them or suffer the same fate. The First Crown War begins.

–11900 DR

Dwarves settle the Firepeak Mountains.

–11800 DR

Miyeritar is militarily occupied and annexed by Aryvandaar, though a number of clans and strongholds resist and continue to fight. Many elves of Illefar, despite its officially neutral stance, provide secret safe havens for Miyeritari refugees.

–11743 DR

Establishment of Coryselmal, the Coral City, capital of Aryselmalyr in Serôs.

–11700 DR

Dragons set aflame the southern expanse of Shantel Othreier, separating the soon-to-be-called Wyrnwood from its greater body. Tethir, kin of Keltormir (soon to be called the Dragonslayer), single-handedly slays two ancient red wyrms of the Ridge and saves many elves of his own Keltormir and Shantel Othreier. Tethir's stand earns the elves the respect of the dragons, which had previously dismissed them as ignorant, two-footed cattle.

— Human clans settle in the clearings and meadows created by the dragon fires around Keltormir.

— **The Second Crown War:** Battle flares up yet again in answer to the aggressions of Aryvandaar. Ilythiir rises up and viciously strikes out at any that support the gold elves of the north. Its nearest neighbor Orishaar, a major trade partner with Aryvandaar, falls swiftly in a brutal surprise attack.

–11600 DR

The Ilythiiri destroy Syðrpiir by fire, separating that region from its allied neighbors and burning its homes to the ground.

–11500 DR

Thearnytaar and Eiellûr band together and declare war on Ilythiir, decrying the Ilythiir's use of fire and wanton destruction far more than the power plays of the northern elves. They fight a holding action, preventing the Ilythiiri from advancing north.

–11450 DR

The Sable Wars: Thearnytaar and Eiellûr, with minimal allies from Keltormir and Shantel Othreier, invade Ilythiir, intent on destroying or reforming the dark elves before more realms fall. More than half their forces are decimated by the corrupt magic of the dark elves.

–11400 DR

Eiellûr falls, as the Ilythiiri once again use fire to destroy an enemy and isolate it from aid. The Ilythiiri are helped by traitor green elves, who believe their acts of appeasement actions can help restore peace.

— The continuation of the Crown Wars (and the recent Sable Wars and the fall of Eiellur) sees a sudden influx of elves entering the Inner Sea, forcing elves out into the sea and away from the coastal waters. This migration ignites the first major conflicts with merfolk and sahuagin.

–11300 DR

End of the First Crown War: Miyeritar conquered by Aryvandaar.



SECOND AND FOURTH CROWN WARS

(-11,700 DR TO -10,300 DR)

THE CROWN WARS

–11200 DR

End of the Second Crown War: Thearnytaar falls to the savage and now unrepentant dark elves, who use enslaved monsters and undead to occupy the thorn- and bramble-choked woods. Ilythiir now directly skirmishes with the major realm of Keltormir along its eastern and southern expanses.

— With another major migration to the sea after the fall of Thearnytaar, the sea elves expand militarily beyond the Selmal Basin and establish the kingdoms and regions of Coranthis, Tor Meraliir, Ulythan Reef, and Ryeniir.

–11003 DR

Rise of the Aryselmalyr Empire: Coryselmal, the grandest of the sea elf cities of Selmalyr (an elf kingdom of the Selmal Basin), becomes the capital of the Aryselmalyr Empire over all the elf kingdoms in the Inner Sea.

— The Aryselmalyr Calendar marks Year 1 in Serôs.

c. –11000 DR

The illithid (mind flayer) enclave Oryndoll is settled by refugees from Glyth, one of the wandering stars that circle the same sun as Toril.

–11000 DR

Taark Shanat the Crusader and his eight sons, lead a great exodus of dwarves out of Bhaerynden to a new kingdom in the west. These emigrants eventually become known as shield dwarves and establish the great empire of Shanatar beneath the lands of Amn, Tethyr, Calimshan, and the Lake of Steam.

–10900 DR

The Third Crown War: Conflict erupts as accords finally fail between Shantel Othreier and Aryvandaar.

–10800 DR

The Cloaker Wars: The followers of Shanat come under attack by the mysterious inhabitants of Rringlor Noroth, who rise from the depths of a great chasm in a battle for control of the caverns of Alatorin. The Stout Folk eventually prevail after Taark slays four blue dragons who claimed the Rift of Dhalnadar as their demesne.

— **Rise of Shanatar:** The *Wyrmskull Throne* [–6150] is created. Taark renames the wyrm's lair Brightaxe Hall and founds the kingdom of Alatorin. Shield dwarves mark the founding of Alatorin as the beginning of the First Great Age of Shanatar.

–10000: descent of the drow

The following fragments are from the damaged *kiira* (lore gem) of House Aelryth of Miyeritar, which was kept for millennia in the deepest vaults of Blackstaff Tower. It is now in the keeping of Laeral Silverhand-Arunsun of Rhymanthiin, the Hidden City.

... now even the Ilyitar of Illefarn joins us in condemnation of this latest episode of Vyshaan aggression. We Aelryth will fight for Miyeritar and suffer no occupation by the sun elves of Aryvandaar. To this end, we shall withdraw to Raelin's Mount and rally our warriors. ...

... Clan Hune has sent us unlooked-for aid. In dark elven brotherhood, its members have sent us weapons and much intelligence on the doings of the Vyshaan *hablorkb*. They urge us not to believe the lies, and to recognize always our solidarity as blood kin and *tyssir*. In recognition of these ties, we have sent three of the most gifted *telegaunts* of House Aelryth south to Ilythiir where they will be trained in battle and learn the *keryfaertel* of Clan Hune. ...

... Coronal Ynloeth has been slain, and his death deprives us of a great ally. Our retaliatory assault on Tiru Orindraar was a dismal failure, and the Vyshaan *mathora* captured many of our fighters. I have received word from Taranth that additional forces will join us before Midsummer. I pray that these warriors have learned much in the way of magic and blade-craft in their time away. ...

... Miyeritar is no more. Clearly the *Mormbaor*'s *Sykerylor* has been unleashed by the Vyshaan, despite their feeble attempts to blame this dark disaster on the *Ssri*'*Tel*'*Quessir*. Our homes now lie blasted and barren, and our people have been scattered to the winds. But we shall have our revenge, by the will of the Seldarine. ...

... the wound does not heal—yet more evidence of the Vyshaan's evil. Taranth has taken control of our forces with my blessing.

A formidable scion of House Aelryth, he has been tempered in the heat of battle and is prouder than all others of his dark elf heritage. He will ensure that our *vael* taste the blood of many from Aryvandaar before we find Arvandor. ...

... Ilythiir has launched an attack against Aryvandaar. On dragonback, its warriors sail the winds to free the dark elves of fallen Miyeritar. Taranth tells me that the accursed sun elves have used fire to ward off the Ilythiiri assaults, and the *vandora* of Shantel Othreier are ablaze. The Vyshaan are in disarray, and we have attacked the tree-villages of Leurethil, Morynarth, and Caelpiir to assist our Ilythiiri brothers. Taranth has nailed the heads of the sun elf elders to the council tree in Caelpiir to warn off Vyshaan pursuers. This war has made us all desperate. ...

... yesterday Urloth of Illefarn came to see me, claiming that Taranth and House Aelryth had committed worse atrocities than those of any orc *slaugh*. I cursed him for the Vyshaan spy he had undoubtedly become, and Taranth slew him a breath later for his foul insults. We have no friends now except the Ilythiiri. The *Tel*'*Quessir* of Illefarn have betrayed and abandoned us. ...

... this is madness! Some vile *faerfbaor* that defies our own magic has caused our skins to become as black as the souls of the Vyshaan. The sun burns and blinds us, and we cannot abide the outdoors. We have taken refuge in a series of caverns and hope to travel south by means of underground tunnels to join our Ilythiiri allies. We leave our homeland with sorrow, knowing that we have been forsaken by the Seldarine. ...

— GK

THE CROWN WARS

–10750 DR

One gold elf clan and two moon elf clans of Aryvandaar, along with gold and moon elf clans of other elf realms, flee the Vyshaan and establish the realm of Ildhar along the western shores of a mountain-nestled lake (present-day Lake Miir).

–10700 DR

Battle of the God's Theatre: The Gods' Theater (present-day the Tunlands) on eastern Shantal Othreier is the site of one of the largest and costliest of all the Crown Wars' battles. Nearly 70,000 elves died at the hands of elf and orc enemies, as an orc horde 100,000 strong fell upon the already embattled elves. Aryvandaar won the day, and occupied the northern half of Shantal Othreier.

–10600 DR

End of the Third Crown War: Aryvandaar conquers Shantal Othreier after the mysterious death of Coronel Ynloeth. Only Ardeep, a vassal realm of Shantal Othreier, continues to resist the Vyshaan.

–10500 DR

The Dark Disaster: Miyeritar is engulfed in killing storms, which reduce this entire forest and realm into a barren wasteland in three months. Although no proof could ever be found, many believe the High Mages of Aryvandaar inflicted the Dark Disaster on Miyeritar. Shock over the Dark Disaster establishes an uneasy four decades of peace, as nearly every elf of Faerûn shrinks back in awe and horror from the havoc wrought by the Crown Wars.

—The eight sons of Taark Shanat set off to found their own kingdoms in the caverns to the north (beneath modern-day Tethyr and Amn). Because each son claims a different child of Moradin as a patron deity, each subkingdom becomes closely linked with the church of a particular god or goddess.

–10460 DR

Aryvandaar finally conquers the elf realm of Ardeep. The Vyshaanti slay two of its rulers—Ilitharath and his grandson Tarosspur—in the hundred years it takes to bring Ardeep under their control.

–10450 DR

The Fourth Crown War: Ilythiir's seething counterattack to avenge Miyeritar sees its open use of the corrupt powers of Ghaunadar and other dark, evil gods for the first time. The Fourth Crown War ends with the cataclysmic events of –10000.

–10400 DR

Dark elves of Clan Sethomiir travel by magic to the Riildath (present-day Rawlinswood and Forest of Lethyr) from Ilythiir, guided by the hand of the balor Wendonai. They construct an underground fortress named Narathmault [–10000], "the Dark Pit," at the site of present-day Dun-Tharos, recognizing it as a place of great evil.

–10300 DR

The elves of Keltormir, opposed on both sides by the Vyshaan of Aryvandaar and the dark elf Clan Hune of Ilythiir, strategically withdraw from eastern Keltormir, holding their lines at Highlands' Edge.

–10270 DR

The Stone and Claw Campaigns: The withdrawal of Keltormir's forces to close and defend its own borders pits the forces of Aryvandaar and Ilythiir against

each other. They soon close ranks and fight incessantly for two centuries. Battles rage across the giant-infested mountains and wemic-claimed plains north of Keltormir.

c. –10110 DR

Through enslaved dragons and other powers, the dark elves of Ilythiir engulf all of Shantal Othreier in flames, destroying over 70 percent of its trees over the course of fifty years. In response to this continued destruction, over 1,000 priests and High Mages in neutral Illefarn and other free areas spend decades in fervent prayer for salvation by Corellon Larethian and the Seldarine gods.

–10000 DR

Descent of the Drow: Corellon's magic, as directed through his priests and High Mages, transforms the dark elves, whether the corrupt Ilythiir or others, into the drow. Whether by magic or by the weaknesses that banish them from the sunlit lands, all drow retreat within two months' passing into the Underdark.

—Elves are summoned by the Seldarine to the site that becomes the Elven Court one month after the Descent of the Drow, to settle differences and restore peace among the elves.

—Like their kin elsewhere, the dark elves the dark elves of Narathmault [–10400, –9750] are transformed into drow by the will of the Seldarine, shattering their bindings over a host of fiends who swiftly turn on their former masters. Led by Undrek of Clan Sethomiir, the drow and their minotaur servants are forced to flee Narathmault, traveling south and east into the underground caverns beneath the present-day Plateau of Thay.

–9900 DR

Aryvandaar's covert persecution of High Mages and priests begins. Although not destroyed utterly, Illefarn and its colony in the Llewyrwood (present-day Neverwinter Wood) are annexed by Aryvandaar. Many elves of both lands flee to the remnants of Shantal Othreier.

–9872 DR

Garrison towers are built in Seros among the Sharksteeth Mountains, with the help of Vodos the Great Builder. From these bases, aquatic elves, merfolk, and locathath can more effectively fight increasingly numerous and bloody sahuagin raids.

–9845 DR

Construction begins on the Sharksbane Wall [–8938] (to unite the existing tower garrisons with a barrier against sahuagin incursions, stretching between the Akanapeaks of northernmost Chessenta and southwesternmost Altumbel, southwest of Delthuntle) by clergy of Deep Sashelas, Trishina, and Eadro.

–9839 DR

Start of the First Serôs War: The burgeoning empire of elves allies with the merfolk against the sahuagin of eastern Serôs.

–9833 DR

End of the First Serôs War: This war destroys the major sahuagin kingdom in "Sekolah's Trench" (the Trench of Lopok [–3309]). Wars



A lord in exile of House Aelryth is transformed into a drow

THE FOUNDING TIME

and skirmishes continue across centuries to slow or stop the building of the wall.

–9800 DR

The Vyshantaar Empire's forces occupy all elf realms (except Keltormir) from the High Forest of Aryvandaar to the sweltering southern forests of Ilythiir. They begin the colonization and settlement of Evermeet [–17600, –1100].

— Yuirwood is settled by small numbers of green elves in the aftermath of the Crown Wars.

— A large force of Llewyr elves escapes the oppressive mainland and resettles in isolation and safety among the mountains of the Moonshae Islands. Their new land becomes Synnoria, after the elf queen who led the Llewyr to this island sanctuary.

–9750 DR

The Riildath (present-day Rawlinswood and Forest of Lethyr) is settled by moon elves and gold elves of Shantel Othreier fleeing the persecution of the Vyshaan of Aryvandaar, becoming the realm of Lethyr [–2465]. The elves of the Riildath discover the horrors of Narathmault [–10000, –1015] and resolve to clear the forest of all *N'Tel'Q'uess* (non-elves) so as to safeguard them from the foul legacies of Ilythiir.

c. –9600 DR

Rise of the first drow civilizations in the Underdark beneath southern Faerûn and the founding of the drow cities of Telantiwar and Guallidurth.

–9200 DR

The Fifth Crown War: The First Proclamation of the Elven Court leads to the revolt of the nobles of Aryvandaar, and the last Crown War begins. The Elven Court, the Seldarine priesthoods, and the long-hidden High Mages restore pockets of resistance and freedom across the entire Vyshantaar Empire, fragmenting the armies and nobles to limit their coordination.

The founding time

–9000 DR to –3000 DR

This era signals the rise of all the humanoid civilizations, in a time when the many dragons and giants were long overthrown and the elf wars no longer loomed over everyone as a threat. The elf realms of Evereska and Evermeet grow by colonization along with other realms, from the human Unther and Coramshan to the dwarf realms of High Shanatar and Oghrann.

–9000 DR

The Fifth Crown War ends with the utter defeat of the Vyshaan and the dissolution of Aryvandaar. Much of the High Forest is abandoned for an age, leaving the forest open so the gods might restore its peace. Many elves begin migrating back to the Elven Court in the eastern forests. Keltormir and Illefarn emerge intact from the Crown Wars, and the latter realm joins with the vassal realm of Ardeep now that Shantel Othreir is no more.

— The drow of Telantiwar overwhelm the dwarves of Bhaerynden (present-day Great Rift [–8800]) and take their rift-city for their own. Surviving dwarves flee to other regions with one large group traveling to the Chultan peninsula before splintering into small tribal groupings, eventually becoming known as the wild dwarves.

— As part of the great migration, one isolated branch of dwarves settles amid the isolated peaks of the Novularond, eventually becoming known as the arctic dwarves.

— **Spawn Wars:** Skirmishes break out between the eight subkingdoms of Shanatar as each fights to extend its borders at the expense of its neighbors. Over time, the skirmishes evolve into open warfare, pitting thousands of dwarves against one another. This series of conflicts is known as the Spawn Wars because the dwarves make extensive use of deepspawn-bred legions.

–8938 DR

The 135-mile-long Sharksbane Wall [–9845, –8000] is completed in Serôs, effectively imprisoning the sahuagin in the southeastern arm of the Inner Sea (strong armies can overwhelm defending forces and storm over the wall, but no raiders can slip through casually or unnoticed). Over the nine centuries that follow, sea devils west of the Wall are ruthlessly hunted down and exterminated.

–8900 DR

Tribes of Taangan (Tuigan) humans settle the Endless Waste.

–8830 DR

In Serôs, the five Tunnels of Iratis are completed by the end of this year.

c. –8800 DR

The Great Caverns of Bhaerynden collapse, creating the Great Rift [–9000, –7600].

–8800 DR

After an attack by a flight of red dragons on the center of the great elf forest of Keltormir, the dragon fire sparked a forest fire that raged out of control. This fire extinguished four entire clans of elves, eleven giant settlements, at least four green dragons, and thousands of square miles of woodlands. The once-unified elves of Keltormir splintered into a number of separate clans.

–8600 DR

Evereska is founded in secret by surviving clans of Eieflûr, Miyeritar, and Orishaar as an elf haven in the woods east of Aryvandaar.

–8500 DR

Aelinthaldaar, which becomes the capital city of Illefarn, is founded on the future site of Waterdeep.

— **Keltormir's Fall:** Due to fire-sundered and otherwise ravaged homelands, Keltormir dissolves into three separate forests: The Wyrnwood, Darthiir Wood (present-day Forest of Mir), and the Forest of Tethir.

c. –8400 DR

A few sun elves return to found Siluvanede in the northwestern reaches of the High Forest.

–8400 DR

End of the First Rysar of Rystall Wood. Year of Founding for Jhyrennstar. The coronal is crowned, and the First Rysar of Jhyrennstar starts.

–8350 DR to –7975 DR

The Nemrut period of the Imaskar civilization.

–8350 DR

Imaskari tribes settle a vast, fertile plain in the area that will later become the Raurin Desert.

–8298 DR

Start of the Second Serôs War: The elf empire uses locathah forces to rally the enemies' enslaved locathah against them, as well as merfolk and crabmen.

–8282 DR

End of the Second Serôs War: This war destroys the Kuo-Toan Consortiums. All their cavern cities along the Plains of Duna collapse, and their people are put to the slaughter, rendering the kuo-toans nearly extinct in the Inner Sea until the present day.

–8210 DR

The non-gold elf clans of Ilodhar abandon that realm due to constant harassment by orcs and ogres. Several clans travel north to Rystall Wood, while others travel east to western Arcorar.

—9000: spawn wars

The following text is a translation of a runestone fragment found in the depths of Brightaxe Hall.

TODAY I SLEW MY TWIN BROTHERS SEVEN TIMES AND NEARLY DIED FOUR TIMES AT THE HANDS OF MY TWINS. WHAT KIND OF WAR IS THIS THAT WE REPLICATE OURSELVES TIME AND AGAIN, ONLY TO WASTE OUR OWN LIVES ON AXE BLADES DULLED BY ENDLESS INTERNECINE FIGHTING? WHICH ONE OF US REPRESENTS THE HOPES AND DREAMS OF OUR SHARED PARENTS? IS IT TRULY DEATH IF I AM REBORN TIME AND AGAIN? AM I MORE WORTHY OF LIVING OR IS MY TWIN? MIGHT WE NOT ALLY OURSELVES—THE SPAWNED—AGAINST THE FIRSTS WHO RECLINE ON GOLDEN THRONES, STIRRING THEMSELVES ONLY TO ORDER US INTO FRATRICIDE? COULD WE NOT REUNITE OUR LIFEblood IN SOME WAY OTHER THAN SLOWLY EXPIRING TOGETHER ON SOME NAMELESS CAVERN FLOOR?

WHO ARE OUR GODS? HAVE THE MORDINSAMMAN TRULY ABANDONED US, THAT THEY ALLOW BROTHER TO SLAY BROTHER IN THEIR NAME? I FEAR THE CHILDREN OF MORADIN ARE GROWING WEAK THROUGH SELF-INFLECTED WOUNDS, AND SOON THE SPIDERS WILL BE SPINNING THEIR WEBS IN THE HOLLOW HUSKS THAT ONCE HOUSED OUR SOULS.

PERHAPS WE ARE NO LONGER EVEN DWARVES. WHEN A WORK OF ART IS COPIED, AND THAT COPY IS COPIED AGAIN AND AGAIN, THE RESULTS BECOME GROSS PARODIES OF THE ORIGINAL. I FEAR THAT I AM BUT A PALE IMITATION OF THE FIRST I ONCE WAS, WILLINGLY KILLING MYSELF IN AN ABSURD PARODY OF NARCISSISM. BY THE AXE I LIVE, AND BY THE AXE—I FEAR—I AM ALREADY DEAD.

— ELB

Illustration by Rafael Garres Cervantes



Birth of the Spawned

—8350: Ancient Imaskar

In -8350 DR, a splinter tribe of the ancient Durpari traveled northeast to settle in the fertile basin of the Raurin Plateau. During the Nemrut period (-8350 to -7975), named for the civilization's first warlord, the Imaskari lived in tribal communities ruled by chiefs and the warrior aristocracy. The spread of agriculture during this time led to a rising population and the founding of many farming villages on the plateau.

The founding of the Imperial City of Inupras ushered in the Early Dynastic period (-7975 to -6422), when Umyatin assumed the title of lord artificer and emperor. This period was marked primarily by the Imaskari elite's mastery of transdimensional magic. The artificers used this knowledge to create a sprawling network of *portals*, which allowed them to cross vast distances in the blink of an eye. These permanent, two-way *portals* were constructed as circles of massive bronze spires, each etched with an intricate runic design said to be batrachi in origin. These Bukhara Spires allowed whole legions to pass swiftly from one domain to the next, precipitating the rapid expansion of the Imaskar Empire across eastern Faerûn. By the end of the Early Dynastic period, the empire's borders reached from the Great Ice Sea to the Golden Water, and from the Alamber Sea to the Katakoro Plateau in Kara-Tur.

First to fall to the burgeoning empire were the kobold tribes of Zexthandrim, followed by the korobokuru dwarves of Shan Nala. Subsequent campaigns brought about the subjugation of the Taangan steppe peoples and the annexation of Khati, Durpar, and Ulgarth. Imaskar's first military defeat came in -6788 DR, when its western outpost in Aerilpar was besieged by forest landwyrms. A Raudor peasant rebellion followed in -6779, but the uprising was quickly put down.

In -6422 DR, rampaging krakentua razed the Imperial City of Inupras, forcing the Imaskari to abandon their ancient capital. How the demon spirits entered the city is unknown, but popular opinion later placed the blame on the Cult of Demogorgon, since the krakentua first emerged from the Temple of the Gaping Maw in the city's center. The anarchy that followed split the empire into Upper and Lower Imaskar, thereby beginning the Middle Kingdoms period (-6422 to -4370). The natives of Lower Imaskar founded Solon as their new capital, and the ruling artificers maintained strict control there. The center of Upper Imaskar's power was the capital city of Thakos (present-day Saikhoi), which nestled within the Katakoro Mountains.

In -4370 DR, a devastating plague wracked Lower Imaskar, beginning the period of Shartra (-4370 to -3920), which means darkness in the Imaskari tongue. Ailing citizens flocked to temples throughout the empire, but their priests could not cure the plague. Even more mysteriously, a blight killed most of the empire's crops, bringing famine to the few who had survived the plague.

The impact of this so-called Silent Death was catastrophic—even in the most lightly affected areas, fifteen to twenty percent of the population died. Impoverished and isolated, Lower Imaskar survived the following decade only because of the weaknesses and misfortunes of its enemies. In their bitterness, its people turned against their gods, and most priests were slain or driven into exile. Though the Silent Death did spread north into the region known today as the Endless Wastes, Upper Imaskar remained safe and untouched.

With his population devastated and desperate to rebuild, Lord Artificer Khotan commissioned the building of two new Bukhara Spires. These twin *portals* gave access to another world whose people had no command of the Art. During the next four centuries, the Imaskari abducted tens of thousands of humans from this world and brought them to Faerûn as slaves. This massive influx of slave labor restored productivity and prosperity to Lower Imaskar. Eventually, the slave population began to intermarry with the Imaskari, giving rise to the Mulan ethnicity.

The reunification of Lower and Upper Imaskar under the strong hand of Lord Artificer Omanond, and the restoration of Inupras as the sole capital, marked the start of the Late period (-3920 to -2488). Under orders from Omanond, artificers created the *Imaskarcana*—seven great artifacts in which the empire's immense magical lore was recorded for all eternity. The elite mages of Imaskar—foremost among them the archwizards Madryoch and Hilather—also rose to power during this period. Three millennia before the Netherese “discovered” the Plane of Shadow, Madryoch the Ebon Flame was busily cataloging its dark secrets. It was there that Madryoch crafted the Shadow Stone and set in motion his plan to overthrow Omanond and seize control of Imaskar. Fortunately for the empire, the young prodigy Hilather confronted Madryoch in the frontier fortress of Metos and ultimately trapped the shadow lord in the Plane of Imprisonment.

The Imaskar civilization came to a violent end in -2488 DR. Unbeknownst to the Imaskari, the gods of the Mulan had finally heard their people's prayers. Bypassing the great planar seal, these gods sent powerful avatars (known as manifestations) of themselves through the empty void of space to Toril. Upon their arrival on the peaks of Teyla Shan (the Godswatch Mountains), these powers quickly descended into the Raurin Plateau, building an army and fomenting rebellion as they passed. Within tendays, most of the empire's major cities had been sacked. The final confrontation occurred on the palace steps of Inupras between Lord Artificer Yuvaraj and the Mulan god Horus, who emerged victorious.

— BRJ

THE FOUNDING TIME

–8200 DR

Founding of Uvaeren. Its First Rysar begins with the crowning of its first coronal.

–8170 DR to –8150 DR

The First Spider War: The drow of Guallidurth take advantage of the dwarves' civil war to attack the caverns of Alatorin, which were far removed from the front lines of fighting. Brightaxe Hall is captured, and the kingdom of Alatorin falls.

–8145 DR to –8137 DR

The Second Spider War: Aghast at their folly, the eight reigning kings of Shanatar forge an armistice and turn their armies against the drow. The drow are overcome and retreat from the caverns of Alatorin. In triumph, the eight kings march their armies back into Brightaxe Hall and pledge never again to fight one another.

–8137 DR

Second Age of Shanatar: The eight shield dwarf tribes of Shanatar are united under the rule of the king of Ultoksamrin. Within 150 years, trade is under way with surface elves.

–8130 DR

Yrlaancel, the City of Peace, is built within Rystall Wood.

–8123 DR

Imaskari artificers create their first permanent extradimensional space. Their fascination with such magic soon transforms Imaskari city design.

c. –8100 DR

Deep Shanatar [–2600] is at its greatest expanse beneath southwestern Faerûn (present-day Amn, Tethyr, Erlkazar, Calimshan, and Alimir Peninsula).

–8100 DR to –8080 DR

The Mindstalker Wars: The illithids of Oryndoll attack the eastern subkingdoms of Shanatar, beginning a conflict that came to be known as the Mindstalker Wars among the dwarves and the War of Cloven Thoughts among the mind flayers. The illithids are driven back, but in their wake the surviving Stout Folk discover that the caverns of Barakuir, which had been cut off in the early days of fighting, lie empty. Clan Duergar had been carried back to thrallhood in the mind flayers' realm. After millennia of enslavement and countless illithid breeding experiments, the descendants of Clan Duergar are transformed into a new dwarf subrace, the gray dwarves.

–8000 DR

Founding of the settlement of Semberholme [619] as a safe haven in times of war and crisis for the females, children, and elders of the elves of Cormanthyr.

— All sahuagin settlements west of the Sharksbane Wall [–8938, 654] in Serôs are destroyed by this time.

–7975 DR to –6422 DR

The Early Dynastic period of the Imaskari civilization.

–7975 DR

Inupras, the Imperial City of Imaskar, is founded. The first Imaskari emperor, Umyatin, assumes the title of Lord Artificer. [–2488]

–7950 DR

Full trade exists between the dwarves of Deep Shanatar and the elves of Darthiir, Tethyr, and the dwindling remnants of Shantel Othreier.

–7891 DR

Zexthandrim is conquered by Imaskari forces.

–7800 DR

The Great Arrival: The noble djinni lord Calim arrives in Faerûn followed by the Djen, an entourage of genies and their human and halfling slaves. The

djinni lord quickly seizes all the lands south and west of the Marching Mountains and founds the Calim Empire on the present-day site of Calimport.

–7790 DR

The Dragon Wars: A Flight of Dragons destroys the city of Calimport. This event initiates a century of war pitting Calim and the genies against the dragons. By its end, every dragon in the Marching Mountains dies at the hands and magic of the genies. The genies' magic rebuilds Calimport within a year of its initial destruction.

–7717 DR

The reigning ataman of the Great Dismal Delve (a dao lord) establishes a *portal* between his holdings on the Elemental Plane of Earth and a cavern complex beneath what is now the occupied town of Kzelter [1370] in Tethyr.

c. –7700 DR

Rise of the Marid States: Rogue marids from the Calim Empire enter Selmalyr (undersea Vilhon Reach), sparking war with the sea elves. Within a year, the marids and their jann spread into Serôs, allying and sharing their power with the other aquatic races. Because these new Marid States are located in deep water beneath the Hmur Plateau, their residents face no direct retribution from the elves for their expansionist activities.

–7700 DR

Start of the Second Rysar of Uvaeren.

–7690 DR

Calim negotiates the borders of his empire with the elves and dwarves and finally claims the lands south of the River Agis and east to the western slopes of the present-day Alimir Mountains. Calim continues warring with the giants and dragons of the Marching Mountains.

c. –7600 DR

The drow empire of Telantiwar falls with the collapse of the great cavern of Bhaerynden. Drow refugees claim lesser caverns to the north, south, east and west of the newly formed Great Rift, establishing cities such as Llurth Dreier, the City of Ooze.

— The dwarves return to their ancestral home, now the Great Rift [–8800, –6000], and establish the Deep Realm. In the millennia that follow, the Stout Folk of the Deep Realm become known as the gold dwarves.

–7600 DR

Founding of Sharrven in the southern reaches of the High Forest, due to overcrowding in Everska and elitism of Siluvaneden elves.

— The Second Rysar of Jhyrennstar begins under the Coronal Hocar.

–7500 DR

The Second Rysar of Rystall Wood gives way to the Third Rysar.

–7403 DR

Zexthandrim rebels against Imaskari rule and is destroyed.

–7400 DR

The elf realm of Ilodhar falls under an orc horde.

— The Third Rysar of Uvaeren begins after the sudden death of the coronal while hunting. The new coronal is more militarily disposed and begins proactively attacking orcs and giants in the mountains.

–7130 DR

Rise of the Dukars: This quasi-mystical order of monastic and military wizards arises from the efforts of its four founders in the small town of Nantar on the Lower Hmur Plateau. The orders are composed of only lorekeepers at this time. [–6946]

–7100 DR

The Imaskari Empire subjugates Taangan tribes and demands semiannual tribute.

THE FOUNDING TIME

-8170: The first spider war

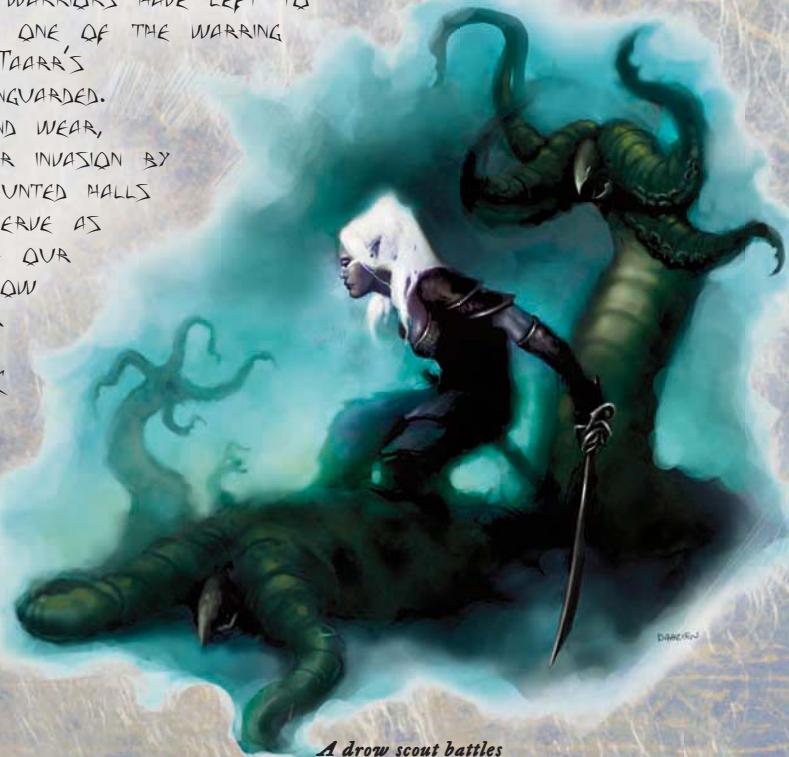
The following passage is an excerpt from a verbal report to a drow matron mother.

"MATRON, I WAS THE FIRST TO ENTER THE DWARVEN HALLS, ALONG WITH MY GOLN SCOUT SLAVES. THESE SHORT, SMELLY HUMANOID'S WERE ACTUALLY MUCH LIKE THE STONE-EARED DWARVES AND PROVED AS EXPENDABLE AS MOST MEN. BY THE GRACE OF THE QUARVALSHARESS, LOLTH, WE STOLE INTO THE OUTER FORTIFICATIONS OF ALATORIN, SNEAKING OUR WAY PAST THE DWARVEN DEFENDERS. WE HAD CLEARED THE FIRST RING OF THE DEFENSES AND SAW FEWER THAN FIFTY OF THE DWARVES AT THE QLOTH ENTRANCE—AN EASY TARGET FOR OUR DROW SARGTLINS.

"WHAT WE HAD NOT COUNTED ON MATRON, FOR WHICH THE GOLN PAID WITH THEIR LIVES, WERE THE GRICKS. SEVERAL OF THEM, TRAINED BY THE DWARVES (AND MAYHAD SOMETHING WE SHOULD INVEST TIME INTO OURSELVES), SLITHERED OUT OF THE WALLS AS WE SNUCK BY. THEY SLEW MY GOLN SCOUTS IN A BREATH. FORTUNATELY, THE BLESSINGS OF THE QUARVALSHARESS WERE WITH ME. I WAS ABLE TO SLAY THE BEASTS AND CONTINUE ONWARD TO WITHIN SIGHT OF THE CITY'S ADAMANTINE GATES AND THE MEETING WITH OUR AGENT.

"AT ANY RATE, MATRON, I AM SURE YOU KNOW THAT THE NORTHERN KINGDOMS HAVE FALLEN TO WARRING AMONG THEMSELVES FOLLOWING TAARR SHANAT'S DEATH. I HAVE ALSO LEARNED THAT MANY OF ALATORIN'S OWN WARRIORS HAVE LEFT TO TAKE UP ARMS WITH ONE OF THE WARRING PRINCELINGS, LEAVING TAARR'S KINGDOM VIRTUALLY UNGUARDED. NOW IMPOVERISHED AND WEAR, THE CITY IS RIDE FOR INVASION BY OUR FORCES. ITS VAUNTED HALLS WILL CRUMBLE AND SERVE AS DUNG HEADS IN WHICH OUR GOLN SLAVES CAN GROW THE LILQI FUNGI FOR OUR WINE. . . ."

— TK



A drow scout battles grick defenders of Alatorin

Illustration by Darken

THE FOUNDING TIME

–6950 DR

Star elves begin to gather in the Yuirwood, leaving the other elf nations behind.

–6946 DR

Formation of the Mervae Alliance as the Dukars [–7130] become peacekeepers across Serôs in alliance with Aryselmalyr. Unlike other forces, they are not required to make oaths of fealty to this sea elf empire.

–6900 DR

Coronal Kiyuigh dies on his one hundredth foray into the mountains. The Fourth Rysar of Uvaeren starts with the new coronal, the blind Great Scholar Eltaor [–6300], who restores Uvaeren's reputation as a learned realm.

–6800 DR

The Third Rysar ends in Rystall Wood, and the Fourth Rysar starts at the crowning of Naevys Caersaelk, the first female coronal of the realms of Arcorar.

— An efreeti named Memnon arrives in Faerûn ahead of the Army of Fire and founds the country of Memnonnar north of the River Agis.

–6788 DR

Imaskar suffers its first military defeat when its western outpost in Aerilpar is besieged by forest landwyrms.

–6681 DR

The four academy cities of the Dukars [–6946] are all completed this year.

–6779 DR

Peasant uprising in the Imaskari city of Raudor.

–6676 DR

The Golden Era of Aryselmalyr Begins: With the end of koalinth border wars against the elf cities of the Hmur Plateau and the Selmal Basin, and a peace accord with the Marid States (as some jann join the Dukar orders), this marks the beginning of 5,000 years of general peace in Serôs.

–6600 DR

Yuireshanyaar is founded by star elves and green elves.

–6500 DR to –6100 DR

Era of Skyfire: Memnon and Calim bring their forces to bear against each other in twenty-two cataclysmic battles over the next four centuries. The High Magic of the elves forcibly disembodies Calim and Memnon and binds their elemental essences to the sky and earth, respectively. The ongoing struggles of the two noble genies create the Calim Desert.

–6500 DR

Coronal Hoccar dies, ending the Second Rysar of Jhyrennstar. The Third Rysar begins with his niece, Coronal Haalija.

— Elf refugees from Syðrpiir found Nikerymath in the Chondalwood, beginning with the city of Rucien Xan.

–6422 DR to –4370 DR

The Middle Kingdoms Period of the Imaskar civilization.

–6422 DR

The Imaskari city of Solon [1360] is founded in the Raurin Desert.

–6400 DR

The elves meet the dwarves of Sarphil on the battlefields of the Vast and forge a tenuous alliance since the elves save the dwarves from death at the orcs' hands.

–6300 DR

Coronal Eltaor [–6900] dies. The Fifth Rysar of Uvaeren sees the election of the young, vibrant Coronal Intevlar.

–6200 DR

The Fourth Rysar of Rystall Wood gives way to the Fifth Rysar under Coronal Esyae, daughter of Naevys.

–6150 DR to –6120 DR

The Third Spider War: The drow of Guallidurth once again attack the caverns of Alatorin. The Stout Folk are forced to abandon Brightaxe Hall, but they manage to take the *Wyrmskull Throne* [–10800, 1360] with them.

–6100 DR

End of the Marid States: The deep-water Marid States mysteriously vanish or fall prey to kraken attacks. Many marids and jann also vanish or die over the course of sixteen years, though the bulk of the disappearances occur this year. This ends the major challenge to Aryselmalyr's control of Serôs, though the Dukars temper their rule.

–6095 DR

Dwarf scouts from Shanatar are sent up to the surface, where they ally with Calishite humans against the remaining genies.

–6060 DR

Humans and dwarves oust the last genies of Calim's realm. Calimport and Keltar are rebuilt, and the surrounding lands become the human nation of Coramshan. The alliance between the humans and dwarves quickly founders, however, because the rulers of Coramshan soon turn to the worship of evil gods.

— **Fall of Calim's Rule:** Lands east of the Calim Desert and south of the Marching Mountains become the human nation of Coramshan after the humans win a rebellion (with the aid of the dwarves) against surviving minor genies.

c. –6000 DR

Elves from Evereska stumble across the tomb of Hssthak, a sarrukh mummy. Recognizing the threat it posed, a half-dozen elves volunteer to become mummies so that they can guard the tomb for all eternity.

— Humans return from the Lluirwood Forest, which stretches from the River Ammath in the west to the River Gundar in the east, and from the Toadsquat Mountains all the way to the shore of the Luirenstrand. They report three distinct tribes of hin living in that region.

— Human nomads start to roam the Shaar in numbers. Trade with the gold dwarves of the Great Rift [–7600, –1250] begins.

–6000 DR

The Fourth Rysar of Jhyrennstar starts here.

— Almraiven is founded in eastern Coramshan.

— The Ataman of Imir and his dao followers are forced to abandon their cavern holdings in the face of repeated assaults from the dwarves of Shanatar. This region becomes known as the Dao Delvings.

–5980 DR

Manshaka is founded along the coast of Coramshan.

–5960 DR

Third Age of Shanatar: The dwarves of Shanatar claim the surface lands north of the Marching Mountains as their own, establishing the kingdom of High Shanatar.

–5800 DR

The nation of Jhaamdath is born when human settlements north of the Chondalwood unit under the Dath Dynasty and its greatest psionic warrior, Jhaam. Jhaamdath eventually meets Coramshan near the Lake of Steam, and the two empires struggle for centuries over control of this area.

–5750 DR

Jhaamdath's psionic leaders found Naarkolyth, the First City of the Sword.

THE FOUNDING TIME

–5730 DR

Through the great psion mystic Laszik Silvermind, the deity Auppenser delivers to the people of Jhaamdath a plan for the empire's growth and prosperity. Jhaamdath quickly enacts Auppenser's first divine precept, outlawing slavery throughout the land.

–5725 DR

Laszik crafts the first udoxias, a powerful psionic artifact. Psionic beings in mental contact with the udoxias are granted access to one of many powers contained within. The range of the udoxias extends for miles beyond Naarkolyth, and many citizens throughout the region flock to the city to acquire this mysterious mind-magic.

–5710 DR

Psionic learning blooms in Naarkolyth. Laszik founds the Udoclian, a university promoting the Invisible Art.

–5700 DR

Tales of Intevar's Librarium [–5660] in Uvaeren spread throughout all elf lands, since this site allegedly contains the collective knowledge of the elves.

— Jhaamdath abandons its oligarchy and adopts a psiocratic government.

–5690 DR

An aged Laszik Silvermind mysteriously vanishes and is believed to have ascended whole to serve at Auppenser's side.

–5660 DR

Intevar's Librarium [–5700] and some strongholds in Uvaeren are attacked by greedy elf wizards seeking knowledge of High Magic, to no avail. However, Intevar dies of a poisoned wound, ending the Fifth Rysar. The newest coronal of the Sixth Rysar is his apprentice and young wife, the Lady Mnuvae.

c. –5600 DR

Height of High Shanatar's civilization.

–5600 DR

Porrenath is founded, becoming the Second City of the Sword.

–5590 DR

Esyae dies in a High Magic ritual gone wrong, and her younger brother Mhaenal becomes the sixth coronal of Rystall Wood.

–5500 DR

Jhouram the Port City becomes the Third City of the Sword. The first Jhaamdathan navy is commissioned by the ruling psiocracy.

–5425 DR

Gharrent and Golmuth are founded as the Fourth and Fifth Cities of the Sword.

c. –5400 DR

Ambril's Bane: Dwarves kill human tomb robbers on the slopes of Mount Kellarak, including the heir to the throne of Coramshan. This incident precipitates three millennia of war with the humans of Coramshan.

–5360 DR to –5350 DR

Giant Wars: More than five thousand giants of Nedeheim fall to the dwarves of High Shanatar under the leadership of Karlyn of House Kuldever. By the war's conclusion, more than half of the entire giant population south of the Cloud Peaks is exterminated, and the giant realm of Nedeheim is reduced to scattered clanholds.

–5330 DR

The Murabir (warlord-ruler) of Coramshan seizes much of southern High Shanatar (including Iltakar, home to the modern-day ruins of Shoonach), while dwarf armies fight the Giant Wars to the north.

— The war between Coramshan and High Shanatar is used by the psiocracy to justify the founding of Lirremar (present-day Hlondeth), Jhaamdath's Sixth City of the Sword.

c. –5300 DR

The elves of Siluvanede erect a *mythal* in the city of Adofhaeranede and rename it Myth Adofhaer. [–4300]

–5300 DR

First Age of Calimshan: First Kingdom of Mir is founded in lands west of the Darthiir Woods and south of the Wurlur (present-day River Ith). Mir and Coramshan aggressively expand eastward and share the conquered territories for the next three hundred years.

–5250 DR

The twin cities of Tuoxent and Hollinth become Jhaamdath's Seventh and Eighth Cities of the Sword.

c. –5200 DR

A monument to Karlyn of House Kuldever of High Shanatar is completed after decades of construction. This monument is later known as the Wailing Dwarf.

–5125 DR

The dwarf realm of Oghrann [–3770] is established beneath the Plains of Tun.

–5112 DR to –4835 DR

The Webfire Wars: This conflict rages throughout Llurth Dreier, pitting the faithful of the Spider Queen (Lolth) against the followers of That Which Lurks (Ghaunadaur).

–5032 DR

Mir–Jhaamdath War: The armies of Mir and Jhaamdath clash for the first time north of the small fishing town of Ankport, and Mir is dealt a crushing blow. For the next twenty-five years, Jhaamdath pursues and pushes the army of Mir back all the way to Saradush.

–5007 DR

The two kingdoms of Coramshan and Mir are united under the rulership of Ukhar IV in response to the threat from Jhaamdath.

–5006 DR

Coramshan successfully counterattacks, pushing Jhaamdath back to Saelmur.

–5005 DR

Coramshan and Jhaamdath declare a truce, and both nations abandon their claims to the Lake of Steam.

— Coramshan and Mir unite under Bakkal and Murabir Ukhar IV to form the Calimshan Empire, which claims all lands south of the Wurlur (present-day River Ith) and west of the Iltkazar Mountains.

c. –5000 DR

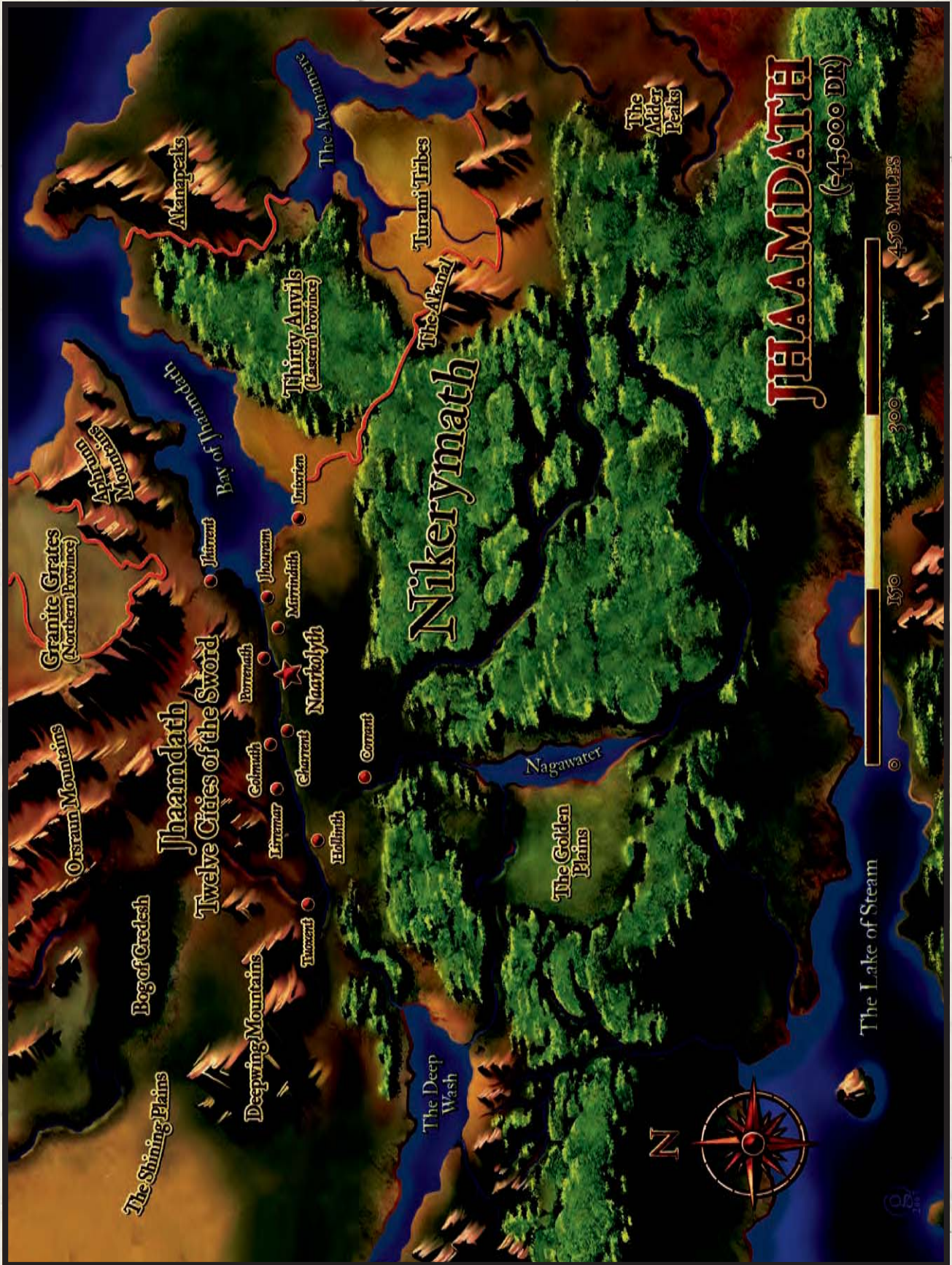
The colony of Ankhapur is founded by settlers from Jhaamdath.

–5000 DR

Survivors of House Dlardrageth [–4800], a clan of demon-blooded sun elves, flee from Arcorar to Siluvanede.

— Rystall Wood becomes a separate forest and realm after the Twelve Nights of Fire clear away the mountain and hill trees that attached it to Arcorar. Although an independent forest now, its coronal still convenes often with the leaders of the Elven Court.

— **The Twelve Nights of Fire (Midsummer):** Uvaeren is destroyed by a falling star whose impact opens a hundred-mile-long and thirty-mile-wide clearing in Cormanthor's treeline. The coronal and nearly all of Uvaeren's noble houses die instantly or during the conflagration. Few Uvaeranni escape



—5800: psiocracy of Jhaamdath

In the sixth millennium before Dalereckoning, a tribe of human warriors carved out a small realm in the verdant fields between the forest of Nikerymath and the shores of the Inner Sea. Led by the warrior-king Jhaam, this tiny kingdom soon mounted a series of minor wars against the neighboring villages. These conflicts were not overt acts of imperialism—they were simply intended to secure the fledgling realm from attack. Though Jhaam fell before his plan was complete, his successors established the great city of Naarkolyth as capital of Jhaamdath—the realm now named in his honor.

In Naarkolyth's second decade, a new kind of innate mind magic began to spread among the citizenry, touching peasant and noble alike. The psions, as those who wielded this new Invisible Art came to be known, were said to be favored of Auppenser, their god. Senior among the psions was the great mystic Laszik Silvermind, who crafted a powerful psionic artifact known as the *udoxias*. Anchored at the center of Naarkolyth, the *udoxias* granted everyone within a certain range of it access to a discipline of the Invisible Art. Seeing the wonders already bestowed upon Auppenser's faithful, many citizens of the realm began to flock to the city to acquire this mysterious mind magic.

By the close of its second decade, Jhaamdath had stretched a considerable distance along the southern shore of the mighty Vilhon River, and it maintained outposts from the Dragon Coast to the Akanal. In contrast to its neighbor Mir, Jhaamdath was a highly centralized state whose leaders kept tight control of its provinces. Jhaamdath's society was rigidly organized into a caste system of psiarchs, soldiers, scribes, and commoners, and worship of Auppenser was established as the state religion.

At the dawn of its second century, Jhaamdath underwent a cultural transformation. The governing oligarchy was supplanted by a psiocracy—a ruling body of powerful psions and psychic warriors known as bladelords. The vast majority of Jhaamdathans were peasant farmers whose needs for goods and services were met by local producers, but considerable long-distance trade took place in both luxury goods and basic commodities such as metals, pottery, and foodstuffs. Although trade was essential to the empire's survival, its commercial classes remained small, and their members enjoyed neither the wealth nor the status of the ruling bladelords.

In -5032 DR, war broke out between Jhaamdath and Mir. Jhaamdath dealt Mir's army a crushing blow in the opening engagement of the conflict, then pressed a counterattack for the next twenty-five years, driving the Mir army all the way back to Saradush. In -5005 DR, Jhaamdath and Mir (now united under the banner of Coramshan) declared a truce. Both nations soon abandoned their claims to the Lake of Steam and withdrew their colonies from that region.

Boxed in by burgeoning Coramshan to the south and west,

Jhaamdath's leaders began a push for expansion in the east. There the Jhaamdathans encountered the Turami—tribal hunter-gatherers indigenous to the foothills of the Akanal. Since the teachings of Auppenser forbade the taking of slaves, the Jhaamdathans simply subsumed the Turami into their society as an underclass of laborers and field hands.

In the millennia that followed, Jhaamdath's inhabitants became increasingly xenophobic and aggressive, and their nation sank into stagnation. This period also was marked by sporadic conflicts with neighboring realms. The Jhaamdathans initially held little regard for the wemics to the south, but they learned to respect these creatures and their hunting grounds in -3218 DR, when the wemics routed a major Jhaamdathan army as soon as it had crossed into the Golden Plains.

Following the fall of Imaskar in -2488 DR, the Mulan forcefully displaced the Turami from their ancestral lands. Led by the powerful God-King Enlil, these conquering warriors from the east established the mighty nation of Unther on Jhaamdath's eastern frontier. For centuries, a fragile peace with Unther was maintained at great cost to the citizens of Jhaamdath. The eastern half of the empire, altogether poorer and less populated than the west, was taxed at a high rate to pay for the armies needed to defend the frontier against the well-organized forces of Unther.

In -1504 DR, the armies of Unther at last pushed through the Akana frontier. Led by the hero Hlath, the Jhaamdathan defenders attempted to halt the Untheric invasion at Inixrien but were defeated after gallant resistance. By -1499 DR, eastern Jhaamdath was entirely under Unther's control. The wealthy western half of the empire survived more or less unscathed, and its armies counterattacked in -1069 DR, driving the Mulan out of Jhaamdath and restoring bladelord rule.

In -276 DR, the great metamind Dharien seized control of Jhaamdath in a bloody coup and declared himself tyrant. To facilitate Jhaamdath's conquest of the Inner Sea and its surrounding lands, Emperor Dharien commissioned the building of a great armada. Jhaamdath had no tradition of naval warfare, but its warriors learned quickly, and soon the newly built fleet had won its first victory by sinking the bulk of Westgate's navy at Prespur. The empire's success at sea fueled still more shipbuilding, and the increasing demand for lumber sent even more loggers into Nikerymath. When the elves resisted, Jhaamdath sent armies into the woods to hunt down and slaughter them.

Seeking vengeance for this atrocity, four High Mages of Nikerymath unleashed a gargantuan tidal wave that roared up Jhaamdath Bay in -255 DR. The wall of water smashed into the Twelve Cities of the Sword, reshaping the topography into the area known today as the Vilhon Reach. (See the illustration on page 52.)

— BRJ

THE FOUNDING TIME

to the safety of deeper Arcorar, aside from those few dozen away from the realm during this disaster.

—Human tribesfolk of Raumviran stock, led by their chieftain Shemen [-4963], arrive from lands to the east and settle the Lakelands (present-day Rashemen).

-4974 DR

The coastal dwarf realm of Haunghdannar [-3389] is established along the northern Sword Coast.

-4973 DR

The drow city of Sshamath, City of Dark Weavings, is founded deep beneath the Dark Hills.

-4970 DR

Death of Coronal Mhaenal by monsters summoned into his bedchambers; the Sixth Rysar of Rystall Wood ends, and the ensuing murder investigation lasts for ninety years.

-4963 DR

The death of Shemen [-5000] sees the Lakelands come to be called Rashemen, or "lands of Shemen" in the tongue of his followers, who call themselves the Rashemi in his memory.

-4900 DR

The Fifth Rysar of Jhyrennstar convenes under the warrior Coronal Khilseith.

-4880 DR

Three nobles are identified as the plotters who slew the aged Mhaenal; the actual caster of the monster summons is executed, the others banished from Rystall Wood and Arcorar. The Seventh Rysar of Rystall Wood finally begins with the rise of Coronal Injros.

-4850 DR

Jhirrent is founded, becoming the Ninth City of the Sword.

-4819 DR

Gharraghaur [-3611] is founded by the dwarf royal house Helm near present-day Mirabar [626].

-4800 DR

The Dlardrageths [-5000, -4500] subvert several powerful Siluvaneden elf houses and, by encouraging demon-elf crossbreeding, create the fey'ri. The fey'ri houses conceal their secret heritage and come to wield great power in Siluvanede.

c. -4770 DR

The Plague of Terror and the Sunset Plague devastate the city of Calimport, decimating the ruling Marekh family and leaving the city abandoned and empty for nearly a century.

c. -4700 DR

Nobles of Sharrven who seek to restrict the ambitious Siluvaneden found the kingdom of Eaerlann among the ruins of Aryvandaar.

-4620 DR

Inixrien is founded, becoming the Tenth City of the Sword.

c. -4600 DR

The stone fortress of Sonnmorndin is built as a naval base by the Sailors of the Mountainous Waves, the marines of Haunghdannar, on the island of Arauwurbarak (present-day Ruathym [-3100]).

-4550 DR

The elf tree city of Teuveamanthaar is founded on the present-day site of Talltrees and named the capital of Eaerlann.

c. -4500 DR to -4300 DR

Seven Citadels' War: These skirmishes between the elite forces of Siluvanede and the fledgling forces of Eaerlann are sometimes collectively referred to as the Sixth Crown War.

-4500 DR

High Mages from Arcorar track House Dlardrageth [-4800, 1369] to a secret lair beneath Ascal's Horn [-372]. With the aid of Eaerlanni forces, they lay several of the Dlardrageths. Other Siluvaneden houses under Dlardrageth influence retaliate, beginning the Seven Citadels' War. Sarya Dlardrageth and her sons are captured, but the fey'ri-led Siluvaneden fight on.

-4470 DR

Corrant is founded, becoming the Eleventh City of the Sword.

-4440 DR

Eaerlann presses Siluvanede. The Siluvaneden open several of Aryvandaar's ancient citadels and equip their warriors with Vyshaantar weapons. This tactic draws Sharrven into the war.

-4420 DR

Besilmer, a rare surface realm of dwarves who emulate High Shanatar, is founded. [-4160]

-4400 DR

The Dark Court Slaughter: Drow and duergar attack and destroy the Elven Court and Sarphil beginning on Midwinter Night. Within days, the Elven Court is in ruins and Sarphil is occupied by the drow and duergar. The Dark Court Slaughter claims the lives of many clan leaders of the Elven Court and the coronals of both Rystall Wood and Jhyrennstar.

—The archer-guard Shevarash, in an anger-tinged prayer to Corellon, vows to become the Seldarine's hand against the drow to extract revenge for the loss of his family. The Black Archer never smiled again, as he sought to kill Lolth and all her followers.

—Start of the Eighth Rysar of Rystall Wood and the Sixth Rysar of Jhyrennstar with the ascension of the wizardess Enajharas and the prophet of Labelas Oacenth respectively. The call to arms against their now-revealed enemy, the drow, is ordered.

-4370 DR

A suspicious plague decimates Imaskari cities.

-4370 DR to -3920 DR

The period of Shartra, or darkness, in the Imaskari civilization.

-4366 DR

Imaskari artificers open twin *gates* to another world and magically abduct thousands of humans to serve as slaves. The artificers then erect a planar barrier to prevent contact between the slaves and their deities. Over time, the slaves intermarry with the Imaskari, and their descendants become a race in their own right that is later called the Mulan.

c. -4300 DR

The Seven Citadels' War ends, and Eaerlann forcibly annexes Siluvanede. Upon discovering the deceit of the fey'ri, untainted Siluvaneden High Mages place the city of Myth Adofhaer [-5300] in magical stasis, effectively fleeing to the far future to escape association with the fey'ri houses. Most of the surviving fey'ri warriors are imprisoned in Nar Kerymhoarth, the Nameless Dungeon [1356], but some avoid capture and eventually spawn long-lived houses of demon-tainted elves that successfully conceal their nature.

—Founding of the realm of Thaeravel, the Land of Alabaster Towers, with its capital at Rasilith (in the present-day desert of Anauroch).

-4230 DR

Mirrindith the Last becomes the Twelfth City of the Sword.

THE FOUNDING TIME

–4200 DR

The impressionable Coronal Enajharas isolates Rystall Wood from all dealings with Arcorar, because her nobles claim that conspiracies against them whirl among the elves of Jhyrennstar.

c. –4160 DR

The shield dwarf realm of Ammarindar is established beneath the Graypeak Mountains.

–4160 DR

Fall of the dwarf realm of Besilmer [–4420] to attacks by humanoids and giants.

–4070 DR

Shevarash the Black Archer dies but undergoes apotheosis to become the Night Hunter and Arrow Bringer. This green elf demigod of the Seldarine is still a hunter and vengeful destroyer of drow, but now hunts Lolth and Vhaeraun directly (though he no longer considers Eilistraee and her worshipers to be among his prey).

c. –4000 DR

The duergar rebel against their illithid masters and eventually free themselves of the mind flayers' dominion. These newly liberated gray dwarves carve out their own holdings in the northern Underdark, beneath the Orsraun Mountains, and in isolated caverns deep beneath the Great Glacier.

–4000 DR

The Coronal Oacenth of Jhyrennstar falls ill, leading to the forging of the three elfblades and the Ruling Trials. Coronal Kahvoerm Irithyl becomes the ruler of Semberholme, Jhyrennstar, and Elven Court, all of which are now Cormanthyr.

–3983 DR

The city of Cormanthor, now Myth Drannor, is founded with the Summoning of the Rule Tower.

–3920 DR to –2488 DR

The Late period of the Imaskar civilization.

–3917 DR

The drow city of Menzoberranzan [–3864] is founded by Menzoberra the Kinless.

c. –3900 DR

The dwarf realm of Delzoun, known as the Northkingdom, is established beneath what is now known as the Silver Marches.

–3891 DR

Under orders from Lord Artificer Omanond, Imaskari artificers create the *Imaskarcana*—seven items in which the empire's immense magical lore is recorded for all eternity.

–3869 DR

The charismatic 20-year-old priest Nether the Elder rises to rule the fishing village of Gers in the north of Faerûn.

–3864 DR

A terrible battle between House Nasadra and House S'sril leads to the exile of the former (which later founded the city of Ched Nasad [–3843]) and the rise of House Baenre as the First House of Menzoberranzan [–3917, 1297].

–3859 DR to –3534 DR

The First Age of the Netheril civilization.

–3859 DR

Citizens of the Narrow Sea fishing villages of Fenwick, Gers, Gilan, Gustaf, Moran, Nauseef, and Janick combine for mutual protection, forming the Alliance of Seventon. The Netheril Year (NY) calendar is created to celebrate the union.

–3856 DR

The shaman king Nether demands more and more tribute from the united villages and renames the kingdom Netheril, which meant Nether's Land.

–3848 DR

Alandril Nether, also known as Nether the Younger, is born.

–3847 DR

The Abbey of the Moon [–3326], a temple to Selûne, is established in Netheril. It served as a retreat as well as a place of learning for hundreds of years.

–3845 DR

The Eaerlanni elves begin discreetly observing Netheril.

c. –3843 DR

The drow city of Ched Nasad [–3864, 689] is founded, beginning centuries of strife between the drow and the dwarves of Ammarindar.

–3830 DR

The Eaerlanni elves initiate a formal dialogue with humans of Netheril and begin instructing promising Netherese students in the Art. Netheril's first arcanist is Therion of Gers.

–3827 DR

Nether the Elder is assassinated, and Nether the Younger takes control. The Netherese chose a form of government based loosely on democracy.

–3778 DR

Hobgoblins settle around the deep gorge at the confluence of the Wurlur (present day Gorge of the Fallen Idol and River Ith).

–3772 DR

Death of Nether the Younger.

–3770 DR

The dwarf realm of Oghrann [–5125] falls. Beset on all sides by enemies—lizardfolk, nomadic human tribes, wemics, and the usual bugbears, trolls, and goblinkin races—the realm was swept away by disease and war even before the dwarves' more northerly kingdoms fell.

–3717 DR

Gray dwarves found Gracklstugh, City of Blades. The first city of its kind in the North, its holdings grow without rival throughout the upper and middle Underdark.

–3655 DR

Orcs pour forth from the Spine of the World, but the elves of Illefarn and Eaerlann turn them back with help from the fledgling Netherese Empire and the Rengarath barbarians. The tribal lands of the Rengarath are absorbed into Netheril, although the barbarians remain largely autonomous.

–3654 DR

A sarrukh lich of tremendous power disguises himself as a human archwizard and appears to the Netherese who have begun to learn magic from the Eaerlanni elves. Although he calls himself Arthindol, the Netherese dub him "Terraseer" for his power to see events all over the world. The Terraseer [–2375] teaches secrets of the Art to humans and reappears to help them over the coming centuries, never seeming to age. Among his achievements are translations from many of the nether scrolls, the exploration of the Sword Coast North, the occupation of Old Owl Well, and the warning of impending doom at the hands of Karsus [–696] among his many other prophecies and teachings.

–3649 DR

The Netherese begin to enslave the rock gnomes living in the hills nearby.

–3611 DR

Gharraghaur [–4819] becomes the first of the great dwarf kingdoms to fall to orc attacks. Its people are too busy mining to arm themselves in numbers enough to withstand the orcs before it is too late.

THE FOUNDING TIME

–3605 DR

Orcs pour from the Spine of the World but elves turn them back in a great slaughter with help from fledgling Netheril. This orc incursion lasts nineteen years.

–3552 DR

The Netherese found Runlatha, a port on the Narrow Sea.

–3533 DR to –3316 DR

The Nether Age of the Netheril civilization.

–3533 DR

The *Nether Scrolls* [–30000, –3095] are discovered amid the ruins of Aryvandaar. The Netherese abandon the magic they learned from the Eaelranni in favor of the scrolls' greater power.

c. –3520 DR

The elves of the North begin helping gnome slaves escape from their Netherese captors and move south and east across Faerûn.

c. –3500 DR to –3000 DR

For reasons unknown, the couatl population declines precipitously in the Chultan Peninsula.

–3495 DR

Birth of Congenio Ioun, Netherese creator of the *ioun stone*.

–3458 DR

The Netherese discover the shield dwarves of Delzoun.

–3419 DR to –3416 DR

The Netherese approach the dwarves of Delzoun at Ascore to conduct trade. After three years of deliberation, a trade route known as the Lowroad run-

–3649: Netherese enslavement of the gnomes

The following passages are entries from the diary of a gnome child.

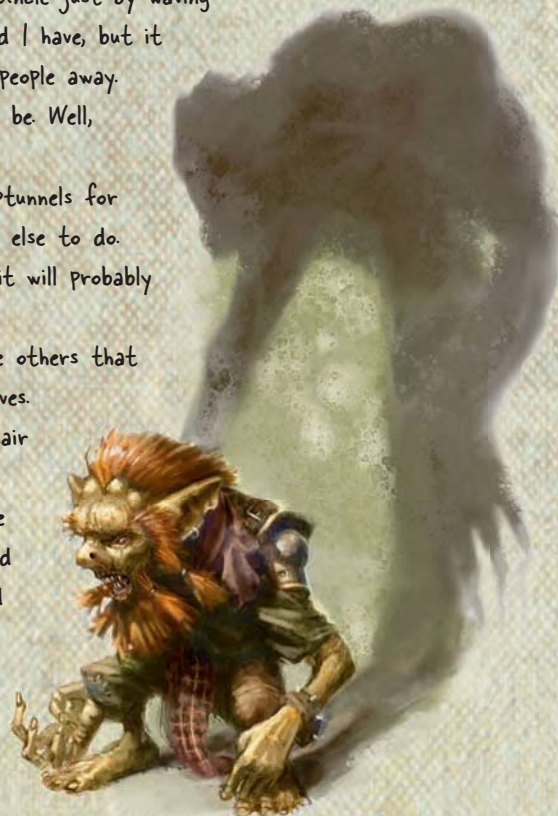
Tarsakh 15: I'm tired of living like a mole in a musty burrow. It doesn't matter anyway—our deepwardens are dead, and we've no place to go.

The Talls came again. They killed Burrower Greatorm with crackling light while she tried to protect us with her pickaxe. They took Aunt and Uncle just by waving their hands. Papa says we must pray hard to Garl, and I have, but it hasn't worked. The Talls keep coming back and taking people away. I think Garl is mad at me, but Papa says that cannot be. Well, *sabruin* Garl!

Tarsakh 18: We have been running through the Deeptunnels for days. I am sorry I cursed Garl, but I don't know what else to do. My coming of age was supposed to be next year, but it will probably never happen now.

Tarsakh 21: Today, I saw Aunt and Uncle and some others that had been taken, but they didn't look much like themselves. Their skin had grown warts and turned sallow, their hair had turned red, and their arms had become long and gangly. Aunt cackled when she saw me and grew to the size of giant—even bigger than the Talls. Uncle created fires out of thin air, and they trapped people! He said the Crawler Below had inspired the Talls to make him brand new. Papa and I ran, but I think we were the only ones who escaped. Papa is hurt, Garl, and I am alone. You have to help.

– TC



A spriggan warped by Netherese slavers prepares to stalk its one-time kin

AGE OF HUMANITY

ning through the safest and most heavily patrolled sections of the Underdark, linking Delzoun to Netherese towns, is established.

c. -3400 DR

Hobgoblins and a number of enslaved dwarves build a mammoth statue to Nomog-Geaya, the patron deity of hobgoblins. Over the next few centuries, the Gorge of Nomog-Geaya the Warrior becomes a gathering place for at least three tribes of hobgoblins building in strength, despite the efforts of the dwarves of Shanatar.

-3400 DR

Start of the Ninth Rysar of Rystall Wood.

-3392 DR

Netherese arcanists overrun Thaeravel, Land of Alabaster Towers. In the process, they rip many new spells from the minds of Thaeravelian sorcerers.

—King Horgar Steelshadow II proclaims the founding of Deepkingdom with Gracklstugh as its royal seat, claiming sovereignty over all gray dwarf enclaves north of the Sharnlands and west of the Buried Realms beneath the desert later known as Anauroch.

-3389 DR

The dwarf realm of Haunghdannar [-4974] falls. The sea is thought to have driven the dwarves of Haunghdannar mad; the realm rapidly dwindled as ship after ship that put out did not return, except for small fishing boats that never left the sight of land. The land was overrun by bugbears, trolls, ogres and orcs.

-3373 DR

King Azkuldar of Ammarindar initiates trade relations with the magic-wielding humans of Netheril.

-3326 DR

The Abbey of the Moon in Netheril is engulfed by forest fire. Although many attempts are made to rebuild it, none succeed. [-3847]

-3315 DR to -2759 DR

The Mythallar Era of the Netheril civilization.

-3315 DR

Ioulaum [-3145], one of the greatest archwizards of Netheril, is born.

-3309 DR

The Numosi and Jhimari schools of the Dukars are destroyed by kraken out of the Trench of Lopok [-9833, -788].

-3234 DR

The Imaskari outpost known as Metos is founded in the Methwood.

-3150 DR

The Trail of Mists is established to speed the escape of gnome slaves from Netheril.

-3149 DR

Because of a large influx of gnome refugees into the area, the secret gnome kingdom of Songfarla [-555] is officially founded in the Sunrise Mountains separating the Hordelands from Faerûn.

-3145 DR

Ioulaum [-3315, -3014] leads the Netherese against a horde of orcs gathering near the southern edge of the Plain of Standing Stones [-1205]. The resulting extermination of the orcs allows Netheril to expand unchecked both south and west.

c. -3100 DR

Human seafarers from the west name and settle the island of Ruathym [-4600, -3000] in the Sea of Swords.

-3095 DR

The elves of Cormanthyr steal one set of the *Nether Scrolls* [-3533, -2436] and hide it away in the depths of Windsong Tower [569]. One of the thieves, a gnome elf-friend named Rilmohx Sha'Quessir, steals a glance at one of the scrolls and is rewarded with a deep understanding of how to cast illusion spells. This knowledge spreads quickly through the gnome community.

-3014 DR

Ioulaum [-3145, -2954] creates the first *mythallar*.

-3011 DR

Ioulaum creates the first *mythallar*-powered magic item.

-3002 DR

Birth of Myth Nantar: Nantar, a small town on the slopes of the Hmur Plateau and long the center of Dukar culture, becomes Myth Nantar, City of Destinies, as the High Mages raise a *mythal* around the area. This becomes the site for much magical research and lore. It is the location of a new central academy for the Dukars, and other schools and towers in the city teach numerous other methods of magic brought by the former surface elves (and some hidden marids' magic). Any Dukars trained at Myth Nantar [-1533], for the first time, must vow oaths of fealty to the empire and the coronal at Coryselmal.

Age of humanity

-3000 DR to 1000 DR

With the elf and dwarf empires in decline, this era marks a dramatic increase in human expansion on Toril. The mighty human empires of Calimshan, Mulhorand, and Unther arise during this era, as well as the now lost empires of Netheril, Jhaamdath, Narfell, and Raumauthar.

c. -3000 DR

A quick, bloody civil war leaves all Lolth-worshipping matriarchs dead in Sshamath, and the house wizards in control.

—Sloopdilmopolop, the City of Pools, is founded by the kuo-toas in the Underdark off the coast of Tethyr.

—The couatls seek out another race to keep the western end of the Chultan Peninsula free of yuan-ti influence. On a distant continent southwest of Faerûn, the couatls begin to preach the teachings of Ubtao to the indigenous human tribes.

—Illuskan humans of Ruathym [-3100, -69] found the settlement of Illusk [-2103] at the mouth of the River Mirar and displace local Ice Hunter tribes.

-2954 DR

On the Plane of Shadow, Sphur Upra [534] is founded as a gloaming community when five gloaming families on the Plane of Shadow band together for mutual defense.

—Ioulaum [-3014, -371] creates the enclave of Xinlenal, Netheril's first floating city. The empire splits into Low and High Netheril.

-2919 DR

The Ironstar Kingdom of shield dwarves is founded in the North.

-2900 DR

Start of the Second Rysar of Cormanthyr with the death of Coronel Kahvoerm and the accession of Sakrattars Irithyl, his youngest great-grandson.

-2809 DR

The Eshowe, the Tabaxi, and the Thinguth tribes, as well as several others that accepted Ubtao's message, follow the couatls in a great pilgrimage across the seas to the Jungles of Chult. The tribes land on the Wild Coast and march inland to the Peaks of Flame, where the avatar of Ubtao welcomes them.

— Long-enclaved human tribes of the eastern jungles, known as the Lapal [-1732], rebel against their serpentine masters.

— The central jungles of the Sanrach and Thindol Basins are settled by the Thinguth tribe.

c. -2770 DR

The Slaughter of Sharrven: The elf realm of Sharrven fragments and falls due to an explosion in the monstrous populations within the southern High Forest engineered by the fey'ri of Siluvanede. Survivors flee to Eaelrann and Evereska.

—2809: pilgrimage of the tabaxi

This passage from the *Teachings of Ubtao* was carved onto thin gold plates and secured deep within the vaults of the Maze of Life, within the ancient city of Mezro.

Though we were anxious, we trusted in the Father to deliver us safely to Chult. Our tribe had never before made a long journey upon the liquid sky. Each hour of paddling took us northward and farther away from Katashaka—our home since the birthing days. Floating in our *canoa* amid the endless blue, we Tabaxi held faith in Ubtao and his plumed servant Ecatzin.

Ubtao hadn't always been known to our people. Since before the days of my great-grandfather, the Tabaxi had worshiped only Olurobo and his children, the *nyama-nummo*. In the days before the Great Rending, the Sleeper—greatest of all the *nyama-nummo*—ruled all the lands of my people. Blessed were the Tabaxi, whom the Sleeper favored above all other tribes. One season, when the Sleeper decided to seek vengeance against an ancient foe, she summoned the greatest warriors of the nine tribes and led them against our enemies in the far land of Mhairshauk. Our losses must have been great, because her wrath was mighty when she returned. On the Night of Feasting, four *nyama-nummo* fell to the Sleeper's hungry jaws. Finally, her rampage subsided, and she retreated to the Palace of the Alliz-Dren to sleep and recover her strength. Between that long-ago time and now, the Sleeper has awakened twenty-three times, each time more bitter and hungry than the last.

As a babe, I was named *Tarasajok*, which means She Who Watches over the Sleeper. That title bestowed upon me the great honor of being the first devoured by the Sleeper upon her next awakening. Not long thereafter, Ecatzin entered our lands to spread the word of Ubtao. At first, most Tabaxi shunned the feathered serpent because they feared that he was an agent of Akongo—a perfidious *nyama-nummo* from the southern high-

lands. In time, however, Ecatzin taught words to the Tabaxi—and to a chosen few, he also taught *matumbe*—the forbidden magic. But the millennium end was nigh upon us, and most still feared the Sleeper's return.

On the Night of Feasting, Ubtao blessed me and named me Negus Negusti and Bara. But my joy was short-lived. Moments later, the Sleeper's roar heralded her return, and my legs began to tremble because I was, after all, *Tarasajok*. But just as the mighty *nyama-nummo*'s jaws bore down to swallow me whole, I felt the might of Ubtao swell within me. The *matumbe* flowed from my outstretched hand, striking the Sleeper and stopping her in place. To this day, I still recall the horrible sound of bones snapping when I used the might of Ubtao to crush the life from the Sleeper. Upon witnessing the power that Ubtao had bestowed upon his Bara, my Tabaxi brothers and sisters kissed and embraced me, cheering and pledging their devotion to Ubtao. Ecatzin smiled and told us that we were Ubtao's blessed children.

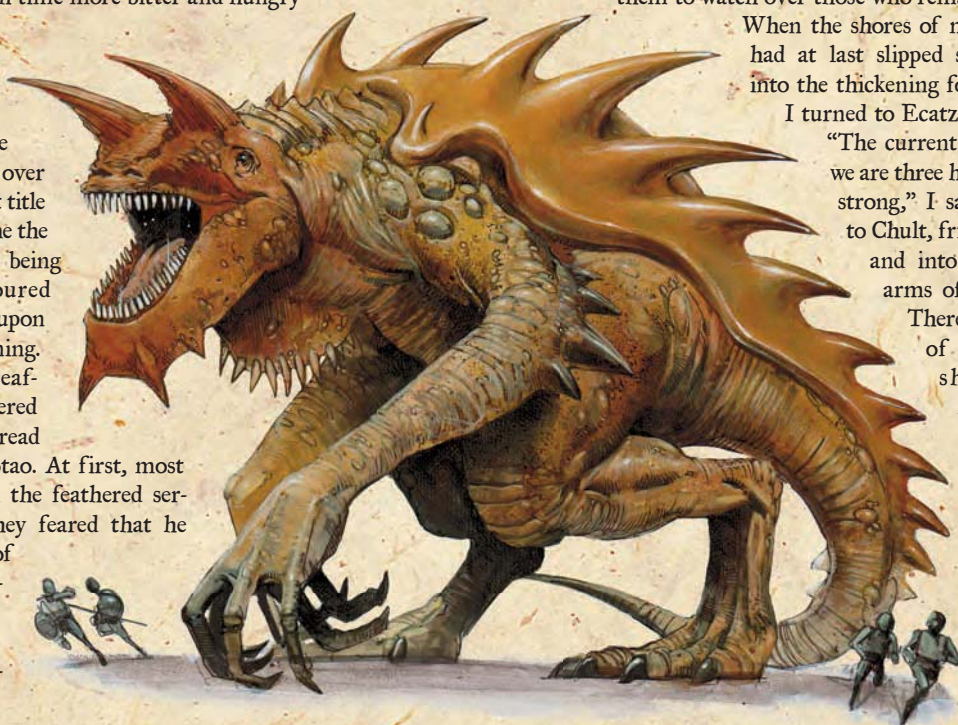
We soon prepared for a great pilgrimage across the endless blue to Chult, the home of Ubtao. On the day of departure, I whispered a silent prayer to the spirits of Katashaka, beseeching them to watch over those who remained behind.

When the shores of my homeland had at last slipped silently away into the thickening fog behind us, I turned to Ecatzin and spoke.

"The current is swift, and we are three hundred *canoa* strong," I said. "Take us to Chult, friend Ecatzin, and into the mighty arms of the Father.

There the enemies of the Tabaxi shall know fear, because I am Oyai, Slayer of the Sleeper, First Bara of Ubtao, and long shall I rule!"

— BRJ



The Sleeper awakens

AGE OF HUMANITY

— King Connor IV of Ammarindar vanquishes many of the creatures that have devastated Sharrven, including the red wyrm Rithaerosurffel, known as the Bane of Sharrven.

–2758 DR to –2208 DR

The Silver Age of the Netheril civilization.

–2758 DR

Netheril's government evolves into a council called the High Mages of Netheril, which includes the leading arcanists of Low and High Netheril.

— The Netherese establish the mines of Dekanter. [–1658]

–2650 DR

The Imaskari port city of Bhaluin is founded.

–2642 DR

Establishment of the arctic dwarf kingdom of Dareth [–2320] in the mountains north of Rashemen under the rulership of King Orloebar Snowbeard.

–2637 DR

The avatar of Ubtao, the Father of Dinosaurs, founds the great city of Mezro [–137] in Chult.

c. –2600 DR

The last known dwarves of High Shanatar fall on the northern slopes of the Sulduskoon River in battle against the Tavahr Dynasty of Calimshan. The dwarves seal the last known surface entrance to Deep Shanatar [–8100, –1800].

— In the North, Deepkingdom, realm of the gray dwarves, reaches its peak.

–2600 DR

Drow begin work on the Twisted Tower [–2549] in present-day Shadowdale.

–2550 DR

Ulutiu [–25500], a minor sea deity, exiles himself to the Astral Plane. His ice necklace sinks, creating the Great Glacier.

–2549 DR

Despite repeated attacks and attempts to stop them, the drow complete the Twisted Tower [–2600, –1950] this year and build up their presence here.

–2489 DR

Arrival of the God-Kings: The deities of the Imaskari slaves bypass the planar barrier by sending powerful avatars, known as manifestations, of themselves through the endless void of space to Toril, led by the ancient deity Ptah. Upon arriving on Faerûn, they further divided their remaining divine essences and created lesser, mortal forms of avatars, known as incarnations. These incarnations descended into the fertile plains of Imaskar and went among their long-forsaken peoples. The most talented they made priests, and the truly faithful were transformed into divine minions. The Imaskari slaves then revolt against their masters.

–2488 DR

Horus slays Lord Artificer Yuvaraj, Emperor of Imaskar. Inupras falls, marking the end of the Imaskar Empire. The devastation wrought in the empire's fall turns the site into the Raurin Desert.

— Lord Hilather [128], one of the last Imaskari artificers, escapes the fall of Imaskar by entering into a *temporal stasis* vault in a secret military stronghold deep beneath the western mountains (present-day Giant's Belt Mountains).

— Lord Iphemon and a small group of family and retainers flee into a uncharted corner of the Underdark, hoping to escape the fall of the Imaskar Empire and the wrathful Mulan slave armies. Iphemon's descendants eventually rule Deep Imaskar [–2481] for many centuries as kings and queens.

— Left without guidance after the fall of Imaskar, the subject-states of Durpar and Gundavar (present-day Estagund and Var the Golden) fall into barbarism.

–2487 DR

Following the fall of Inupras and the collapse of the western Imaskar Empire, the eastern provinces of Khati and Katakoro endure. Bearing Dhonas's Shroud, one of the seven *False Imaskarcana*, the artificer Kujawa claims the Dragon Throne at Thakos and declares himself Emperor of Anok-Imaskar. Scholars mark this as the start of the First Age of Shou Lung.

–2482 DR

Netherese wizards of House Orogoth build a fortified villa in the southern reaches of the High Moor, near the northern edge of the Serpent Hills. Several generations of Orogoths sought the power of Faerûn's wyrms, and legend has it that some eventually obtained it—at least after a fashion.

–2481 DR

Iphemon, an Imaskari lord, founds the hidden city of Deep Imaskar [–2488, –511] in the Earthroot area of the Underdark.

–2465 DR

The elves of Lethyr [–9750, –2460] use High Magic to stop the spread of the Great Glacier southward and to regulate temperatures, thereby preserving their forest home and surrounding lands.

–2460 DR

The Nar human tribes and the hobgoblins of the northern mountains and tundra, pushed south by the expansion of the Great Glacier, come into conflict with each other and the elves of Lethyr [–2465, –1020].

–2439 DR

The Spiderfires: Drow inflict the greatest damage upon the forests since the Twelve Nights of Fire by setting the southern Rystall Woods aflame with a swarm of spiders made from arcane fire. After a long, dry summer, the woods burn easily. This clears nearly one hundred miles of forest south of the River Tesh, severs the southernmost part of the woods around and to the west of the Twisted Tower from the greater Rystall Woods, and widens the cleared lands between them and Cormanthor.

–2436 DR

An unknown thief returns seven of Netheril's remaining *Nether Scrolls* [–3095, –1896] to the ancient ruins of the *Iqua Tel-Quessir* (creator races). Three of the scrolls are placed in the Hall of Mists beneath the Grandfather Tree [–12500, 883] of the High Forest, and two others are placed in the Crypt of Hssthak, which later becomes part of western Anauroch. The location of the other two scrolls remains unknown.

c. –2400 DR

Calimshan garrisons eastern Iltkazar in the vicinity of the Omlarandin Mountains, south of the Wurlur (River Ith).

–2387 DR

Netheril releases all its gnome slaves.

–2381 DR

Beholders appear in the Alimir Mountains and swiftly overrun the eastern garrisons of Calimshan before being pushed back into the mountains. The beholder city of Zokir, the City of Orbs, is established. The Tavahr Dynasty ends with the assassination of its bakkal and fire claiming the western half of Calimport. The Erehnir Dynasty comes to power in Calimshan.

–2375 DR

At the urging of Arthindol the Terraseer [–3654], Netherese scouts begin exploring the area that will later become the Sword Coast North.

–2368 DR

The Terraseer establishes *Quesseer* [–2095] north of the Sword Mountains. The settlement becomes a trademeet for Netherese expatriates, the elves of Illefarn, the seafarers of Illusk, the nomadic Ice Hunters, and the dwarves of fallen Haunghdannar.



AGE OF HUMANITY

–2320 DR

The Rashemi warrior Soss leads members of his clan north to explore and trade with the dwarves of Dareth [–2642, –343]. They settle the alpine valleys of the Armridge Mountains and over time become known as the Sossrim [–1648].

c. –2300 DR

Early boats sail the surface of the Inner Sea around the southern Alamber. Easily attacked and sunk by sahuagin, these boats are small and usable only for coastal fishing, not exploration. Raurinese refugees continue their expansions overland.

—Many of House Orogoth's Netherese servants succumb to the Serpent Curse, a magical malady that transforms humans into a snakelike race known as ophidians, and are driven into the hills to the west.

—Great prosperity expands the borders of Anok-Imaskar to cover a vast area, from the Celestial Sea in the North to the Segara Sea in the South. Emperor Kujawa establishes a second capital at Tempat Larang to govern the empire's southern lands.

c. –2280 DR

The Erehnir Reconstruction: After guild wars and other conflicts destroy much of Calimport, many areas are rebuilt in the religious and artistic manner they are known by to this day. The walls of at least two western neighborhoods of present-day Calimport retain hints of murals that graced the walls when they were created during this decade.

–2207 DR to –1206 DR

The Golden Age of the Netheril civilization.

–2207 DR

Jeriah Chronos [–2103], later known as the Chronomancer, is born in Netheril.

–2200 DR

Start of the Tenth Rysar of Rystall Wood. Two elves, forbidden lovers long kept apart by their feuding noble families, secretly ask the coronal for aid. He helps them stage their "deaths," and the two are transformed together to become the first baelnorn sworn to the coronal and to Cormanthor, rather than to a particular house. Forever apart in life, the Guardian Paramours become the most faithful defenders of the grounds of Castle Cormanthor.

–2135 DR

The god Re founds the city of Skuld and gives it the name "City of Shadows," which soon becomes the capital of a new nation called Mulhorand.

—Mulhorand Calendar begins.

–2113 DR

An eruption at Mount Bakos blankets Tempat Larang in lava and ash. In the decades following the disaster, Anok-Imaskar begins abandoning its southwestern lands.

–2103 DR

A horde of orcs from the Spine of the World, led by giants and their ogre generals, crushes the human civilization of Illusk [–3000, –425] despite aid from Netherese arcanists led by Jeriah Chronos the Chronomancer [–2207, –2095].

–2100 DR

Survivors of Illusk travel to Icewind Dale [1347], where their descendants become the Reghedmen.

–2095 DR

After refusing divine healing for the injuries he sustained in the defense of Illusk, the Chronomancer dies. [–2103]

—The Netherese enclave of Quesseer [–2368] is abandoned.

–2087 to –1071 DR

The Dragonfall War [–29500] flares up. The last great era of conflict between the Platinum Dragon and the Chromatic Dragon rages during the first millennium of the empire of Unther. Tiamat's cult is brought to Faerûn (at least among humans) by the Mulan.

The clergy of Enlil preach that Tiamat is the Nemesis of the Gods, and she is blamed by the god-kings for every setback Unther experiences as it rises to greatness and then decays over the centuries. Tiamat battles an Untheric alias of Bahamut, known as Marduk the Justice Bringer, time and again, but neither wyrm can prevail.

–2087 DR

The god Enlil finds pearls on the west coast of the Alamber. He builds Unthalass [108], the City of Gems, which becomes the capital of a new nation called Unther.

–1967 DR

Unther and Mulhorand clash at the River of Swords, beginning the First Mulhorand–Unther War. Rashemi, Raumviran, Sossrim, and Nar tribesfolk are employed as mercenaries by both sides.

–1961 DR

The god-kings of Mulhorand and Unther agree on a common border—the River of Swords.

–1950 DR

Fighting a drow incursion into the western woods, Coronal Sakrattars sacrifices himself using a *blood dragon* spell, which destroys the massive horde of drow occupying the last ruins of Uvaeren and the Twisted Tower [–2549, –1354], though not the tower itself. The coronal's chosen heir, Sinaht Irithyl, becomes the third coronal of Cormanthyr.

—Construction begins on the dwarf stronghold known as Citadel Felbarr. [–1900]

–1943 DR

Emperor Kujawa dies in a combat against the celestial dragon T'ien Lung. Anok-Imaskar dissolves into several warring states, among them Ra-Khati, Chu 'ta Te, Mai Yuan, and Kao Shan.

–1931 DR

The armies of Calimshan destroy the Idol of Nomog-Geaya, shattering the strength of the hobgoblin tribes that dwell in the region, and all but eradicating them in four major battles.

–1922 DR

Mulhorand begins to skirmish with the Durpari barbarians. Many Durpari tribes are wiped out or reduced to a few families over the ensuing centuries.

c. –1900 DR

Third Age of Calimshan: Calimshan rules as far north as the Snowflake Mountains and is composed of four separate kingdoms within its empire: Calimshan (the original lands of Coramshan and the Calim Empire), Mir, Tethyr, and Iltkazar.

—Citadel Felbarr is completed. [–1950, –329]

–1900 DR

The Caltazar Hills come under regular attack from the beholder nations around and beneath the Lake of Steam.

–1896 DR

Twenty-four of the remaining *Nether Scrolls* are stolen. [–2436, –664]

–1887 DR

Chan Cheng unifies the warring states along the Ch'ing Tung River from the Imperial City of Ten Mor Shou, beginning the Second Age of Shou Lung. Blessed by the Celestial One, Chan Cheng becomes the first of the Nine Immortals.

-1850 DR

Under the leadership of their greatest queen, Duerra, the gray dwarves of Underspires launch a series of attacks against their Underdark enemies, the drow of Undraeth, the illithids of Oryndoll, and eventually the remnants of Deep Shanatar.

-1838 DR

In retribution for Calishite adventurers plundering her hoard and slaying one of her brood, Ylveraasahlisar the Rose Dragon [-1726] destroys Calimshan's army, the Caleph's Court, the Raor Bakka, and two-thirds of Calimport before she settles onto the bakka's throne and rules the heart of the empire. Much of Calimport Muzad (the subterranean portion of the city) comes into being as a result of the red dragon's attack, as her demands for the city's immediate reconstruction forces builders to simply smooth out the rubble and begin again on top of the old structures.

-1803 DR to -1350 DR

The Deepbear Battles: The duergar of Gracklstugh destroy the quaggoth nation of Ursadunthar, whose drow-incited survivors retaliate for centuries by raiding outlying duergar settlements.

c. -1800 DR

Duerra, queen of the gray dwarves of Underspires, is rewarded with divine ascension. The capital city of Dunspeirrin, City of Sunken Spires, soon falls into a centuries-long decline.

— **The Kin Clashes:** The descendants of Clan Duergar invade the realms of Ultoksamrin and Holorarar in Deep Shanatar [-2600, 1369], and others soon follow. Only Itkazar survives the gray dwarf invasion, leaving Shanatar fallen in all but name.

-1732 DR

After centuries of intermittent clashes with the ruling yuan-ti, the Lapal tribes [-2809, -690] flee north and east. They settle on the southeastern shores of the Shining Sea and in the lands that would one day become Halruaa.

— After the Lapal tribes escape their yuan-ti masters, the serpentfolk import large numbers of lizardfolk slaves from the Great Swamp of Rethgild. Upon reaching the shores of the Lapal Sea, many of these lizardfolk either escaped or were released into the territory claimed by the Thinguth humans.

-1726 DR

Dragonslayers led by Rafak el Cajaan sorely wound Ylveraasahlisar the Rose Dragon [-1838] and drive her out of Calimport; although she escapes the humans, Ylvera dies under the jaws of their bronze dragon ally, Cadasalmpar. The Cajaan Dynasty refounds human rule of the empire. The Cajaan feud among themselves over the next eighteen years, continually fighting and scheming for the throne of Calimshan.

c. -1720 DR

The Netherese begin to explore Serôs. They establish three crystal-domed, subsea colonies—Cuulmath, Werapan, and Quelauvis—on the continental shelf off the land that will become Sembia. The colonies are collectively called Deep Netheril.

-1720 DR

Netherese wizards arrive near the blasted ruins of Uvaeren, fleeing something; they die within two years after uncovering a hidden library cache and unwittingly setting loose some of its magical defenses.

-1561: Last stand at Humaithira

The following excerpt was taken from *Triumph Exemplar*, a chronicle of the wars of Netheril published in the Year of the Melting Manscorpion (221 DR). The campaigns of Strategor Matick were required reading at the Academy of Lords in 4th-century Cormyr.

In life, Strategor Matick of Netheril was a ruthless man with a smart wit and a disarming smile. Unlike other arcanists of the day, he was strong in his devotion to the gods, particularly the war god Targus. Matick is credited with more than fifty thousand kills, and his successes were legendary even during his lifetime. But one of his battles—the Last Stand at Humaithira—is remembered above all others. Long will tacticians and strategists study his heroic last stand, and the valor shown by Matick and his one hundred myrmidar in that conflict still resonates with the warriors of today.

In Netheril Year 2298, a vast army of more than three thousand giants invaded east central Netheril. Led by Thane Blóta of Skammháls, the jotun marched out of the Gods' Legion Mountains in eight divisions to encircle the frontier city of Xanth. Offering no parley, they sacked the city and continued westward. Refugees escaping south across Basin Lake quickly sent word to nearby Undrentide to alert High Netheril to the invasion.

Surprisingly, none of Netheril's mighty floating enclaves came to the defense of the ground-based settlements. The giants' march was uncontested until Blóta's army reached the narrow pass at Humaithira, in the Lodestar Mountains. The only route through the mountains for hundreds of leagues, the Pass of Humaithira consisted of a winding footpath so narrow that only one giant could move through at time.

A force of six hundred Netherese phalanxes waited there, blocking the pass. Among the troops stood Strategor Matick and one hundred of his elite myrmidar. Though severely outnumbered, the Netherese stood their ground, using their superior battle tactics and magical arsenal to delay the giants' advance. But Blóta's retinue included several powerful shamans, who used their totem magic to pass through the solid granite walls flanking the pass and circumvent the Netherese forces.

Though his warriors were surrounded, Matick cried out to the Reaver and pressed the attack. Blóta himself pushed through the throng to engage Matick in *monomachia*, or single combat. With most of his myrmidar dead or dying around him, Matick stood valiantly, swinging his mighty glaive and hurling spells with unerring precision. A simple misstep, however, brought Strategor Matick to his knees, and Blóta took his head.

The giants took the pass but suffered heavy losses in the process. The fierce resistance of the myrmidar had delayed the army's passage sufficiently to let Netheril prepare for the final battle. Blóta's forces were ultimately defeated outside Trinity, along the shores of the Hidden Lake. The Netherese rallying cry was "Humaithira," and the noble sacrifice of Strategor Matick and his myrmidar gave courage to the defenders.

— BRJ

-1715 DR

Tzindylspar [-1428], the City of Rubies, is founded by the dwarves of Delzoun and some Netherese emigrants.

-1708 DR

The Cajaan Dynasty stabilizes in Calimshan, and the supreme ruler's title becomes pasha rather than bakkal.

-1700 DR

Calishite nobles begin hunting elves in the northern forests for sport.

-1694 DR

Rise to power of the Merynth Dynasty of Aryselmalyr under the warrior Essyl Merynth, nephew of the dying Coronal Tanrah Eshalniith.

-1660 DR

Battle of the Three Seaflames: Destruction of the three "Deep Netheril" enclaves of Cuulmath, Werapan, and Quaeluvis by allied mages of Serôs, including the High Mages and the full contingent of Dukars of Aryselmalyr. The subsequent explosions create Saerloon Bay and Selgaunt Bay.

-1658 DR

The mines of Dekanter [-2758] play out and are abandoned. Within a few years, Netherese arcanists begin using the chambers and tunnels to test their latest workings of the Art.

-1657 DR

The enclave of Maunator (Sunrest) disintegrates in an accident caused by poorly executed spell research.

-1648 DR

Human hunters from the northern reaches of Kara-Tur travel west across the polar ice cap and settle for a time with the Sossrim [-2320, -300] before moving on to the Great Glacier in search of game. After becoming lost, they set up permanent settlements and become the precursors of the Ulutiuns.

-1621 DR

Strategor Matick is born in Netheril. His military successes were legendary. The ratio of Netherese losses in relation to enemy kills during his career were the lowest of any general in the nation's history.

-1603 DR

Noble families among the bladelords of Jhaamdath construct the magical refuge of Dhinnilith, a secure pocket plane accessed through the palace at Naarkolyth.

-1588 DR

Attempts to raise a *mythal* over the sea elf capital of Coryselmal fail. Feeling betrayed by the Seldarine, Coronal Essyl of Aryselmalyr succumbs to the whispers of Dagon and begins sliding quietly into madness.

-1570 DR

Zazesspur, a simple fishing town, becomes a fortified city and center of the Emir of Tethyr's rule.

-1561 DR

One hundred Netherese myrmidar led by Strategor Matick make a valiant last stand against an army of giants at the Pass of Humaithira.

-1539 DR

Start of the Third Serôs War: Coronal Essyl lashes out against minor koalinth and scrag raids to the north and ignites the war by uniting the koalinth (aquatic hobgoblins) and merrow (aquatic ogres) against a common foe. [-1502]

-1537 DR

The merrow kingdom of P'karnis falls to the sea elves of Aryselmalyr.

-1535 DR

Yrlaphon is established in the eastern woods across the River Lis.

—The ixitxachitl Imperium of Ilvanyv falls. In the same year, the long loyal merfolk of Thalorlyn on the Hmur Plateau rebel against the oppressive violence of the war. Coronal Essyl co-opts the rebellion by supporting a merfolk traitor, Kyron the Mad, who had also succumbed to the whispers of Dagon. Kyron rises to a position of leadership among the merfolk while secretly passing military secrets to agents of the coronal.

-1533 DR

Establishment of Thalorlyn as the independent First Kingdom of Hmur. The merfolk of Thalorlyn claim Myth Nantar [-3002, -1523].

-1531 DR

Nearly thirty percent of all merfolk of Serôs are killed as Aryselmalyr viciously puts down the rebellion at Thalorlyn.

-1530 DR

Coronal Essyl dispatches an expedition into the depths of the Trench of Lopok. His agents return in the company of a trio of Dagon-serving fiendish kraken bearing a newly forged artifact known as the *Emerald Eye* [-1524], which Essyl gives to Kyron to ensure his loyalty. With the aid of their cephalopodan allies, the mad kings seized even more power in Serôs.

-1527 DR

The First Dukars' War: Within the scope of the Third Serôs War, the fifth Dukar Order of Nantari (those who vowed allegiance to Aryselmalyr) goes to war against the other orders.

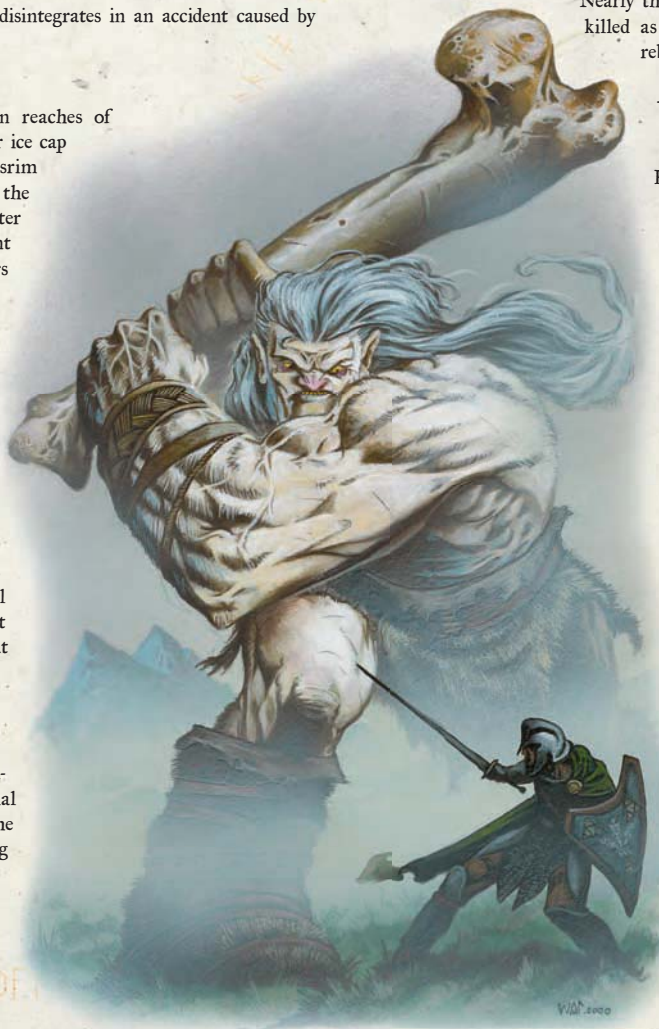
-1525 DR

Merrow and koalinth band together into the Horde of the Bloodtide, only to be defeated again by the mad King Kyron of Thalorlyn. The rebel Republic of Tivaan rises among the merfolk to unite the Hmur Plateau against Aryselmalyr's mad ruler, once spies reveal that Coronal Essyl and King Kyron have allied with kraken to supplement their power.

-1524 DR

Kyron and his loyalists are deposed and outcast from Hmur Plateau, despite the king's kraken ally and the powerful *Emerald Eye* [-1530, -1509].

Illustration by Wayne Reynolds



Netherese myrmidar battle a fog giant at Humaithira

AGE OF HUMANITY

-1523 DR

End of the First Dukars' War: Conflict ends with the destruction of the House of the Nantari Order in Myth Nantar [-1533, -1501]. This loss sets back Coronal Essyl greatly, and twenty years of tense detente begin.

-1522 DR

The Four Arcana of Humbar, the usually isolationist morkoths from the deep waters below, ally with Tivaan after numerous attacks from the coronal's forces.

-1509 DR

The First Shalarin Passing: The obyrith lord Dagon, eldest of Those Who Sleep Below, sets in motion his plan to control the depths of Serôs. The first *wildtide portal* opens, and the shalarins arrive within Serôs from the Sea of Corynactis, their home on the far side of Toril, west of Maztica. Immediately attacked by the magically attuned *Emerald Eye* [-1524, -1506] and the madmen Kyron and Essyl, the shalarins lose more than 17 percent of their number. Tivaan, the Dukar orders, and Humbar all rush to the aid of the shalarins and quickly gain powerful allies.

-1506 DR

King Kyron dies at the hands of the Dukars, who take the *Emerald Eye of Kyron* [-1509, -1399] into their custody. The merfolk traitors either return to Tivaan or remain allied with Coronal Essyl.

-1504 DR to -1069 DR

Eastern provinces of Jhaamdath fall under the sway of Unther.

-1502 DR

End of the Third Serôs War: Conflict ends with the death of the Mad Coronal Essyl Merynth at the hands of his brother, the Grand Dukar Jholar of the Jhimari Order. Jholar abdicates the coronal's throne in favor of his younger sister, the devout priestess Vaeqiis. [-1539]

-1501 DR

The Dukars again become an independent group of peacemakers not answerable to Aryselmalyr. The Nantari Order is dissolved, though the school at Myth Nantar [-1523, -1399] is rebuilt as an academy where all four orders convene to keep a closer eye on the magic of Aryselmalyn elves.

c. -1500 DR

Mulhorandi expansion results in the settlement of the Priador and annexation of Murghôm, the Plains of Purple Dust, and the Raurin Desert.

— Untheric expansion results in the settlement of the Wizards' Reach and much of the Eastern Shaar.

-1492 DR

Shalarin survivors of the Third War settle Es'krin on the northeastern Hmur Plateau. Alliances with the Dukars and Humbar provide protectors for the city-state until it can restore its own warrior caste.

-1482 DR

Mulhorand conquers the eastern realm of Semphâr.

-1471 DR

The floating enclave of Thultanthar [-339] (present-day City of Shade) is created in Netheril.

-1428 DR

Calimport falls with the death of Syl-Pasha Violir Cajaan IX, and beholders rule the ruined city of Calimport and its vassal empire. Qyraaptir the Bloodeye, a beholder-mage of frightening power, claims the Pasha's Throne. Beholders now rule all major settlements throughout Calimshan, Iltkazar and the Lake of Steam.

— Trade between Tzindylspar [-1715, -1427] and Calimshan collapses almost overnight.

-1427 DR

Ynamalik Nadim and a small army of monsters from Calimshan invade Tzindylspar [-1428, -665]. The City of Rubies falls within a tenday.

-1405 DR

Heldapan is founded as a fishing and trading center.

-1402 DR

Qyraaptir the Bloodeye and its beholder forces fall or flee before the Drakhon priests and their allied human soldiers. Calimport is the first city freed of beholder domination, and Calimshan is free of beholder rulers within three years, thanks to the rule of the Drakhon pashas. The beholders retreat to their strongholds beneath the Alimir Mountains and along the Lake of Steam.

c. -1400 DR

First crude ships sail the open waters of the Inner Sea, as Unther expands across the Alamber. These ships are the standard for sea travel for the next two millennia.

-1400 DR

Start of the Eleventh Rysar of Rystall Wood. Coronal Faahresc is a rabid drow-hating warrior who leads his people on numerous raids in the Underdark caverns and the Twisted Tower to the south.

— The attacks on the Caltazar Hills by the beholder nations of the Lake of Steam end.

-1399 DR

Start of the Fourth Serôs War: The Hmur Plateau becomes overrun by a horde of koalinth and merrow, ending the peaceful merfolk Republic of Tivaan. A desperate mermaid steals the *Emerald Eye of Kyron* [-1506, -1396] from the Dukars' Tower at Myth Nantar [-1501, -339] to drive the horde off the plateau, only to become corrupted by its power and lead the horde herself against her remaining people and the rest of Serôs.

-1396 DR

End of the Fourth Serôs War: This war destroys the Second Kingdom of Kyron, setting back koalinth populations for decades. The *Emerald Eye* [-1399, -108] is recaptured, and the possessed mermaid is believed dead, buried in a collapsed reef on the Plains of Duna, which hereafter are called the Haunted Plains. The new merfolk community, under the auspices of the kindly Coronal Vaeqiis, is the kingdom of Thalvan, led by King Darmox.

-1382 DR

The seeds of the barbarian schism are sown when the Angardt tribe learns sorcery.

-1377 DR

Using powerful Imaskari artifacts unearthed in the ruins of Thakos, the artificer Tan Chin assassinates the Sapphire Empress Kwan Ying and assumes the throne of Shou Lung. The new emperor renames Ten Mor Shou to Kuo Meilan, after his consort.

-1375 DR

Angardt barbarians splinter off from the magic-fearing Rengarth tribe.

-1370 DR

Earliest record of the Black Leopard Cult [-930]. Cult history says that the Black Leopard and his followers are eternal and immortal, having advised the Nine Travelers [-1250] when they ruled the lands of Kara-Tur. This is the earliest written mention of the cult, noting that it had temples all along the Fenghsintzu River. Its major temple was at Durkon.

-1365 DR

Using the *Jade Mirror*, Emperor Tan Chin and his friend Kar Wuan trick Pao Hu Jen the Guardian into flying to the lands of the horse barbarians where they transform the dragon into the Great Dragonwall of Shou Lung.

AGE OF HUMANITY

-1374 DR

Unified armies of Rystall Wood and Cormanthyr infiltrate and rout the majority of the drow forces around and under the lands of Rystall, Uvaeren's ruins, and the Old Skull, the granite crag within the hills that lie in the clearings among the three forests. However, they cannot penetrate the Twisted Tower [-1950, -750], allowing many drow to escape.

-1338 DR

The Fourth Rysar of Cormanthyr begins under Coronel Miirphys Irithyl.

-1293 DR

Coronal Miirphys helps raise the Crescent Court, the temple of Sehanine in Cormanthyr.

-1289 DR

The immortal Chih Shih leads a revolt against Tan Chin and drives the emperor from Kuo Meilan, ending the Second Age of Shou Lung. Fleeing to Raurin, Tan Chin begins searching for lost Imaskari artifacts.

-1288 DR

A shield dwarf named Melair discovers a vein of precious mithral beneath Mount Waterdeep. King Melair I, as he comes to be known, sends word to his kindred, and those who answer his call become Clan Melairkyn. The Melairkyn are traders, artisans, and explorers, strongly protective of their home, which they name the Underhalls of Melairbode [-750].

-1280 DR

The Alimir Peninsula erupts into war between Calimshan's armies and the restored beholder nations. Qyraaptir the Bloodeye now commands all the hive's surface armies, not just one legion.

-1250 DR

Unther battles Yureshanyaar for control of the southern Aglarondan coast. The star elves are driven back into the woods. Further Untheric expansion near the Great Rift [-6000, 316] brings this nation into conflict with the gold dwarves of the Deep Realms.

—Ascendancy of Nung Fu, a simple peasant, as First Emperor of Shou Lung. He is invested with the Emblems of Authority by the legendary Nine Travelers [-1370], beginning the Third Age of Shou Lung.

-1234 DR

Vaelan (currently known as Old Vaelen) is founded as a trading center on the site of a natural spring.

-1219 DR

Coronal Vaequís dies, and her warrior son Merath becomes coronal of Serôs.

-1205 DR to -697 DR

The Age of Discovery of the Netheril civilization.

-1205 DR

A *chardalyn* mine is discovered in the Plain of Standing Stones [-3145] in central Low Netheril.

-1202 DR

Ali yn Enar el Samesaj, the future Great Vizar of Calimport, is born on the last day of Alturiak.

c. -1200 DR

The Boneyard, more properly known as Pholzubbalt [1000], the Mausoleum City, is founded by a secret cabal of Mulhorandi necromancers deep under present-day Thesk.

-1200 DR

Numerous settlements and many more elf patrols fall before a trio of nycaloths rampaging through the forest of Cormanthor. Rumors say jealous Netherese archwizards summoned and sent the yugoloths into the Elven Woods merely

to test what magics they had to array against Netheril. After three months of cat-and-mouse games and a climactic battle within the streets of Cormanthyr, the elves subdued the nycaloths. Coronel Miirphys, the High Mages, and a number of priests use High Magic to imprison the trio, who had become known as *Kbovi Anilessa* (the "Trio Nefarious").

-1183 DR

Vaelantar (currently known as Vaelan [-241]) is built as a fortified trading post.

-1161 DR

In Calimshan, Ali el Samesaj saves the daughter of a Drakhon sultan from kidnapers, and he comes to the notice of Syl-Pasha Adjam Drakhon, her grandfather. As a reward, he becomes a fixture in the sultan's court and his unofficial court wizard.

-1153 DR

Ali el Samesaj saves the sultan from assassination by others of his court, though the magical battle destroys much of Hapji Sabban. He rises to the title of the Sultan's Vizar and Druzir of the Seven Sages Drudach as a reward for his loyalty.

c. -1150 DR

Syl-Pasha Kamal el Drakhon commissions the building of el Qysanaljoal (Imperial Navy), and this allows Calimshan to begin controlling the coastal lands and waters of the Shining Sea. Originally built to speed troop movements against the beholder armies, the Qysanaljoal swiftly expands Calimshan's political and trade influence.

-1130 DR

The Battle of the Samesaj Gate: The eastern garrison of Akkabel (present-day Ithal Pass [1370]) is the scene of great victory for Calimshan, as the besieged forces of Akkabel gain reinforcements from Calimport through a magical *portal*. They break the siege and inflict great losses on the beholders. The *portal* remains intact after the battle, but only its caster (the vizar Ali el Samesaj) knows that it is keyed to the full moon's light more than other magic. This great victory over the beholder forces sees Samesaj raised to the title of Grand Vizar at the right hand of Syl-Pasha Ruj el Drakhon.

-1124 DR

The Mulhorandi outpost of Semkhrun is founded in Semphâr.

-1114 DR

The High Netherese begin experimenting with travel to other worlds.

c. -1100 DR

Illefarn's last coronal, Syglaeth Audark, commands a Retreat [342] to Evermeet [-9800, 177]. The remnants of the elf empire fragment into the independent realms of Ardeep, Iliyanbruen (in Neverwinter Wood), and Rilithar (in Westwood and Kryptgarden Forest).

-1100 DR

The last great wyrm of the Wyrnwood falls by elf hands, and the kingdom becomes Arundath the Quiet Wood.

—Aelinthaldar, the capital city of Illefarn, is razed by elven High Magic on the order of Illefarn's coronal. Virtually nothing is left to indicate that an elf city had stood on the site for seven millennia.

-1095 DR

The Grand Vizar Samesaj creates his final resting place to the east of Calimport's city walls: the Khamamart, the Tomb of Fire. Once its fiery marble walls rise from the earth, Samesaj enters through one wall, never to be seen again.

-1094 DR

Coronal Merath dies fighting sahuagin raiders, and his wizard son Lysnal becomes coronal of Serôs.

AGE OF HUMANITY

–1088 DR

Scarcely a dozen years after the razing of Aelinthaldaar, annual trade begins between southern merchants and barbaric local tribes on the future site of Waterdeep.

–1087 DR

The Theurgist Adept (wizard) Thayd leads a rebellion of mages against Mulhorand and Unther, seizing the northern provinces of both empires as his own territory.

–1081 DR

Thayd and his conspirators are defeated. Before he is executed, Thayd prophesies that Mulhorand and Unther will decline.

–1080 DR

End of the wars between Calimshan and the beholder nations of the Alimir Peninsula with the victory at Mintar. The Pasha's Throne at Calimport now rules from the Sword Coast to Mintar. The increased trade and influence sees Calimport nearly double in size (to nearly the size of present-day Waterdeep).

–1081: The capture of Theurgist Adept Thayd

The following excerpt is taken from the *Book of Ratep*, First and Only Incarnation of Great Pharaoh, First Words of the Holiest of Holies.



The capture of Theurgist Adept Thayd

The Theurgist Adept Thayd studied the lore of the Great Enemy Enslavers and armed himself with their arcane weaponry, hoping to use their wicked power against us. But in so doing, he himself became enslaved to their blasphemous powers, and he began to commit atrocities as horrid as any of theirs. Mayhap a time had existed when he could have been redeemed from the wickedness that ultimately consumed him, but he soon began infecting his followers with his heresies, and he freely shared the secrets of the Enslavers with them. Their spells of thunder and lightning laid many of our glorious servitors low and left even more maimed, blinded, and deafened. Such was the merciless evil of the profane Thayd and his arcane disciples. Left to his own devices, he would surely have enslaved the

righteous and put our people in shackles once again. Eventually, Thayd's wanton disregard for the power of life and the divine made it clear that his evil had to be vanquished so that *maat* could be restored.

It was the divine that ultimately saved the Mulan from the arcane evil of the Imaskari. The power of our gods hardened our muscles into steel and made our khopeshes shine with holy brilliance. With such weapons were the blasphemers laid low and brought to justice, proving that faith in the divine can always overcome trust in the arcane. Thus it was and shall be for all time—a truth as eternal as our empire under the sun.

— TC

-1076 DR to -1069 DR

The Orcgate Wars: The *Orcgate* opens in the southern portion of the Plateau of Thay. Renegade Mulhorandi wizards employ Imaskari *portal* magic to open planar gates to an orc world. Hundreds of thousands of orcs inundate the northern territories of both Mulhorand and Unther. Mulhorand hires Nar, Raumathari, Rashemi, and Sossrim mercenaries to fight the orc invaders.

-1071 DR

The orc god Gruumsh kills the Mulhorandi deity Ra in the first known decide.

—The Untheric gods Inanna, Girru, Ki, Nanna-Sin, Nergal, and Utu are slain by orc deities.

—During the final Battle of the Gods, Tiamat launches a surprise attack against Gilgeam while he battles Ilneval. The ever-vigilant Marduk intervenes, killing Tiamat before she can land a death blow against Gilgeam, but at the cost of his own life.

-1069 DR

The *Orcgate* is destroyed, and the invading orcs and their deities are defeated in the Priador. Tribes of Nars, Rashemi, Raumvirans, and Sossrim return home. Over the next century, the Nars found a series of petty kingdoms, the most prominent of which is Ashanath, along the western shore of Lake Ashane.

-1064 DR

The Netherese make first contact with the illithids.

—A two-way *portal* between the Shandaular, capital of the kingdom of Ashanath and Council Hills, far to the south in the Eastern Shaar, is opened. Shandaular expands to encompass the lands surrounding the *portal's* southern terminus.

c. -1050 DR

The Lake of Steam beholders are slowly driven underground again by Calimshan's navy between this time and -680 DR. Infrequent, tentative trade begins with Chult and the Tashalar.

-1050 DR

A power struggle between Osiris and Set to succeed Re results in the murder of Osiris.

-1048 DR

Isis resurrects Osiris. Horus-Re battles Set and becomes chief of the Mulhorandi pantheon. The First Mulhorand Empire ends.

-1029 DR

Death of Nung Fu. His great-grandson becomes the first Emperor Chin of the Li Dynasty (Dynasty of Might) in Shou Lung.

-1020 DR

After decades of skirmishing and raiding against the Nar humans, the elves of Lethyr [-2460] are forced to abandon their holdings in the northern woodlands of the Riildath and retreat to more defensible settlements to the south.

-1015 DR

The Nar chieftain Tharos leads his people into the Riildath and discovers the ruins of Narathmault [-9750]. He and his people uncover many secrets of demonic lore, a legacy of the original Ilythiiri inhabitants, and soon abandon their gods and turn to the worship of the powers of the Abyss.

-1014 DR

The Netherese refocus their efforts on exploring Faerûn when travel to other worlds is found to be both dangerous and unprofitable.

-990 DR

Intermittent plagues over the next century ravage the populations of Schamedar and Calimport. The first plague, which strikes this year, kills nearly half of Calimport's slaves and forces the syl-pasha and his family to remain trapped in their palace for nearly two years until the disease subsides. The

warlords and sorcerers of Jhaamdath's Twelve Cities of the Sword are suspected of creating the plagues, but nothing is ever proven.

-987 DR

Thargaun, son of Tharos, assumes rulership of the tribe with the death of his father and establishes the kingdom of Tharos with himself as its first ruler, or Nentyarch.

-970 DR

The Nentyarch of Tharos builds his capital at Dun-Tharos and forges the *Crown of Narfell*. He begins conquering the surrounding Nar kingdoms and uniting them under his rule.

-946 DR

The armies of the Nentyarch of Tharos destroy Shandaular, capital of Ashanath. All the petty Nar kingdoms are now united into the Empire of Narfell. The people of Shandaular flee by means of the two-way *portal* around which their city is built, leaving their leader Arkaius behind to seal it. These people, now in the Council Hills area of the Shaar, name themselves the Arkaius in honor of their fallen ruler.

-930 DR

The Black Leopard Cult [-1370, -830] reaches its zenith, the power of its *kio ton mu* (mystic witch doctors) held in more fear and reverence than that of the Shou Lung emperor in the lands of T'u Lung.

-900 DR to -600 DR

Star elves of Yuireshanyaar, foreseeing disaster, begin construction of the extraplanar refuge of Sildëyuir.

-900 DR

The Raumvirans establish the realm of Raumathar, with its capital at Winterkeep.

-897 DR

King Olaurin, greatest hero-king of Ammarindar, is slain by the deep dragon Erthungaron.

c. -870 DR

After some decades of increased travel and colonization, Calimshan opens full, regular trade with Chult and the Tashalar.

-868 DR

Unification of the western provinces of Shou Lung under the Emblems of Imperial Authority, the emperor's symbols of office.

-862 DR

Klionna (present-day Chavyondat) is founded as a fishing and trading center.

-855 DR

Crushing of the Sea Lords' Revolt in Karatin Province consolidates power in Shou Lung beneath the Emblems of Imperial Authority.

-842 DR

Seventh Emperor Chin of the Li Dynasty declares the Gathering of Waters, an attempt to bring the land fed by all the major rivers in Shou Lung under the sway of the Emblems of Imperial Authority. Shou Lung armies invade the Fenghsintzu Valley.

-839 DR

Surrender of the Grey Owl tribes in the north secures the present northern boundary of the Shou Lung empire.

-837 DR

Agents of Emperor Chin discover the Impossible Palace of Silver Domes [-649] in the northeast part of Arkarin Province in Shou Lung.

-836 DR

The Battle of Infinite Darkness, at the mouth of Fenghsintzu. Combined leadership of the southern tribes under the *kio ton mu* challenges the forces of General Wo Can. The entire battle is fought under the cover of *darkness* spells, and legends say that the *kio ton mu* summoned fell and dangerous beasts from the other side of the world to aid them. In the end, Wo Can's army routs the southern tribes. The great southern scholar Po Nih dies in this battle, struck by a spear as he was writing a report to send to the main temple of Durkon.

-830 DR

Wo Can's forces destroy the temple of the Black Leopard Cult [-930, -224] at the mouth of the Fenghsintzu River in Durkon, ending resistance in Shou Lung's southern provinces (later to become T'u Lung). The records say that the temple itself was sunk to the lowest depths of the earth. The *kio ton mu* are said to have either been slain or fled to distant lands. One legend in particular states that a high priest journeyed unseen down the Fenghsintzu and made his way out to sea.

-819 DR

A Dukar allegedly assassinates Coronal Lynsal, and his paranoid daughter Vaeqiis begins sanctions against the four Dukar Orders of Myth Nantar and all wizards throughout the Sea of Fallen Stars.

-815 DR

Shou Lung establishes the "Eighteen Garrisons of T'u" in the T'u Lung lands. These military bases are instrumental in establishing Shou customs in the southern regions.

-810 DR

Teachings of the Path of Enlightenment first appear in the stone bluffs above the mouth of the Hungtse River in Shou Lung. The meter-high characters are blasted into the solid granite by reddish lightning during a firestorm witnessed throughout the continent. Though the skies are ablaze with light, the vegetation and people near the Hungtse are unharmed. The ancestors of the emperor are said initially to refute these teachings.

-800 DR

Start of the Twelfth Rysar of Rystall Wood. Synnorha Durothil becomes a baenorn to guard the Library of the Durothils, far beneath the petrified roots of its original villa.

— **Rise of the Purple Order of Pamas:** A small band of forty Dukars abandon their normal colors and allegiances to form the Pamas Order, dedicated to a harassing war against Aryselmalyr and its increasingly draconian tactics against wizardry. The Dukars seek to embarrass Coronal Vaeqiis II and raise awareness of the problems among the common folk in Serôs, not just the wizardly orders.

-791 DR

The Fifth Rysar of Cormanthyr convenes under the rule of Tannivh Irithyl.

-790 DR to -530 DR

The Night Wars: Drow raiders attack Calimshan and other surface powers of southern Faerûn.

-789 DR

The Second Shalarin Passing: Below the Hmur Plateau, the *wildtide portal* opens again and more shalarins emigrate to Serôs. Initially, many of the new shalarins come to Es'krin, though some move farther east and look for a home of their own.

-788 DR

Start of the Fifth Serôs War: Vaeqiis the Dark, the paranoid sea elf ruler, initiates the Fifth Serôs War against the shalarin kingdom of Es'krin following the Second Shalarin Passing. Her mobilizing troops around Es'krin and the northern Hmur Plateau prompts other allied and neutral states of Serôs to ally against her, so in desperation, the coronal allies herself with a pair of krakens, Borapalys and Rylurkarth, from the Trench of Lopok [-3309].

-780 DR

The Kraken Gambit: Coronal Vaeqiis II of Serôs desperately allies with two kraken to shatter the Four Arcana of Humbar, the peaceful morkoth magocracy. The few survivors of this offensive dive into deeper waters, away from Aryselmalyr's persecution.

-777 DR

End of the Fifth Serôs War: The Fifth Serôs War ended following the deaths of Vaeqiis II and her kraken allies, the result of sacrifices by a small band of Dukars of the Jhimari Order, but not before the destruction of the shalarin kingdom of Es'krin and the morkoth magocracy known as the Arcana of Humbar. Aryselmalyr's new ruler (approved by the four Grand Dukars as well as the elf nobility) is Coronal Pravis Orson, who restores the peace missed for over six centuries. *Kayas the Krakencourge* [-107], the traditional weapon of the Triton Protectorates of the Sea of Fallen Stars, passes into the possession of the Orson Dynasty.

-760 DR

Rise of Es'rath: The surviving shalarin, having quietly slipped into the deeper waters left vacant by the morkoth, announce the official rise of Es'rath, the shalarin kingdom of the deep. Its close ties to the Dukars and its own power keep Aryselmalyr at bay.

c. -750 DR

Drow attacks on Cormanthyr and Rystall Wood begin again in earnest, but only as slash-and-run raids by drow seeking magic, slaves, or destruction. The impregnable Twisted Tower [-1354, -470] expands twice in the next decades.

— An order of powerful Netherese wizards takes up residence amid an unexcavated section of Melairbode [-1288, -677], in what is now known as the third level of Undermountain. The name of the outpost is lost to time, though some scholars refer to it as the Sargauth Enclave [-339].

-741 DR

Tulan el Akada yi Calimport creates the aranea, a race of lycanthropic arachnids with the ability to disguise themselves as drow or giant spiders. Tulan's magical controls make the aranea the most effective soldiers in the war against the drow.

-736 DR

Tulan el Akada's forty most loyal aranea remain in Calimport and take up residence in hidden byways beneath the city and among caverns in the upper regions of the Underdark (former scouting posts of Shanatar). They begin fortifying the defenses of Calimport against the drow and making a home for themselves in the dark areas where few sadimmin (Calishite soldiers) wish to tread.

-734 DR

Enlil decides to leave Toril. His son Gilgeam becomes god-king of Unther. The First Untheric Empire comes to an end.

— Untheric Calendar begins.

-733 DR

Tulan el Akada releases over one hundred aranea into the Forest of Mir, both to propagate and to fight the drow that had taken up residence therein.

-722 DR

Elves of Yrlaphon suffer drow attacks in winter, and the orc hordes of summer overwhelm them, causing the fall of the city.

c. -700 DR

Rise of the Vastar [331], kingdom of orcs.

— Over the next three hundred years, increasing numbers of slaves escape Calimshan and Tethyr with aid from psiarchs and monastic servants of the deity Auppenser.

-699 DR Year of Moon Blades Clashing

The star elves abandon Yüreshanyaar for Sildëuyuir. Many green elves choose to remain in the Yuirwood.

-697 DR Year of Furious Giants

The drow erupt from beneath the cities of Calimport, Manshaka, and Almariven, establishing footholds in the cities as well as the outlying wilderness areas that they hold for several decades.

-696 DR to -340 DR

The Shadowed Age of the Netheril civilization.

-696 DR Year of Great Rains

Karsus [-3654, -674], the greatest archwizard of Netheril, is born.

-691 DR Year of Stolen Fire

Attacks by the drow in Calimport destroy the caleph's palace with all the ruling family within it, bringing the Vihad Dynasty to a close. The qayadin (general) of the sadimmin takes control as Syl-Pasha Akim el Ehjoliq.

— Calimshan begins colonizing the coast of the Lake of Steam beyond the Alimir peninsula. The original plans were to take over the area as conquerors, but many are settled as places for refugees fleeing Calimshan proper and the irregular but terrifying Night Wars [-790, -620].

-690 DR Year of Fragile Beginnings

Threatened by renewed attacks from the yuan-ti, the Lapal tribes [-1732, -569] along the Shining Sea come together and establish the nation of Lapaliya. The city of Sheirtalar [-569] is named the capital.

— Blingdenstone [1338], a deep gnome community, is founded in the North.

-681 DR Year of Nightmares

Netherese arcanists emigrate to the Demiplane of Nightmares. The magical energies of that nightmarish realm transform their descendants into an assortment of horribly twisted creatures known as the Night Parade [1359].

-677 DR Year of Fervent Glances

Drow from the city of Karsoluthiyi (located beneath the Trackless Sea [-17600, 418], west of the mouth of the River Chionthar) begin their first incursions against the Stout Folk of Melairbode [-750, 211].

-674 DR Year of Dwarves Besieged

The archwizard Karsus [-696, -408] creates the floating enclave of Eileanar.

-670 DR Year of Unfurled Sails

The last Emperor Chin of the Li Dynasty in Shou Lung dies without heir. Defying his ancestors, he passes on the affairs of office to his wu jen advisor, a follower of the Path of Enlightenment. The advisor becomes the first Emperor Chin of the Ho (Peace) Dynasty.

-669 DR Year of Summer Frosts

First Emperor Chin of the Ho Dynasty proclaims the Organization of Thought, in which he seeks to make the Path of Enlightenment the only faith of Shou Lung. The Time of Contentions begins, as rival faiths battle each other in the bureaucracy, among the populace, and finally on the battlefield as temple militias contest in small civil wars.

-665 DR Year of Crumbling Ruins

A powerful earthquake rocks the Nether Mountains, causing the lost city of Tzindylspar [-1427, -267] to collapse.

-664 DR Year of Turning Tides

The drow nearly destroy the town of Keltar in Calimshan over the course of a 37-hour battle, given their magical superiority and a globe of darkness that they use to surround the city. Calimport's army arrives after the drow conquer the city and have shipped more than half of the surviving population into the Underdark as slaves. Although the Calishites free the town and force the drow back to the Underdark, more than 3,000 Keltams are never seen again.

— The remaining *Nether Scrolls* [-1896, 580] are stolen en route to Eileanar.

-649 DR Year of Falling Copper

Large parts of Calimport are purposely destroyed to bury the drow temples and partially subterranean villas, but some remain relatively intact though buried. Those same wizards who burned the city help rebuild it and seal off all areas between Calimport and the Underdark with stone and new buildings. Despite their diligence, the drow reopen those passages within a decade and reestablish their hold on Calimport Below, now nicely protected by the city overhead.

— In Shou Lung, the Impossible Palace of the Silver Domes [-837, -246] disappears. That which remains is renamed the Field of Burnished Bronze.

-634 DR Year of Dwindling Darkness

A cabal of evil necromancers overthrow Ipheumon's heir and slaughters his family, bringing an end to the line of the ancient Imaskari lord.

-628 DR Year of Empty Crowns

The dwarves of Clan Ironshield abandon the settlement of Andalbruin for the higher, more defensible Settlestone.

-626 DR Year of Oaths Forsaken

A group of outcast Netherese wizards known as the Selskar Order builds a school of wizardry called the Tower of the Star in the ruins of Andalbruin.

-623 DR to -150 DR

The empires of Narfell and Raumathar warred throughout this period. Centuries of warfare culminated in a great decade-long conflagration (beginning in

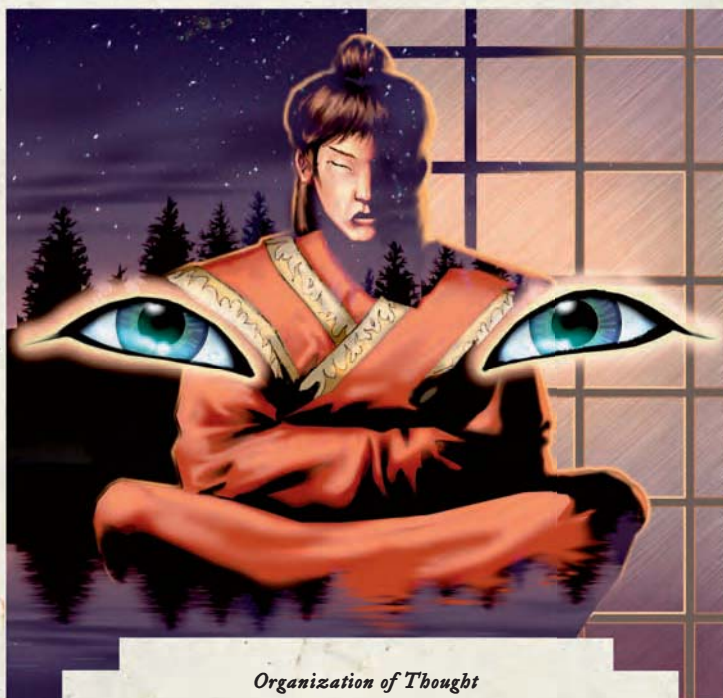
-160 DR) that consumed both empires and left all manner of summoned beings unchained upon the face of Faerûn.

-623 DR Year of Clipped Wings

Early successes by Narfell that extended the empire's reach to the northern shore of the Amber Sea are reversed because of an ill-conceived invasion of Mulhorand and a surprise attack by Raumathar's army. In order to halt the empire's decline, legions of demons are summoned and openly march with Narfell's armies for the first time.

— The Kingdom of Durpar is founded under Maharajah Udandwi, uniting all the trading communities along the northern coast of the Golden Water.

Illustration by Matt Cavotta



Organization of Thought

–669: organization of thought

A scroll made of precious Ra-Khati vellum was recovered from the rubble of the Shou Embassy in Elversult following its destruction by the storm drake Hathaulanyx in the Year of Rogue Dragons (1373 DR). The face of the scroll bears the seal of First Emperor Chin of the Ho Dynasty, as well as his official proclamation canonizing the Organization of Thought in Year 581 of the Shou Calendar:

Read herein a proclamation of the Ministry of Faith on behalf of his Most Powerful Celestial Majesty. In this year of the Ding Hai, in the month of Jotan, on the first day of Matu, the Celestial One decrees that an organization hereafter called the Organization of Thought shall be formed. From this day forward, no Shou may espouse a faith other than the Path of Enlightenment. Any monk of the Nine Travelers, tao of the Way, or infidel of any rogue sect is hereby banished from the Empire of the Dragon. Recall the blessed teachings etched on the stone bluffs above the Hungse and embrace them. Heed these divine words of the Celestial Emperor and go with the blessing of the Nine Immortals.

Thiri Sawara Madarit
Royal Abbot of the Celestial Bureaucracy

The following hastily penned note was found on the reverse side of this scroll.

Wareru,

The palace is no longer safe for the Chung Hsiang Tao. This night I retreat from Hsi-feng to the northern wilderness. For our arrangement, you must see to the safety and honor of Tarabya and the children. They must not know of my flight, else the emperor will surely have them executed. I travel north to rally the Order of Nga Han Nuak. I shall return with an army five thousand strong and claim the Jade Throne for my own. Be safe, brother, and may the spirits of the Way protect you.

–Hui Ding

–BRJ

–620 DR Year of Noble Souls

After more than sixty years of negotiations, Calimshan's syl-pasha strikes some confidential trade agreements with the Matron Mother of Guallidurth, the closest drow city, in exchange for the withdrawal of her forces from beneath Calimport and the other Calishite cities. The withdrawal takes another ninety years, since not all forces answer to the Matron Mother of Guallidurth, and a house rebellion within that city also adds fuel to the Night Wars [–691, –530].

— In Shou Lung, the first Emperor Chin of the Ho Dynasty perishes mysteriously, along with his son. The grandson becomes the second Emperor Chin and announces the Time of Sharing Meals. Temple militias are outlawed and religious freedom encouraged. The Time of Contentions ends, and the Path of Enlightenment is established as the official faith of Shou Lung. This edict is less effective in the south, but the Path of Enlightenment becomes the major faith over the next thousand years.

–612 DR Year of Sudden Mourning

The coronal of Cormanthor's seventh son, Eltargrim, is born in Semberholme.

–585 DR Year of Rumbling Earth

The troll warlord Harska Thaug gathers a horde of trolls and orcs, which he leads south from the Spine of the World to assault the elf realm of Rilithar. On its way, the horde attacks the Tower of the Star. The defenders summon the slaad lord Bazim-Gorag, known as the Firebringer, who destroys the horde.

–584 DR Year of Pyramids

Harska Thaug gathers another horde and overruns the Tower of the Star, bringing an end to the Selskar Order.

–569 DR Year of Silken Sabers

Calishite trading ships laden with unknown luxuries dock at Sheirtalar [–690, 656] for the first time. This event ushered in an era of trade and prosperity along the shores of the Shining Sea. Lapal [–690, –373] tribal encampments soon become cities.

–555 DR Year of Furtive Magics

The gnomes of Songfarla [–3149, –496] come under attack from the demon armies of Narfell. The gnomes repel the first assaults and then veil their city with powerful illusions, preventing further attacks and hiding them from the rest of Faerûn.

–553 DR Year of Plentiful Wine

Tashluta and the Tashalar are settled by Lalpal field hands and Calishite merchants.

–550 DR Year of Glistening Dust

King Azkuldar III of Ammarindar secretly creates the Xothol [–286], an arcane college charged with guarding against the increasingly antagonistic Netherese.

–547 DR Year of Toppled Trees

In Shou Lung, the first recorded appearance of the Giants in Grey [–392]—huge humanoid figures dressed in concealing gray cloaks and accompanied by thick fog. A massive earthquake destroys the province they are sighted in soon after their appearance.

–530 DR Year of Meager Means

The Night Wars [–620] draw to a close, and the drow never again gain more than a remote toehold in the surface lands. In all, more than 75,000 humans and other beings are captured and enslaved by the drow during these conflicts. Many of their descendants become skulks. More than 150,000 others die fighting the deep elves, though nearly as many drow and duergar die during the wars as well.

–511 DR Year of Dangerous Icicles

Deep Imaskar [–2481, 799] is freed from the necromancer-lords by the charismatic champion Chaschara. She declares herself Lady Protector of the Realm.

c. –500 DR

In the North, Citadel Sundbarr is constructed by the dwarves of Delzoun. Like Adbar to the north, the citadel is mostly subterranean, with only a few structures on the surface.

–496 DR Year of Hidden Ways

After slowly dwindling for millennia, the population of Songfarla [–555] begins to swell with the arrival of four deep gnome clans—the Covarrkar, the Fungusfoot, the Glasshorm, and the Longstepper clans.

–489 DR to –371 DR

Seven Sigils War: Rdiuz, a Netherese domain situated along the Gods' Legion Mountains, builds the mighty floating citadel of Meigg and marches its troops through *Cal's Gate* [1368] to conquer settlements within the Outlands. Planar beings, more powerful than the archwizards, send their armies through the *portal* into Netheril, leading to a century of conflict.

–470 DR Year of Perdition's Flame

The Shadow Wars, pitting Cormanthyr and Rystall Wood against the Twisted Tower [–750, –331], begin.

–461 DR Year of Bold Pioneers

The phaerimm [–33800, –427] begin casting the spells that eventually lead to the creation of the Great Desert of Anauroch and the abandonment of Low Netheril.

–446 DR Year of Treasured Moments

Calimshan's dominance of the Lake of Steam and the Shining Sea comes to an end with the near total destruction of the Calishite Armada in Calimport's harbor. The resulting fires destroy over 70 percent of the city as winds carry sparks and flames to the wooden domes of many buildings.

–438 DR to –122 DR

A great war breaks out between the Tabaxi and Eshowe tribes. At its close, the remaining tribes are assimilated into the Tabaxi tribe, whose diverse peoples become known collectively as Chultans.

–427 DR Year of Breaking Storms

The spells of the phaerimms [–461, –370] bring down the floating cities of Lhaoda and Tith Tiledrothael. The other Netherese enclaves set up wards against this form of attack.

–425 DR Year of Ancestral Voices

Netherese settlers refound Illusk [–2103, –354] as a magocracy. The ruling group of arcanists, known as the Grand Cabal, names Fynran the Flamelord as high arcanist and ruler.

—Paladins of Osiris destroy the Mulhorandi city of Sekras [1183].

–420 DR Year of Manacles

In Shou Lung, the last of the Ho Dynasty is humbled before the armies of the maritime Karatin Province. The warlord of that province ascends the throne as the first Emperor Chin of the Hai (Ocean) Dynasty.

–417 DR Year of Harbor's Lights

When the Kasada line collapses for lack of an heir, the regency searches for a suitable relative and settles on the Goshukara family. The first emperor of Goshukara is crowned on the island nation of Wa.

—Wa calendar begins.

–412 DR Year of Weary Kings

The Orson Dynasty in Serôs ends, and the crown of Aryselmalyr passes to House Vesahlir of the barony of Naramyr [771].

–408 DR Year of Sleeping Dragons

Karsus [–674, –339] discovers heavy magic. In the process of experimenting with it, he slays Wulgreth of Netheril [–286], a renegade arcanist, and transforms him into a lich.

c. –400 DR

Around this time, the Lost Sage Augathra the Mad travels the world. She divines many of the names in the Roll of Years, building on the work of other prophets, particularly those of the Netherese wizard known as the Terraseer [–3654]. During the day, her visions cause her to devise the Roll of Years upon which the seer Alaundo [75] built his work, but at night—gripped by fevered nightmares—she scribes a different set of names. These dark visions drive her travels, and as they continue she grows ever more insane, thus earning her moniker. This second set of year names, the Black Chronology, is a secret lost with Augathra and remains undiscovered for over 1,000 years.

–400 DR Year of Gilded Sky

The ancient black dragon Thauglorimorgorus [–205] the Black Doom, King of the Forest Country, notes the arrival of elves in his lands.

–395 DR Year of Ashen Faces

Fildaerae “the Night Flame,” laranla (ruler) of Ardeep, is slain in orc raids. Her grandniece Imdalace succeeds her as laranla of Ardeep.



*Bazim-Gorag,
the Firebringer*

Illustration by Wayne England



THE YEAR OF OATHS FORSAKEN (-626 DR)



-394 DR Year of Clouded Vision

The island of Wa is discovered by the empires to the west (Shou Lung and T'u Lung). Cham Ko Hag, a native of T'u Lung, is the mariner credited with the discovery. (His nationality is usually obscured in Shou Lung texts.)

-393 DR Year of the Burning Winds

An unknown wizard, believed to be a renegade arcanist of Netheril or from another plane, unites the goblinkin of the Windy Plains (present-day southern Anauroch) by force. He styles himself Great Hlundadim and names the realm Hlundadim [-87] after himself.

-392 DR Year of Lanterns

The Giants in Grey [-547, -270] are sighted in the Imperial Compound in Shou Lung.

-391 DR Year of Squalid Scarecrows

In Shou Lung, the first Emperor Chin of the Hai Dynasty and his household die from the Ivory Plague. The emperor's young grandson survives, as does the emperor's sister. She masquerades as the emperor, aided in this ruse by the bureaucracy and various good spirits, until the grandson is old enough to rule. The emperor's sister then reveals her true identity and flees the city, never to be seen again. Her rule is now recognized as that of the second Emperor

The battle of boiling mud

The following text is a translation of some Draconic runes inscribed on a topaz dragon's scale that was held in the clenched fist of an unholy hand of Bane. This artifact was hidden in a secret vault deep beneath the Black Lord's Altar in Mulmaster.

In the Year of Boiling Moats, my demesne extended south as far as the Lake of the Long Arm and west as far as the Giant's Run Mountains. Through the heart of my lands ran a sluggish river thick with mud, which the local savages formed into crude pottery for sale to fhaamdathan merchants from the south. Their numbers had swelled with the accelerating diaspora from Low Netheril, and I suffered them to live on the fetid fields of Rezamark in exchange for regular tithes to my hoard.

In the thick heat of the late summer, a tenday deluge caused the River Reza to overflow its banks and inundate the land. When the rains finally stopped, the newly formed lake began to bubble and boil, and the savages began to whisper that the ancient god Borem had manifested in my land.

Shortly thereafter, a trio of adventurers from the north—a powerful warrior, a stealthy killer, and a necromancer—came to my court and prostrated themselves before me. The warrior wielded a simple iron blade that rippled with arcane energy. In exchange for passage through my demesne, the

trio offered to slay the divine interloper and bear his heart away from my lands.

The land itself seemed to object to their progress, unleashing great geysers of boiling mud in their path, but still the three adventurers pressed on to the heart of the morass. When they disappeared from my scrying pools, I knew that they had at last bearded Borem in the planar quagmire where he laired. The three returned to my kingdom atop a great geyser of boiling red mud, clutching Borem's still-beating heart. I allowed them to flee toward the sea, where a galley crewed by a legion of skeletal servitors awaited them. From there, they rowed north toward Cormanthor, leaving a lake of red mud and a horde of terrified savages in their wake.

Borem of the Lake of Boiling

Mud was no more, slain by the dagger of the Netherese Cult of Jathiman. Better still, the trio—and most of the savages—were gone from my domain forever.

— ELB



Borem of the Lake of Boiling Mud

Illustration by Andrew Hou

Chin, and her grandnephew is considered the third Emperor Chin of the Hai Dynasty. From this time on, if no male heirs are of age, it is custom for a suitable female heir to rule until a male heir comes of age. The ruler is referred to as emperor, regardless of sex.

–387 DR Year of Shattered Walls

Calishite-controlled Zazesspur is sacked in a surprise attack by Tethyrian barbarians. Two of the pasha's sons are slain, and ten years of massive retaliations by the Calishites begin. The First Age of Tethyr begins. Zazessvertan falls to the united Tethyrian clan armies and is looted shortly before Zazesspur is sacked and burned.

–379 DR Year of Dancing Idols

Hobgoblin tribes of the south unite under one leader and form their own realm in the ruins of Holorarar, a former subkingdom of Shanatar.

–375 DR Year of Clutching Dusk

The Empire Plague strikes the southern Shining Coast and lasts for five terrible years. Pasha Khalid el Axash of Calimshan dies, ending the Axash Dynasty. He is succeeded by his cousin Syl-Pasha Akkab el Eyrtaan, whose first command is to put Calimport to the torch to combat the threat of plague. The fires, for the first time in centuries, refuse to burn, and the new syl-pasha is forced to flee Calimport.

—The city of Myth Dyraalis is founded in the present-day Forest of Mir as a safe haven for elves and gnomes fleeing from their enemies.

–374 DR Year of Shattering

With Calimport all but abandoned due to the plague it blamed on Jhaamdath, priests of Talona attempt to conquer the city and plunder its riches to build a temple to their goddess of poisons. Many of those who remain in Calimport are rogues, escaped slaves, and necromancers. For a time, the capital becomes known as the Rogues' City.

–373 DR Year of Whispering Stones

The Basilica of Night, Shar's impressive seat of power in Calimport, remains one of the few places in the city that is not fully controlled by Talona. Skirmishes around the temple in the Joadhruz Sabban (now the Sabban Bakkaal) grow more and more violent. In Eleint of this year, the Basilica finally falls to Talona's forces, but Shar's priests collapse the temple upon their foes. The bulk of the temple's wealth and reliquaries are moved to their new home within an ancient temple in the undercity, and it will soon be called the Temple of Old Night.

—Lhesper is founded by Lapal refugees fleeing the Empire Plague that had beset Lapaliiya [–569, –304] two years before.

–372 DR Year of Owls' Watching

The elves of Eaerlann found Ascalhorn [–4500, –333].

–371 DR Year of Bruins

Although he has already survived for centuries, Ioulaum [–2954, –339] embraces lichdom and establishes a heavily fortified lair in the Northdark.

c. –370 DR

Work begins on Citadel Adbar, since the Narrow Sea's destruction by phaerimm [–427, –354] *lifedrain* magic leaves Delzoun's eastern front exposed.

–370 DR Year of Rent Armor

The Empire Plague ends early in this year. By the end of Hammer, Syl-Pasha Akkab el Eyrtaan reenters Calimport and initiates a bloodbath that destroys all those who remain in the city as traitors or plague carriers. Many folk, including the clergy of Talona that ruled the city, survive by fleeing into the undercity.

–361 DR Year of Mageserpents

A band of ophidians stumbles across the ruins of an ancient sarrukh city, hidden beneath what is now the western end of the Forest of Wyrms. During their explorations, the ophidians discover the *Naja Fountain*, an ancient sarrukh artifact guarded by a powerful ha-naga named Terpenzi. Claiming to

be the prophet of the World Serpent, Terpenzi proclaims himself King of Najara and begins a decades-long campaign to subjugate the scattered tribes of ophidians.

–354 DR Year of Many Maws

The first recorded clash between the sharns [329] and the phaerimms [–370, –351] occurs in Anauroch.

—The arcanist Melathlar flees Netheril and travels to Illusk [–425, –350]. Fearing phaerimm assaults, he sacrifices his life to power a mighty work of the Art that raises the great stone Host Tower [95], walls, and powerful spellwards around this fledgling settlement.

–351 DR Year of Dark Roads

As the life-draining spells of the phaerimms [–354, –350] rapidly despoil central Netheril, several Netherese arcanists abandon their demesnes and begin searching for a place to build a city in the Underdark, beneath the western wilderness.

—Civil unrest begins to increase in many of Low Netheril's cities.

c. –350 DR

The Netherese migration to Illusk [–354, –111] reaches its peak as settlers from many towns in Low Netheril travel west to escape the depredations of the phaerimms.

–350 DR Year of Craven Words

Three mighty phaerimm [–351, –100] sorcerers subvert the beholders of Ooltul (and have lived and ruled there ever since).

–349 DR Year of Bold Poachers

The Netherese wizard Saldrinar destroys Kisonraathisar, the topaz dragon ruler of Westgate [–286], and becomes the city's first human king.

–348 DR Year of Moon Madness

The archwizard Xolund the Maker instills sentience into the *mythballar* of the Netherese enclave of Sakkors [–339].

–345 DR Year of Good Courage

Arthindol the Terraseer [–2375] appears for the final time. Upon arriving in the enclave of Karsus, he warns that the goddess Mystryl is about to face her greatest challenge—one that could alter the Netherese perception of magic for all time.

–343 DR Year of Chilled Marrow

The arctic dwarves of Dareth [–2320, –329] come under attack from Hoarfaern, a realm of white dragons and their bestial servant creatures, and are forced to flee to deeper caverns.

–339 DR Year of Sundered Webs

Ioulaum [–371, 329] of Netheril abandons his floating city for his lair in the depths of the Northdark while civil unrest peaks in Low Netheril.

—**Fall of Netheril:** Nearly all of the Netherese enclaves fall to the earth and are destroyed due to disruptions in the Weave brought about by the casting of the spell *Karsus's avatar* and the subsequent death of the goddess Mystryl. The body of the momentary god Karsus [–408, –298] falls to earth in the eastern region of the High Forest.

—The Netherese floating cities of Selúnarra and Thultanthar [–1471, 1372] escape the destruction of Netheril by transporting their enclaves and entire populations to the Gates of the Moon and the Plane of Shadow respectively.

—The archwizard Aumvor is transported by contingency magics to his secret lair in the heart of the High Forest, where he undergoes the transformation to lichdom.

—The Sargauth Enclave [–750, 1148] in present-day Undermountain is partially destroyed as a result of Karsus's Folly, and the Netherese arcanists that survive are twisted into magically potent undead that will become known as the Skulls of Skullport.

— A huge whirlpool is created from the surface of the Inner Sea down to the mythal at Myth Nantar [–1399, –238] in Serôs, destroying many buildings and dragging surface ships to watery graves. The Netherese enclaves of Nhalloth and Sakkors [–348, 1374] crash into the Inner Sea and are destroyed.

— The archwizard Larloch escapes the destruction of his floating enclave Jiksidur, which crashes on the northern borders of Narfell. He discovers the ruins of Orbedal, the floating enclave of his rival Rhaugilath “the Ageless,” and builds present-day Warlock’s Crypt [1351]. He also discovers the remains

of Rhaugilath, whom he binds to his will after a fierce battle, making him the first of his many lich servitors.

— Establishment of the Netherese survivor states of Anauria, Asram, and Hlondath as well as the underground city of Philock in the middle Underdark beneath the Wood of Sharp Teeth.

— The archwizard Raumark leads a flight of Netherese *skyships* far to the south to settle the Halruaan basin.

–349: kisonraathiisar’s slow demise

The following transcript is a translation of some Draconic runes inscribed on the scaled corpse of Kisonraathiisar, which was hidden in a secret subbasement below Castle Thalavar in the city of Westgate.

For five days I have struggled against these eldritch bonds, but I have been unable to move a muscle thanks to my tormentor, Saldrinar—a mewling meat wizard from the South. Each day, another of his infernal spells is triggered by the previous one, granting me a brief moment of agonizing lucidity before I lapse back into a timeless sleep. I suspect that I can last no more than another day or two, but knowing that my time is nigh, I try to use these brief moments to manifest my last thoughts as runes upon my scales.

While Saldrinar’s two-legged ants swarm across my kingdom and slaughter the tribes of dragonkin that I have carefully nurtured into stewards of my demesne, I see Null’s dull claws inexorably crushing the future that I had hoped to create. For millennia, my kind has labored to build kingdoms that might survive the King-Killer’s Baleful Eye. But just as I stood upon the cusp of escaping that curse, my plans were laid low by a scion of those arrogant Netherese fools. This Saldrinar cares not for the work of ages; he seeks only to steal what he cannot build and claim what is not his to own.

In the desperate hope that another of Asgorath’s children might chance upon my remains and seek what I have found, I now reveal my most precious piece of knowledge: The Hills of the Seven Lost Gods are not what they first seem. Each of the seven rings of standing stones dates back to the last days of the Reign of Dragons, when the elder wyrms sought to reverse what the elves had wrought. My ancestors tried to focus the Weave into a weapon of unparalleled might that could shatter the Drifting Stars into clouds of rubble in the heavens above. But they scored only a glancing blow on the moon that circles our world, leaving only a string of tears and an inland sea to mark their failure. Now reason is once again undone by rage, and all that dragons have wrought crumbles slowly into dust.

— ELB

-338 DR Year of Guttering Torches

The Bey of Runlatha and the dwarves of Ascore lead Netherese refugees from Runlatha to safety through the underground passage known as the Lowroad. The refugees migrate farther west, hoping to found a new realm to the west of Delzoun.

-335 DR Year of Seven Spirits

The arcanist Maerin of Illusk commissions Immar Fardelver and many other artisans of Delzoun to begin construction of the great subterranean city of Gauntlgrym [-321] in the Craggs, to the east of Illusk.

-334 DR Year of Three Seas' Rage

The dwarves build Besendar's Blockhouse [-104] on the site that will become present-day Everlund.

— A group of Netherese arcanists establishes the city of Helbrestor in the Nelanther Isles.

-333 DR Year of Humbling Havens

Ascalhorn and Citadel Sundbarr accept human refugees from Netheril. As the Narrow Sea dries up, the dwarves begin the slow abandonment of Ascore. The elves of Eaerlann allow other Netherese refugees to settle in Ascalhorn [-372, 315].

-331 DR Year of Shadows Fleeting

The elf armies of the Coronals Tannivh of Cormanthyr and Connak of Rystall Wood finally break the greater defenses of the Twisted Tower [-470, 479] and destroy all remaining drow slavers within the tower. The tower is left in the hands of good dark elf allies, and it is a great temple to Eilistraee within a century. The *Soldier's Blade* [500] is lost during this great battle, captured by the drow in their slaying of Lord Orym Hawksong during the fall of the Twisted Tower. The blade and the body of Lord Orym are taken down into the Underdark as spoils of war by the fleeing drow.

-330 DR Year of Empty Quests

The Bey of Runlatha dies near Delzoun's western border while battling the malfeshnee Zukothoth. The Runlathan refugees fragment into loosely allied family groups and revert to a primitive way of life. These groups become the precursors of the Uthgardt [95] tribes of the modern era.

-329 DR Year of Icefire

Dwarves of Clan Shattered Shield of Citadel Sundbarr flee their mines and workings in the Ice Mountains due to the approach of a group of renegade dwarves from Citadel Felbarr [-1900, 273], believed to be afflicted with a disease known as the slaying slumber. They begin a titanic trek eastward across the High Ice to the kingdom of Dareth [-343, -327].

-327 DR Year of Opened Graves

The shield dwarves of Clan Shattered Shield arrive in Dareth [-318] to find their arctic dwarf cousins beset by the forces of Hoarfaern. They rescue the surviving folk of Dareth and retreat to a lone mountain which they name Mount Sundabar in honor of their home in Delzoun. They commence building a fortress of their own there and elect Embryn Shattered Shield as their king. He leaves his clan to take the name of Dareth.

-325 DR Year of Crown Hatred

Netherese wanderers found the settlement of Hartsvale in the Ice Mountains to the east of the Coldwood.

-323 DR Year of Unseen Doom

The white dragons of Hoarfaern attack Mount Sundabar with potent magic items of unknown, elder origin, shattering the peak and laying waste to the dwarf fortress there. The surviving dwarves commence a guerrilla war against the dragons of Hoarfaern and their servitor creatures.

-321 DR Year of Hollow Hills

Gauntlgrym [-335, -111] is completed by the dwarves of Delzoun in this year, and the arcanist Maerin of Illusk welcomes humans from Illusk, Netherese refugees from Runlatha and Sundabar who have made the long trek west, and dwarves of Clan Goldspire of Delzoun to live in the city.

-320 DR Year of Netted Dreams

The ophidians of Najara summon the Hss'tafi tribe of yuan-ti from the southern jungles of Chult to increase their strength against the rising power of the Netherese survivor states. The yuan-ti establish themselves as Najara's ruling caste.

-318 DR Year of Crying Wolves

The dwarves of Dareth [-327] and the white dragons of Hoarfaern destroy each other in a final climactic battle on the broad mountaintop now known as Heroes' Height, bringing this dwarf kingdom to an end.

-315 DR Year of Vengeance

Hu Ling Do of T'u Lung writes his famous *Hsao Chronicles*. His writings encourage a strong following of the Way in the south.

-310 DR Year of Glassharks

In gratitude for their aid in the Shadow Wars, the coronal allows some reformed, surface-acclimated drow to settle in remote lands of Cormanthyr to the east of Cormanthor.

Kisonraathisar's slow demise



Illustration by Howard Lyon

–306 DR Year of Wan Shades

Shadows emancipated from their masters reclaim their identities and strike at Netherese undead across Faerûn.

–304 DR Year of Erupting Crypts

The serpent god Sseth, an avatar of Merrshaulk, founds the yuan-ti empire of Serpentes [–189] amid the ruins of the ancient sarrukh-empire of Mhairshaulk

[–24000]. Serpentes immediately begins to wage war against the humans of Lapaliiya [–373, 34], weakened by the Empire Plague.

–300 DR Year of Cold Anger

The Sossrim humans of the Armridge Mountains defeat an invasion of frost giants led by the chieftain Orbrud of the Pines with the aid of wind elemental-borne warriors sent by Arkhan Tallos of Raumathar. The Sossrim [–1648, 331] pledge their fealty to the realm of Raumathar.

–306: The year of wan shades

This excerpt is taken from *A Wandering Halfling's Tales: Simple Conversations I've Overheard in Halls Grimy and Grand*, published in 862 DR. All copies except the one in the House of Knowledge itself have long since been destroyed.

“You wish to know of my life—of the day I was slain and rose as a mere shadow of my former self?” asked the shadow sorceress. “You humans are always so eager to dangle your toes in the crab’s hole.

“Well, my life, such as it is—or mayhap it is best to say is not—began again in the Year of Wan Shades. I fancy that Augathra the Mad must have foreseen me when she named that year.

“I was but a young sorceress from Rystall Wood struggling to master my magic in the wake of Karsus’s Folly. While searching a Netherese ruin for a tome of wicked Art, my companions and I chanced upon the shadow of a dead Netherese arcanist. Quite simply, the creature killed me. In a breath, I too was one of the undead—but not before my companions had slain the creature that felled me.

“The arcanist was not the only shadow there, and I was not her only spawn—in fact, she was responsible for a veritable army of undead. Her destruction set us all free to search out our pasts, and many of us—myself included—did so. At first, most of us were lost, but then we chanced upon the one known as the Unseen Protector. I see you know of him.

“Palarandusk was not so different from us. He too had found his way to freedom after being crushed



by Netherese magic. He had worked out spells that could maintain his own strength of mind, even as his body grew more insubstantial. For a time, he helped those of us he could find with his magic.

“With his aid, a number of us sought out the ruins of Netheril and worked to put that nation’s remaining undead to rest. Many of us were destroyed—some in battle with the other fallen, others at the hands of noble clerics and family members who could not countenance our deathly life. Because of this mass destruction coupled with our rejection of evil, we came to be seen as weak—or, as the phrase goes, ‘wan.’

“I never returned to the Rystall Woods, though I have traveled to Cormanthor and beyond.

“I see that you wish to know more of the Sun Dragon, young Sammaster,” said the shadow with a gleam in her eyes. “But first, you must share a secret with me, or I shall have my raven Tillatal peck out your eyes.”

— TC

*Anatrianna Galanodel,
a wan shade*

Illustration by Sam Wood

-298 DR Year of Nine Watchers

The Cult of Karsus [-339] founds the city of Karse [-286] in the depths of the High Forest.

-294 DR Year of Sundry Violence

Coronal Luszech rises to power in Aryselmalyr and makes many veiled threats to all allied and subject powers during his first tour of his empire in Serôs. Although no one acts outwardly, all forces prepare for war but wait for the belligerent coronal to make the wrong move.

-289 DR Year of Shattered Havens

The Thinguth are enslaved by the yuan-ti of the Sseradess and Sauringar tribes and dispersed across all of greater Thindol, which at this time includes lands now claimed by Samarach.

-288 DR Year of Eight Lightnings

Calimshan accedes independence to Tethyr and its people.

-286 DR Year of Foul Awakenings

Westgate [-349, 480] falls during the course of a single night to a small army of elite mercenaries led by the vampire Orlak.

— The Xothol is closed. [-550]

— Bitter disputes among the inhabitants of Karse [-298, 883] eventually lead to the destruction and abandonment of the city. Wulgreth of Netheril [-408], a Netherese lich arcanist, takes up residence in the ruins.

-281 DR Year of the Silvered Thoughts

The despotic Coronal Luszech Vesahlir dies of poisoning, his senior general killing his lifelong friend for the sake of the Serôs empire and peace. Rule falls to his pacifistic Dukar son, Esahl, who promises reforms in Aryselmalyr so the other races can eventually lead themselves.

-280 DR Year of the Impudent Kin

In Shou Lung, pirate activities in the Celestial Sea result in proclamation by the sixth Emperor Chin of the Hai Dynasty of the Scattering of Winds, demanding that the warlords of the island of Wa swear fealty to the emperor. They refuse, and the emperor begins massing his fleet.

— The Raumathari found Almorel [1369].

-278 DR Year of the Ruling Scepter

Wa builds castles and fortifies its coastline in anticipation of an invasion from the King of the Western Lands.

-276 DR Year of Overflowing Casks

A bloody coup in Jhaamdath replaces the psiocracy of bladelords with a militant emperor, who commands the building of a great navy on the Inner Sea.

— Jhaamdathan loggers come into conflict with the elves of the Chondalwood. Over the next twenty years, Jhaamdathan forces hunt down and slaughter the elves.

— Hundreds of dissenters among the church of Auppenser are imprisoned. Some are publicly executed for treason, but most are released after being altered with mind-affecting psionics that instill loyalty to Emperor Dharien. Church protest over the new regime declines, and many members go into hiding.

-275 DR Year of the Grinning Pack

Multiple attacks by Shou Lung against the various strongholds of Wa result in capture of the north and south. The sixth Emperor Chin moves against the center with land armies and the collection of his fleets.

-274 DR to -225 DR

Cycle of Black Years: In T'u Lung, this period is marked by continual invasions from the south, incursions by petty lords from the north, blights, floods on the Fenghsintzu, and crop failures. Only regions where the local feudal lords remain in power retain some semblance of order. It is from these feudal lords that the barons of the south take their mandate to rule. Here is the first mention in records of the Wai and Yang clans, which were to shape the recent history of the nation.

-274 DR Year of the Purring Pard

Death of the sixth and last Emperor Chin of the Hai Dynasty of Shou Lung and his court in the last battle of Wa. The Shou Lung land armies overrun the Wa forces, but the emperor's fleet runs aground on reefs hidden by the dweomercraft of the opposing warlords' wu jen. The ship's pilot, a gajin named Rourke, recovers the Emblems of Imperial Authority but is slain upon return to the Imperial City. The Emblems disappear, and the Black Cycle of Years begins.

-273 DR Year of the Dancing Faun

Following years of tension with Shou Lung, General Ysohibei of the island nation of Wa accepts a truce from the Shou Lung governor of the north and sets himself up as warlord of the province. For the next century, Wa is wracked by warfare, beginning with conflicts between the nobles of Wa and the Shou Lung governors. Eventually, the Shou Lung governors become indistinguishable from their subjects, owing more allegiance to the Emperor of Wa than to the Emperor of Shou Lung. During this time the Order of the Snake, a mysterious organization of powerful warriors, gains footholds in all levels of the new governments.

— The Jhaamdathan emperor orders the military to seize those udoxias still in possession of the church. Hundreds of citizens loyal to the church bar the military from entering the temples. After a short standoff the emperor concedes, ordering his troops to stand down.

-272 DR Year of the Songstones

Citadel Adbar is completed.

-270 DR Year of the Winter Wolf

The Giants in Grey [-392] are reported throughout the Shou Lung empire. Crops fail as a blight strikes the coastal lowlands.

-267 DR Year of Crumbling Caverns

A powerful earthquake severs the link between ruined Tzindylspar [-665, 620] and the surface and opens new passages into the Fardrimm (the underground tunnel network linking the North and the areas beneath Anauroch).

-265 DR Year of Burgeoning Victory

A criminal family in Kai Shan seizes control of the city, declaring their own sovereignty. Such city-states are common during the Black Cycle of Years, but Kai Shan survives semi-independent to this day, because it aided and supported Wo Mai [-240], a noble from a neighboring province, in his adventures.

-264 DR Year of Scriveners

The city of Gharrent, led by church members, attempts to secede from the empire. It is denounced as rebellious by the emperor of Jhaamdath, who immediately invades the city to crush the rebellion. All suspected rebels are tried for treason and executed publicly. Gharrent's udoxias is removed by the emperor and hidden.

-256 DR Year of Able Warriors

Satama, a Durpari trader, begins preaching the Adama [-112], a belief system still dominant in the Shining South to this day. The Adama, or "the One," is the embodiment of the spirit found in all things, from rocks and plants to animals and even the gods; all creatures and objects on Toril are considered manifestations of the Adama. Following the Adama does not preclude worshiping the gods, but encourages fair and just dealings to "honor the Adama." Belief in the Adama promotes the tenets of the faiths of Zionel (Gond), Curna (Oghma), Luca (Sélune), Torm, and Waukeen.

-255 DR Year of Furious Waves

Fall of Jhaamdath: The Twelve Cities of the Sword are destroyed by a gargantuan tsunami raised by the elven High Mages of Nikerymath. This event reshaped the coastline into the contours of the Vilhon Reach known in the present day.

Start of the Sixth Serôs War: The fall of Jhaamdath sees the destruction of the undersea city of Coryselmal and the end of the Aryselmalyr Empire. All the powers once subject to the sea elves vie for control of Serôs, and the Sixth Serôs War erupts. [-215]

–252 DR Year of Vindication

Satama is named Maharajah of the Kingdom of Durpar.

c. –250 DR

Calimshan, under Syl-Pasha Faud yn Orun el Eyrtaan, reclaims some small areas and towns among the Arnaden lands of the Lake of Steam, now that Jhaamdath's control on these lands has fallen along with its primary cities.

–247 DR to –238 DR

Procession of Justice: Tyr, god of war and justice, bursts forth from a *portal* near modern-day Alaghôn in Turmish, then leads a force of two hundred archons across the Vilhon Reach in an effort to pacify the remnants of ancient Jhaamdath, which had fallen into lawlessness. Tyr's host slays Valigan Thirdborn, a lesser deity of anarchy.

–246 DR Year of Much Cheer

In Shou Lung, the Impossible Palace of the Silver Domes [–649, 560] reappears for two weeks, then disappears again.

–243 DR Year of the Rack

Tyr's actions and sacrifices during the Procession attract the attention of the previously obscure Ilmater, who joins forces with Tyr.

–241 DR Year of the Sand Shroud

The Veldorn tribe—the most prominent in the region between the Golden Water and the Curna Mountains, as well as along the Liontongue River—declares itself the Kingdom of Veldorn. Vaelan [–1183, 245] is designated as its capital.

–240 DR Year of Enslaved Swords

After fifteen years, the worst of the backlash against the sea elves dies down. Those who survived the attacks from koalinth, merfolk, and locathah zealots, and the newly returned (and far more evil) morkoth, do so by the use of magic (including High Magic) and some Dukar protection.

—End of the reign of the Copper Demon of Tros, who held a large section of western Shou Lung in his thrall for eight years, ruling the land in a brutal

fashion. The beast is slain by the Seven Heroes and the Seven Nonmen. Wo Mai [–265, –225] is reported as one of the Heroes.

–238 DR Year of Fortunes Fair

Second Dukars' War: After seventeen years of constant skirmishes amid all the powers of the central sea (and a resurgence of the sahuagin presence due to lack of order at the Pillars of the Trident), the Orders of Jhimari and Numos take proactive steps toward maintaining the peace by attempting to found a Dukar kingdom centered on Myth Nantar called Nantarum. [–339, –220]

–236 DR Year of Unfriendly Ports

The tribes in Gundavar are united under Rajah B'hesti I, and the Kingdom of Gundavar is founded.

–231 DR Year of the Ringed Moon

Three entire clans of elves flee Serôs to save their lives and those of their children, migrating to Lake Sember within the elf nation of Cormanthyr.

–230 DR Year of Loss

Calimshan retakes Calimaronn (Ithmong) and Myratma (Artrimmar). Able workers (more than a third of the population) of both of these towns are enslaved and brought to Calimport to work on the new Pasha's Palace. The 1,480 warriors among the 5,500 new slaves are all sentenced to the new Djen Arena, where many of them fight to the death against monsters and each other for the amusement of the masses.

–229 DR Year of the Myrmidon Maid

A formal alliance between Gundavar, Durpar, and Veldorn is established.

–227 DR Year of Rangers Lost

Calimport increases in population and area to its largest size ever, its true citizens numbering more than 75,000. For the next eight centuries, Calimport remains the largest and most frequented port on Faerûn's shores.



The destruction of Jhaamdath in –255

Illustration by William O'Connor

-225 DR Year of the Golden Staff

The Black Cycle of Years ends in Shou Lung with the coronation of Wo Mai [-240], a noble claiming descent from Nung Fu himself. Wo Mai recovers the Emblems of Imperial Authority from the crypts beneath the Imperial City, rallies the armies and other nobles, and crushes the rebellious outlying provinces. Wo Mai becomes the first Emperor Chin of the Kao (High) Dynasty.

-224 DR Year of the Forked Tongues

Defeat of the last invading southern tribes by Shou Lung allows the empire to reestablish its control in the south. The Black Leopard Cult [-830, 253], a secret society working to aid peasants, is displaced by the warring forces.

-223 DR Year of Burning Briars

The Sixth Rysar of Cormanthor begins with the realm's greatest warrior, Eltargrim, taking his first steps toward magic (and High Magic).

— Hui-Po, a wu jen advisor to the emperor of Wa, attempts to create a magical *portal* capable of whisking the emperor to safety in the event of an insurrection. In the process, Hui-Po inadvertently *gates* himself to a mysterious place known as *Qui*. Unnoticed by the officers, Hui-Po gathers a quantity of silk from the multicolored bushes and returns to Wa. Hui-Po creates four *scarves of transport* to *Qui* from the silk, but before he informs the emperor of his creations, Hui-Po and his assistants are killed in a violent coup attempt. The *scarves of transport* are never used; their origin and function remain a mystery. They are eventually lost and forgotten, scattered throughout Wa and possibly elsewhere in Kara-Tur.

-221 DR Year of Shambling Shadows

Shadow dragons of Clan Jaezred conquer the drow city of Chaulssin (beneath the Rauvin Mountains) and enslave the populace. In the centuries that follow, the drow population is eradicated, twisted into creatures of shadow and supplanted by wyrm-spawned offspring. The city is slowly drawn farther and farther into the Plane of Shadow. [634]

— **The Ithmong Slaughter:** Chief Clovis Ithal leads an assault with the elves against Ithmong, but dies in the attack. His son, Darrrom, rallies the clans to take the city and slay all Calishites within two miles of it. Darrrom Ithal begins to unite the Tethyrian clans under his leadership.

-220 DR Year of the Empty Soul

End of the Second Dukars' War: Under mysterious circumstances, the powerful city-state of Nantarum [-238, 720] loses the war for the Hmur Plateau while under siege from merfolk forces of "King" Ristan. Forces at the siege noted only a strange humming rising from the *mythal* and numerous discharges of magical energy lighting the night-darkened sea. When the forces swam into the city, they found the only person alive was the sea elf Dukar Yupal Narlis, his mind destroyed. His thirty Dukar followers and "nobility" stood along the avenue leading to the Council Academy of the Dukars, all transformed into coral statues with looks of contrition on their faces.

-215 DR Year of the Oracle

End of the Sixth Serôs War: The new powers of Serôs are shalarin As'arem, the morkoth Theocracy of the Deep Ones, and the merfolk Kingdom of Hmurrath. The Rise of Hmurrath signals the start of the Third Epoch. [-255]

-212 DR Year of High Thrones

Battle of the Purple Marches: Myratma falls once again to Tethyrian barbarian clans. Darrrom Ithal is crowned King of Tethyr.

-206 DR Year of Elfsorrows

Syglæth Audark, last Coronar of Illefarne, is murdered by raiders from Jhachalkyn, a drow city deep beneath the southeastern Neverwinter Woods.

-205 DR Year of Good Hunting

Orc hordes engulf Rystall Wood throughout the year, the worst hordes arriving in winter.

— The Lord of Scepters, Iliphar Nel-nueve of House Amaratharr, defeats the black wyrm Thauglorimorgorus [-400, 1018] in a Feint of Honor and is granted rule over the elf realm of Cormanthyr.

c. -200 DR

Candlekeep is founded; Calendar of Harptos begins.

— The humans who are to become the first of the Dalesfolk cross the Dragon Reach to the southern region of Cormanthor.

-200 DR Year of Stonerising

Syl-Pasha Kalil el Evyrtaan dies from thousands of viper bites, caused by a magic trap laid by some of his closest advisors. Vizar Asraf el Majizar rules over the start of the Fifth Age of Calimshan, and Calimport becomes a more organized city with structured trade and guilds of skilled workers.

-189 DR Year of Sunned Serpents

The lizardfolk/yuan-ti armies of Serpentes [-304, 10] complete their conquest of the Tashalar. Most of the wealthy Calishite expatriates flee back to their native land.

-188 DR Year of Wrongful Martyrs

The Throne Wars begin in Calimshan as Syl-Pasha Malik yn Asraf el Majizar is assassinated and many factions war among themselves for the caleph's throne as Calimport is set ablaze. By year's end, fifteen people rise to the throne with all but one dying.

-187 DR Year of Gilded Burials

After the death of twenty-seven other rulers, the Throne Wars of Calimshan end with the ascension of Tasyen el Tarshaj yi Manshaka to syl-pasha. He and his family simultaneously conquer the cities of Manshaka, Memnon, Calimport, and Almraiven, thus unifying the Pasha's Lands for the first time in nearly two years. A start is made on the rebuilding of Calimport and the reconquering of the rest of the realm.

-182 DR Year of Sleeping Giants

Calimshan, in its attempts to reconquer its old territories around the Lake of Steam and the Shaar, discovers that the old threat of the beholders has risen again. Beholders and their cultists control the majority of territory east of



Statue of the planetar Resounding Justice

Illustration by Jason A. Engle

AGE OF HUMANITY

Ankhapur and are now pushing their forces west (or immediately up and out of the Alimir Mountains) in retaliation against the Calishite invasions.

-178 DR Year of the Cold Quarrel

In Shou Lung, the second Emperor Chin on his ascendancy declares the Spreading of Knowledge, also known as the Opening of Wa. Orders are given to pacify and redirect the population of Wa in Shou Lung ways. Distrustful of each other and weakened by a century of war, the daimyos of Wa are easy prey. The Order of the Snake secretly assists with the invasion. Some of the order's members refuse to participate in the betrayal and form their own faction called the Order of the Mouse. Small in number, the Order of

the Mouse is unable to rally support and retires to the wilderness, where it covertly attempts to thwart the efforts of the Order of the Snake.

-170 DR to -166 DR

The Eye Tyrant Wars: Calimshan allies with Tethyr and Iltkazar to fight the risen beholder powers of the Arnaden.

-170 DR Year of Many Eyes

Almraiven falls to beholders within the first three months of the year, and Suldolphor follows by Greengrass. Though a longer struggle, the beholders control the Spider Swamp and the southern Forest of Mir by the end of

procession of justice

The following thought images are from a *rieldoxia* word crystal attributed to Exarch Thelasand IV of fallen Jhaamdath. The magically preserved crystal was recovered from an excavation outside the village of Urml in the Year of the Spur (1348 DR).

Never shall I forget that bitterly cold morning when I was preaching to the unwashed plebs from a pinnacle overlooking Beansidhe Hill. From over my shoulder, a piercing light suddenly washed over the forum, startling the throng. My breath caught as I turned to behold a beautiful being long thought to be merely legend or myth.

"I am the planetar Antonia of Hjördis, known to mortals as Resounding Justice" said the celestial, "and I bring good tidings to you, Thelasand, fourth of that name." Raising her mighty war sword aloft, she shouted to the shaken multitude below. "Grimjaws is nigh! In the name of Tyr, this land shall be cleansed of wickedness and anarchy." Then she turned her gaze back upon me and said, "The seed of Valigan Thirdborn shall be extinguished. Those with evil in your hearts beware—Tyr's justice is both merciful and swift." A great vortex then opened up beyond the 8-foot-tall planetar, and out marched scores of celestial champions. Shaking off my disorientation, I found my legs and fled the mound.

Oh, how Beshaba must be cackling at this scion of lost Jhaamdath, once favored of Valigan Thirdborn and trusted advisor to Emperor Dharien. Now I dwell deep within the mosquito-infested Wetwood, captive to primitive grippli with the host of Grimjaws hot on my trail. A pox on the Maimed God and his so-called Procession of Justice who come unbidden to these lands! Why does Valigan forsake me now?

-BRJ

—160: The great conflagration

The following is a translation of some Infernal script etched upon the partial hide of a goristro demon. Recovered from the Rawlinswood in the reign of King Beldred I of Impiltur during the Scouring, the original is now kept in the vaults of Tower Pureheart in Lyrabar.

I pledge my undying service to Nentyarch Rheligaun and my eternal soul to his dark master Orcus. In the seven-hundred-ninety-fourth *sarn* since Thargaun proclaimed the founding of Narfell, I have been commanded to preserve an accounting of its fall.

Ten *sarnar* ago, Jethren's cabal summoned the *hortha* of Kostchtchie, and the frost giants were recruited to our banner. From the Icerim Mountains they marched south, while fresh armies invaded the lakelands of Shemen, bolstered by *drith* summoned from the Abyss. Resistance was fierce, and the Raumathari used elemental magic to hurl us back time and again. Still we persevered, and after four *sarnar* of conflict, we finally laid siege to Winterkeep. Our forces conquered the city in a bloody battle, and our enemies fled south into the plains.

We had long suspected that the Raumathari had discovered and mastered lost lore from their former Imaskari masters, and we were correct. In desperation, they unleashed the last spawn of Horfaern against us—the terrible white wyrms of the northern glacier. Compelled by powerful magic, the dragons fought to the death and shattered our armies. We were forced to abandon the lands of our enemy, but we took solace in the fact that we had left behind a wasteland.

Two *sarnar* later, while we were slowly rebuilding our strength, the Raumathari launched an invasion from the north. Under the command of their war-leader Thulkarr, an army of stone constructs marched against us in an inexorable tide, using *portals* to outflank us time and time again. Our warriors and *drith* servitors fought bravely but could not repel them, and our forces were slowly pushed back to Narjast.

It was then that Ayarch Rauthok persuaded the Nentyarch to unleash our last gambit: the Dark Fissure. While the Raumathari forces poured into the environs of Dun-Tharos through their *portals*, our remaining *drithdarkar* opened a series of *portals* to the Abyss. The result was all that we could have hoped for—a massive planar rift opened before the advancing constructs and snatched them into otherness. Our last

reserves set upon the remaining disoriented Raumathari, and the few survivors fled using magic. Our daring gambit had crushed the enemy, and we knew that one last all-out attack would see us victorious.

Disquieted by the vulnerability of Dun-Tharos, the Nentyarch ordered the construction of Dun-Orthass in the wilds across the reach. Convinced that no *hortha* would suffice to destroy our foe, Rheligaun commanded us to summon the mighty Eltab himself into that dark citadel. And so within a *sarn*, we had the Lord of the Hidden Layer ready to lead our newly summoned legions of *drith* in the final battle against our foe.

The Raumathari had fortified the lakelands with much of their strength, so Eltab was commanded to destroy all opposition there. But despite his terrible presence, it took the better part of two *sarnar* for his army to prevail. Then, with the Raumathari shattered and victory in our grasp, Eltab perversely refused to march on. He had become fascinated with the *telthor*—the spirits native to the region—and he wished to master them so that he might unleash them in his conflicts against other *drith*.

Shortly thereafter, our leaders received word that the Arkhan of Raumathar had secretly gathered a force in the insignificant settlement of Kensten, north of Mulhorand. By conceding the northern war, he sought to launch a desperate surprise attack on our homeland. Leaving Eltab and most of his *drith* behind, our armies rushed south to crush the last forces of Raumathar.

The slaughter was terrible, but neither side emerged victorious. The Raumathari had summoned an *urbortha* of Kossuth, which consumed our armies and theirs. The Lord of Flames left only ashes in his wake, and our *drith* servitors ran amok throughout the realm, slaying every creature they encountered.

Thus it was that we achieved both victory and defeat. Two great empires have been lost, and their people are scattered to the winds. Narfell and Raumathar are no more—and I, Renyarch Thurdrar, must bear witness to our folly.

—GK



Kossuth's avatar lays waste to the armies of Narfell and Raumathar

-160: Rise of the Dodkong

Below, a brief tale transcribed by Dunador the Elder, a renegade stone giant, following a dangerous but successful mind reading of the Dodkong. The fate of Dunador is unknown, but he is believed to have been captured and turned into a zombie that serves the Dodkong to this day.

The young giantess lay on a stone slab deep in the Underdark. The only other being present in the earthen room was a frail elder stone giant wearing naught but a crown.

Apprehension made the giantess fidget like a child, though her thoughts were as focused as those of any other creature that knows it is facing imminent death. "We shall live forever!" she thought. "Grugaran has liberated the Crown of Obadai from van tomb robbers and wrestled forth its secrets. His transformation will restore the strength that I have watched wane in him for decades. Soon we will both be dodliv—or 'undead,' as the vanen call them."

"My queen, my love, my goddess," said the elder quietly. "I set our eternity in motion now." Bestowing a fond smile upon her, he began to hum mystic syllables.

"I shall reign with Grugaran beside me forever," thought the giantess with pride. "The jotunen both upon and below the Run shall know me as their hildkong, and Grugaran shall be my dodkong in a refounded Nedeheim."

Suddenly, a light flashed from the crown on Grugaran's head and struck the giantess. Her flesh fell from her body like dry clay, and the light began to fade from her eyes. Both giants

screamed, realizing that something had gone horribly wrong.

Grugaran's flesh hardened, and his eyes turned a ghastly red as his queen's life ebbed away.

"My queen," he said softly, with the last tender emotion that his diminishing true life allowed him.

- TC



The Dodkong

Kythorn. This prevents much transfer of troops from western Calimshan except directly into beholder-controlled strongholds.

-167 DR Year of Sudden Kinship

The Storming of the Qatarn Hills: In the first five days of Uktar, King Silvam of Tethyr and Qayadin Revaod el Simaal lead the Fourth Army to victory over nine beholders and three times their army's own forces.

—The beholders occupy Volothamp and Schamedar by year's end, though their entrenchment within eastern Calimshan overextends their reach, and the beholders lose control of Ankhapur, one of their largest surface strongholds.

-166 DR Year of Seven Loves Lost

The Eye Tyrant Wars end, though alliances remain among the human powers to pursue renegade beholders for the next few years among all their lands.

-162 DR Year of Boneblight

Tribesmen in western Gundavar revolt against the rajah and found the Kingdom of Estagund.

-161 DR Year of the Emerald Mage

The alliances of Calimshan, Tethyr, and Iltkazar dissolve by this year.

-160 DR Year of the Stone Giant

A cairn (undead stone giant) called the Dodkong, or "King of Death," appears from the dark below. On his arrival, he gathers the stone giant clans and refounds the kingdom of Nedeheim as Cairnheim.

—**The Great Conflagration:** Narfell and Raumathar begin their final war—a decade-long cataclysm that involves the summoning of demon lords and an avatar of Kossuth. At its conclusion, both combatants lie in ruins.

—A secret Raumathari sisterhood is formed to preserve Raumathar's lore.

-153 DR Year of the Starry Shroud

Proeskampalar (later renamed Procampur) is founded by dwarves from Earthfast and quickly becomes an important trading partner of Westgate due to an influx of refugees from fallen Jhaamdath.

—The demon lord Eltab [-148] is summoned at Dun-Orthass, the present-day Citadel of Conjurers in southwestern Impiltur.

-152 DR Year of Wildwine

Rashemen is ravaged by demons and destructive spells.

-150 DR Year of Recompense

Syl-Pasha Kamus yn Tasyn el Tarshaj of Calimport grants Tethyr the region known as Ankaram, the lands west of the Forest of Mir and north of the River Memnon. Although many in Tethyr believe this to be a reward for their aid in the Eye Tyrant Wars, it is a political move to weaken Calishite nobles amassing power against el Tarshaj.

—End of the Great Conflagration with the destruction of both Narfell and Raumathar.

—Barbarians drive Raumathari survivors from much of the Hordelands.

—Fleeing from the fall of Raumathar and Narfell, river spirit folk settle the Lake of Mists.

-149 DR Year of Adamantine Ore

Shield dwarf prospectors discover rich veins of adamantine and iron in the Teshan Mountains (present-day Desertsouth Mountains) and send word back to their kin in the Storm Horns to join them.

-148 DR Year of the Black Marble

The god-kings' final battle. An alliance of summoned creatures (almost all of them demons from the Abyss) is defeated, and they are sent back to their home planes.

—Rashemen falls under the rule of the demon lord Eltab [-153, -105].

-145 DR Year of Depths Unknown

Rorÿn, blood of Thordbard, of the Iron House of fallen Oghrann founds the dwarf realm of Tethyamar [1104] in the present-day Desertsouth Mountains.

-137 DR Year of Blooded Sunsets

The Eshowe tribe releases the Shadow Giant, a monstrous and ancient evil, and unleashes it upon the city of Mezro [-2637, 863]. Though Mezro lay in ruins as a result, the Tabaxi ultimately repel the lurking gloom. The Shadow Giant then turns on the Eshowe, nearly wiping them out in a genocidal rampage. The Tabaxi named the dark spirit Eshowdow, or Shadow of the Eshowe.

-135 DR Year of Old Beginnings

Refounding of the former Raumathan city of Kensten (present-day Bezantur [1369]) by Mulhorand on the coast of the Wizards' Reach.

—Impil Mirandor, a refugee from the former lands of Jhaamdath, establishes a settlement known as Impil's Tor atop an abandoned dwarf delve at the site of present-day Lyrabar.

-133 DR Year of Silent Screams

Great sea storms erupt along the Sword Coast. A tidal wave envelops the city of Velen in Tethyr, decimating its population.

-125 DR Year of Banished Wisdom

Hetel Hastalhorn, a prominent Halruaan archmage, founds Mhairhetel, now known as the City of Renegades, in the southern tip of the Mhair Jungles.

c. -120 DR

The death of so many humans during the Eshowe-Tabaxi war opens the door for the rise of the Batiri, a tribe of bloodthirsty goblins.

-119 DR Year of Close Scrutiny

Rajah Marak III of Gundavar invades Estagund in an attempt to reunite the two countries.

-118 DR Year of Elven Delights

The thriving settlement of Impil's Tor is renamed Lyrabar by Ornrath Mirandor, harkening back to its dwarf roots and cementing the first trade ties with dwarves of the surrounding mountains.

-112 DR Year of Tortured Dreams

Rajah B'heshti II relinquishes claims on Estagund, changes the name of Gundavar to Var, and declares the Adama [-256] the official state religion.

-111 DR Year of Terrible Anger

The Orc Marches: The entire North erupts as great orc hordes stream south from the Spine of the World and the Ice Mountains to lay waste to all in their path. Illusk [-350, -108] and Gauntlgrym [-321, 141] fall to this onslaught, and Delzoun is devastated by countless orc assaults. Most of Illusk's population manages to escape by sea or by magic and is spared. The elves of Iliyanbruen, Rilithar, Silvanede, and Eaelrann unite to shatter the strength of the orcs and halt their rampage south into the High Forest and Dessarin Valley.

-110 DR Year of Shadowed Glances

Akkabar el Shoon is born in Myratma to a Calishite noble and his favored harem girl, and all three return home to Memnon.

-108 DR Year of Wands

A clandestine order of masked witches emerges near Lake Tirulag and makes itself known to the folk of Rashemen. Of Raumviran ancestry, they are sworn to preserve the lore and learning of the Empire of Raumathar.

—Humans displaced by the Orc Marches rebuild and resettle Illusk [-111, -15]. The city again operates as a magocracy under the Grand Cabal.

—**Start of the Seventh Serôs War:** The morkoth of the Theocracy of the Deep Ones attack Es'rath and Hmurrath on two fronts. They free the *Emerald Eye of Kyron* [-1396, -104], using it with astonishing effectiveness.

-107 DR Year of Tapestries

The *Krakenscourage* [-777, -106] resurfaces during the Seventh Serôs War in the hands of a storm giant adventurer named Lorthar of the Waves.

-106 DR Year of the Valorous Kobold

End of the Seventh Serôs War: The war ends with the surprising appearance of long-hidden triton forces from the deeper trenches of the sea. Breaking the back of the Theocracy and sending the morkoth fleeing back into the depths, the tritons help maintain the balance among the shalarins and the morkoths on the floor of Serôs.

— Lorthar dies in combat with a legion of elite morkoth warriors during one of the last battles of the Eleventh Serôs War. The *Krakenscourage* [-107, 1271] briefly falls into the hands of the Theocracy of the Deep Ones before it is reclaimed by the tritons, whose unexpected emergence from the deeper trenches of the sea ensures the morkoths' defeat.

-105 DR Year of the Bloody Goad

An Illuskan tribe known as the Rus arrives in eastern Faerûn by means of a malfunctioning *portal* that deposited them on the eastern shore of Lake Ashane. Although quickly integrated into the native Rashemi population, the Rus were powerful berserkers who sparked an insurrection among the native Rashemi against the court of Eltab [-148, -75]. The arrival of the Rus coincided with the emergence of the Witches of Rashemen, a secret sisterhood formed in the dying days of Raumathar to preserve that empire's magical lore.

-104 DR Year of the Star Stallion

Besendar's Blockhouse [-334, 515] is abandoned by the dwarves of Delzoun in the face of countless orc raids.

— The *Emerald Eye of Kyron* [-108], after some study, is secretly sealed within the black coral walls of Vynagyr in Serôs.

-102 DR Year of the Spiked Gauntlet

Desva, a cleric of Malar, attains a position of power among the ghostwise halflings and begins leading them into darkness and evil.

c. -100 DR

On the Stojanow River, a pyramid is constructed on Sorcerer's Isle. It serves as a wizards' college until it is abandoned some unknown time later.

-100 DR to 250 DR

Humans Settle the Wizards' Reach: Jhaamdathan settlements dot Altumbel's islands, and Chessentans colonize a broad stretch of coastline from Delthuntle to Laothkund.

-100 DR Year of the Black Unicorn

The dwarf realm of Delzoun, the Northkingdom, falls to encroaching phacrimms [-350, 329] and other dangers. The dwarves' surface citadels survive the attack and remain in dwarf hands.

-94 DR Year of Many Bats

The 16-year-old Akkabar el Shoon arrives in Tethyr and becomes a pupil of the Vizera Princess Rhynda based on his reputation as a prodigy in the Art.

-91 DR Year of Old Crowns

Rise of the Triton Protectorate of Ahlors in Serôs.

-88 DR Year of Hostile Hails

Akkabar el Shoon leaves the tutelage of Princess Rhynda of Tethyr and begins his movement among Calishite society and business, selling his powerful magical abilities to the highest bidders. Within four years, Akkabar is a near-permanent fixture within Calimport society, and his political savvy is outmatched only by his magic.

-87 DR Year of Dashed Dreams

Tarkhaldale, an early northern dale allied with Asram and Hlundath, falls to the goblinkin of Hlundadim [-393, 111].

-86 DR Year of Goodfields

Pirates under the command of Alaric False-Oaths, an exiled young noble of Tethyr, dominate the sea coasts off that kingdom, operating out of the ruins of Velen and the northwestern Velen Peninsula.

-83 DR Year of Bitter Fruit

Barbarians from Ulgarth begin raiding Durpari cities. Such raiding continues for more than a millennium.

-78 DR Year of the Gleaming

Akkabar el Shoon marries Munaa yr Shunnari el Tarshaj, the fifth daughter of Syl-Pasha Kadar, on Midsummer. As a wedding gift, Akkabar becomes the Syl-Vizar (and ruler) of Memnon.

-77 DR Year of Flaming Stones

By Midwinter, the deaths of nearly all members of el Tarshaj places Syl-Pasha Akkabar el Shoon on the caleph's throne, as he had planned.

-75 DR Year of Leather Shields

Teshar is founded in the cleared lands between Rystall Wood and Cormanthor.

— The wizard Baerauble Etharr, survivor of lost Netheril, is saved from death at the hands of barbarian tormentors by the elf Alea Dahast. Baerauble comes to live with the elves of Cormanthyr.

— The Regent Princess and Vizera Rhynda arranges a marriage between Syl-Pasha Akkabar Shoon's daughter and her own son, the future King Nishan II, to ensure the stability of both realms despite objecting nobles on both sides.

— An alliance of the Rashemi, the Rus, and the Raumviran witches finally liberates Rashemen from demonic rule. The hero of this conflict is a half-Rus/half-Rashemi warrior named Yvengi, who wields a great magical blade named *Hadryllis* against Eltab [-105, 106], severely wounding the demon lord and forcing him to flee. The Witches of Rashemen finally catch up with Eltab in the Sharawood, far to the south in the Eastern Shaar. They imprison him beneath the forest floor and bind a dracolich known only as the Everlasting Wyrm to be his guardian.

— After defeating Eltab, the witches demand the right to name the Iron Lord of Rashemen. The nation of Rashemen is established.

— Descendants of the Ho Dynasty living in Tu Lung refuse to house the Emperor's troops and take control of the coastal city of Ausa. Shou troops spend four months reducing the city's defenses and another two years tracking down and defeating the clan leaders. By imperial decree, most of the Ho clan is slain. Some members survive and reestablish the clan. Shou atrocities during this uprising were widely spread among the barons and the population.

-74 DR Year of Splendor

Inrath Mirandor establishes the kingdom of Impiltur and crowns himself king, beginning the Mirandor Dynasty of Old Impiltur.

-73 DR Year of Swift Courtships

Ascension of Mori, first emperor of the Kozakuran people in Shou Lung.

-69 DR Year of No Regrets

The Third Shalarin Passing: For once, the shalarins arrive to a peaceful Serôs, and they quickly establish two more shalarin kingdoms within thirty years: Es'daan and Es'purr.

— Founding of the Timesong (Serôs) Calendar.

— An Illuskan tribe from the island of Ruathym [-3000, 1356] travels through a *portal* to the Council Hills in the Eastern Shaar. Over time, the Illuskans mingle and join with the Arkaiuns who fled the fall of fabled Shandaular, capital of Ashanath, in the lands west of Rashemen centuries before. In time, this mingling of people leads to the establishment of the realm of Dambrath in the Shining South.

-68 DR to -65 DR

The Hin Ghostwars: In response to the evil acts of the cleric Desva and the ghostwise halflings, The Strongheart and Lightfoot tribes unite against the

Ghostwise tribe and begin exterminating its members. Almost all ghostwise hin are either slain or driven out of the Lluirwood.

–68 DR Year of Discordant Destinies

Chand, a strongheart hunter, becomes warchief of the Strongheart tribe in Luiren.

–65 DR Year of Monstrous Appetites

Warchief Chand slays Desva in battle.

–64 DR Year of Gleaming Frost

Rystall Wood falls in its Twelfth Rysar to giants and orcs. The survivors either remain in Yrlaancel or migrate to Cormanthyr.

— King Nishan II ascends to Tethyr's throne and marries Arhymeria yr Una el Shoon.

–54 DR Year of Tomes

— Pirates settle the Nelanther at this time and begin stealing ships and causing major disruptions of the burgeoning sea trade. The pirates are led by Black Alaric the Pirate, the exiled cousin of Clan Chief Darius Fyrson of Tethyr.

–51 DR Year of the Cluttered Desk

Rise of As'arem: The three shalarin kingdoms of Es'rath, Es'daan, and Es'purr unite under one eadar (emperor) and now rule the twilight waters from the Hmur Plateau to the coast of what shall become the surface-state of Thesk.

–50 DR Year of the Phandar

Illuskans from Ruathym settle at the mouth of the River Delimbiyr, founding the city of Tavaray.

–45 DR Year of the Raging Brook

The god-kings of Mulhorand desire Rashemen as a new province. They send a massive army through the Gorge of Gauros, but are soon turned back by berserkers and nature spirits summoned by the witches.

–37 DR Year of Patriots

Alaghôn, the first recorded settlement in what would become the nation of Turmish, is founded upon the southern shores of the Sea of Fallen Stars.

–33 DR Year of Slowing Sands

The Netherese state of Asram (in the present-day Anauroch Desert) falls victim to a plague sent by Talona, from which there are no survivors.

–15 DR Year of the Embrace

Gripped by the imperial urge, the leaders of Illusk [–108, –10] expand their nation southward and eastward.

–12 DR Year of Laughing Lovers

The elves of Iliyanbruen resist further Illuskan expansion in the south.

–10 DR Year of Burning Glades

Led by Lord Halueth Never, the elves defeat Illusk [–15, –4], although skirmishing persists.

–9 DR Year of Fell Traitors

The Circle of Flames, a wizards' cabal, forms in the city of Cormanthor. The group consists mainly of retired or current Akh'Faer wizards and their apprentices.

–8 DR Year of Wraths

The lichs Thakloamur and Mingaudorr destroy Helbrestre with arcane magic. The ruins are sacked by the outlawed Tethyrian Clan Fyrson and pirates based elsewhere in the Nelanther.

–6 DR Year of Scarlet Scourges

Tethyrian royals are slain by pirates. Syl-Pasha Shoon secretly congratulates himself on arranging the coup, though his attempts to link the murders with the rising power of the Rundeen merchant cabal [502] fail.

–5 DR Year of Feuds

Amahl Shoon, younger brother of the late Queen Arhymeria, arrives within a month of Ithalyr's fall. Calishite forces and advisors set him up as the reluctant king in the newly renamed city of Zazesspur.

–4 DR Year of Facts

The elves of Iliyanbruen and the humans of Illusk [–10, 95] make peace, setting the River Mirar as the boundary between their kingdoms.

–3 DR Year of Ruins

King Amahl I of Tethyr dies of poison at the direction of his grandfather Syl-Pasha Akkabar el Shoon. His nephew, Amahl II, becomes king. A scourging of Ithal clan lands begins.

–2 DR Year of Gruesome Streams

After 18 months of war, Ithmong is destroyed and Clan Ithal nearly wiped out by royal forces. King Amahl II of Tethyr swears fealty to Syl-Pasha Shoon on Greengrass upon his victory. This is the true start of the Shoon Imperium with Akkabar's rule over both Calimshan and Tethyr.

–1 DR Year of Shattered Relics

Akkabar the Younger, eldest grandson of the syl-pasha and elder brother of Amahl I and Arhymeria, dies in a tavern brawl in Memnon that is later revealed to be a revenge assassination by vengeful Tethyrian clansmen. As the father of King Amahl II of Tethyr and the proclaimed heir of Syl-Pasha Akkabar Shoon, his death brings much suffering to Tethyr.

— Ithmong's ruins are plundered for the building of a great capital to the south, near the former city of Iltakar and the port town of Agis (present-day Shoonach). Former Clan Ithal supporters are enslaved and haul stone ten miles south to the new city for the next ten years.

1 DR Year of Sunrise

The Standing Stone [591] is raised by the elves of Cormanthyr and the Dalesmen, ratifying the Dales Compact [1374] between them and starting the Dalereckoning calendar.

— The dwarves of Ammarindar complete Citadel Yaunoroth.

3 DR Year of the Faded Flower

Rise of Aleaxtis in Serôs. The sahuagin emerge from a century of war with the merrow of the Alamber to claim more than half of the sea as their own.

4 DR Year of the Slaked Blade

Laranla Imdalace of Ardeep disappears. Rulership of the kingdom passes to her kinswoman Embræe Aloe van.

5 DR Year of the Clutched Emerald

The syl-pasha of Calimshan establishes *gates* between various sites in Calimport and his new imperial capital rising at Shoonach.

6 DR Year of the Firestars

Fleeing plague and tyranny in Impiltur, the farmer Ondeth Obarskyr settles a tract of land on the outskirts of the Wolf Woods west of Marsember. He names the settlement Suzara's City, after his wife.

10 DR to 20 DR

During this time, Tashalarans overthrow their yuan-ti satrap and drive the Se'Sehen tribe from the Tashalar.

10 DR Year of Dreams

The realm of Serpentes [–189, 34] goes into rapid decline when its emperor Sseth vanishes beneath the Peaks of Flame. The once-allied yuan-ti tribes begin to feud over the succession.

— Ss'inthee'ssaree, capital city of Serpentes, falls into ruin.

— The Netheril region becomes known as the Great Desert of Anauroch.

— Dissatisfied with her husband Ondeth and their new home, Suzara takes the first ship back to Impiltur with their youngest son.

12 DR Year of Wistful Looks

Rise of the Triton Protectorate of Vuuvax in Serôs.

14 DR Year of the Unknown Beloved

The settlement of Beluir is founded in Luiren.

15 DR Year of Glittering Glory

King Amahl II of Tethyr dies and is succeeded by his only son, King Amahl III. The syl-pasha moves his court and much of Calimshan's power to Shoonach. Since Calimport remains the primary port for his empire even though it is no longer his capital, Syl-Pasha Akkabar Shoon establishes a tightly controlled puppet dynasty on the caleph's throne.

16 DR Year of Distant Thunder

Procalith is founded at the foot of the Delphin Mountains, overlooking the Dolphingulf.

—Elves attack the Bleth farmstead outside Suzail, killing all occupants. Baerauble Etharr counsels Ondeth against further expansion into the Wolf Woods.

20 DR Year of the Fallen Fury

The human Calendar of Harptos adopts the elf holiday of *Cinnaelos'Cor* (The Day of Corellon's Peace) and renames it Shieldmeet, celebrating it every four years since.

—Iljak, the first major trade city of the Vilhon Reach, is founded, marking the end of the large-scale Jhaamdathan exodus and the beginning of efforts to build a human realm along the shores of the region.

25 DR Year of Many Runes

Church of Deneir founded.

26 DR Year of Opening Doors

The death of Ondeth Obarskyr sees the founding of the human kingdom of Cormyr with the permission of the Fair Folk of the Forest Country. His son Faerlthann is crowned the first King of Cormyr.

—Cormyr Reckoning calendar begins.

27 DR Year of Shadowed Blades

Syl-Pasha Akkabar dies mysteriously, and Amahl III rules both Calimshan and Tethyr. Abandoning the old titles, Amahl crowns himself qysar (emperor) over both, joining them as the Shoon Imperium. The qysar places his brother-in-law, Rahman Cormal, on Tethyr's throne, beginning the Cormal Dynasty of Tethyr. Start of the Sixth Age of Calimshan, also known as the Age of Shoon.

29 DR Year of Carved Cliffs

Narubel, the City of Seasnakes, is founded by Tashlutan merchants seeking to plunder the Jungles of Chult.

10: Mouth of Dendar

The following excerpt, dated Year of the Dark Dawn, was taken from the journal of Lord Vanrak Moonstar, which was recently acquired by Lady Alathene Moonstar.

During our push southward through the Black Jungles, we came upon an ancient ruin on the northern shore of the Lapal Sea. Though the stone structure had nearly been swallowed up by the surrounding jungle, enough remained for us to discern that it must once have been a temple of some kind. After hacking our way through a web of slithering, snakelike vines, we found a stone ramp that led down into the temple's lower story, then became a twisting tunnel that wound even deeper into the earth.

The passageway's limestone block walls were lined with bas-relief depictions of scenes from the height of Serpentes, as the long-somnolent yuan-ti empire is known in our tongue. Centuries of dripping water had dissolved most of the detail, but enough remained of the carvings that we could still discern their subjects.

The bas-reliefs depicted the court of Serpentes during a period of somnolence in the Year of Dreams. Most of the slumbering serpentfolk were beset by horrifying visions in which thousands of tiny serpents were tearing them apart and consuming them alive. Only the emperor, Sseth, seemed immune—his nightmares seemed to swoop about his body, forming a majestic, fluttering raiment of darkness.

The bas-reliefs that we saw during our descent traced the nightmares back to their source—they streamed forth from a great pit in the shape of a giant serpent's maw, which lay under the watchful gaze of Sseth.

Subsequent panels depicted Sseth flying high above the jungle toward the Peaks of Flame in the west, trailing his mantle of nightmares behind him. At the base of a great volcano, he was shown passing through a portal to Smaragd. In the final scenes, Sseth's raiment of nightmares dissolved into a swarm of shadowy snakes that consumed the slumbering form of Merrshaulk.

The tunnel ended abruptly in a great cave dominated by a yawning, serpentine maw in the floor. When we entered the cavern, a swarm of fluttering nightmares emerged from the pit and enveloped us. While I fled the Mouth of Dendar with the screams of my companions echoing in my ears, my mind was wracked with horrifying visions. For three days I beseeched the Moonmaiden to relieve me of these nightmares, but she spurned my prayers. At last, in desperation, I turned to the Lady of Loss to end my torment. Now, when night's blessed embrace cloaks my form, the visions cease, and I can find a measure of peace.

—ELB



Emperor Sseth before his Ascension

Illustration by Carl Frank

34 DR Year of Purloined Power

The Oligarchs of Tashluta proclaim the Confederation of Tashtan and claim dominion from the town of Narubel to the Sheir Peninsula, plus all the Shining Sea coastal lands in between.

With the decline of Serpentes [10], the humans of the Tashalar succeed in driving off the yuan-ti of the Se'Sehen tribe and after a ten-year war proclaim the Confederation of Tashtan. They claim dominion from the town of Narubel to the Sheir Peninsula, plus all the Shining Sea coastal lands in between including Lapaliya [-304, 285]. The diverse humans living in these areas become known collectively as the Tashalans.

— A Talfirian bard named Verraketh Talember discovers the *Shadowstar*, a mysterious artifact that fell like a shooting star into the High Moor. While the artifact slowly transformed him into the Shadowking [89], Verraketh gathered an army of shadow-spinners and began forcibly assimilating the Netherese and Talfirian realms of the Chionthar river valley into the empire of Ebenfar.

— Drow overwhelm the Melairkyn dwarves of Undermountain, and King Melair IV is slain. The dwarves retreat to lower, less important levels of the Underhalls. [211]

37 DR Year of Dark Venom

Five tidal waves strike Calimshan, destroying between one-third and two-thirds of each of the five port cities of the nation.

— The port city of Hlondeth is founded at the western end of the Turmway (now known as the Halondar) road from Alaghón.

47 DR Year of the Crystal Orb

The settlement of Chethel is founded in Luiren.

48 DR Year of the Bloodied Pikes

Thultim, the seventh king of Estagund, dies heirless. A succession war breaks out, and Estagund disintegrates into a collection of city-states.

50 DR Year of the Barbed Wind

Qysar Amahl Shoon III dies and is succeeded by Qysar Shoon I.

— Hlondeth establishes itself as both a port city and a major landmark along the Turmway. The cities of Mussum, Samra, and Arrabar spring up along the southeastern shores of the Vilhon. Daroush, Torl, and Asple are established on the northwestern shores of the Reach.

52 DR Year of the Thundering Horde

Illuskans begin farming the plateau above Deepwater Harbor, and for two and a half centuries their rule of the area is uncontested.

61 DR Year of the Branded Mage

Qysar Shoon I decrees the establishment of the Wizards' Consortiums of all the cities of his realm, at which attendance is mandatory for all wizards. Those who resist are slain, and soon Shoon I knows of nearly every mage within his domain, which allows him better control over such forces.

64 DR Year of Gleaming Frost

Northmen begin settling the Twilit Land—the coastal area between present-day Neverwinter and Waterdeep.

66 DR Year of the Spellbound Heir

Mith Barak the Clanless assumes the throne of Iltkazar the Mithral Kingdom, the last remaining kingdom of Shanatar.

68 DR Year of the Echoing Chasm

Saeval Ammath [346] is born into House Ammath, and numerous portents indicate he will become the archmage of the house later in life.

75 DR Year of Clinging Death

Alaundo, later famous as "Alaundo the Seer," arrives in Candlekeep. A quiet, learned man of unknown origins (though his stray comments led colleagues to believe he grew up in a Sword Coast port city), Alaundo extended the Roll

of Years greatly by naming many years in the far future. At Candlekeep, a belief arose that Alaundo dreamed, and "saw" future events, but had to work through repeated dreamings to place them precisely in time. Some say gods inspired him, or that he was the secret avatar of a god, but he remains a mystery. He came to Candlekeep to read the writings of others; books fascinated him lifelong.

— The deity Moander hurls his forces and the "creeping evil" against the elf village of Tsonryl, blighting much of the surrounding woods. The High Mages of Cormanthyr use their magic to sever the "creeping evil" from Moander and imprison the corruption at Tsonryl, weakening the Darkbringer's presence in Toril.

— Plague wracks southern Faerûn, devastating Chessenta, the Vilhon Reach, and the Shaar.

— Qysar Shoon I dies and is succeeded by his third son, Qysar Shoon II.

— The elf realm of Rilithar bordering the Sword Mountains is finally abandoned because of the encroachment of human settlers and unceasing orc and troll raids. Several clans of moon elves from Rilithar arrive in the Gray Forest far to the east through a *portal* and establish the realm of Vedrymmell. They ally with the fugitive Crown Prince Baranth of Impiltur, who in turn recognizes their sovereignty over the woodlands.

77 DR Year of the Quivering Mountains

A volcanic eruption creates the Emerald Crater in the Peaks of Flame, making it a place sacred to the wild dwarves of the region. The emerald great wymr Esmerandanna claims the Emerald Crater as her home and becomes known as the Resplendent Queen.

— With the aid of the moon elves of Vedrymmell, Crown Prince Baranth defeats the treasonous Morlorn, "the Usurper King," at the Battle of Ilithra's Smile and is crowned king of Impiltur. The Obarskyr mercenary supporters of Morlorn are exiled from the realm.

80 DR Year of the Mordant Blight

Invasion of the Horse Barbarians. The fifth Emperor Chin of the Kao Dynasty and an army made up mostly of T'u Lung troops rout the invaders in the Battle of the Silver Grasslands.

87 DR Year of the Hoar Frost

Eigersstor (Neverwinter) is founded.

89 DR Year of the Faithful Oracle

Terpenzi, the naga king of Najara in the Heartlands, foresees its death at the hands of Verraketh the Shadowking [34, 90] of Ebenfar and orders its subjects to seek out the magics of ancient Netheril while it searches for a mate.

90 DR Year of the Moor Birds

Terpenzi assembles a great army of ophidians commanded by yuan-ti to attack the growing might of Ebenfar. The armies of Ebenfar destroy the city of SS'thar'tiss'ssun, cloak its ruins in powerful warding spells, and scatter the serpentfolk of Najara. Terpenzi leads its remaining armies into battle with the Shadowking [89, 140] but is destroyed. The battlefield becomes known as the Fields of the Dead.

95 DR Year of the Reluctant Hero

Ruathens, led by Uthgar Gardolfsson, sack Illusk [-4, 141]. The Grand Cabal retreats to the Host Tower [-354, 611], abandoning the city to the raiders. The Illuskans eventually burn the invaders' ships and drive Uthgar [-330, 100] and his followers into the interior.

96 DR Year of the Mournful Harp

Stefan Blackspear becomes Highlord of Illusk and exiles wizards from his city-state.

c. 100 DR

The followers of Uthgar [95, 123] join with other nomadic humans descended from the group of Netherese who followed the Bey of Runlatha and scattered across the North after his death.

101 DR Year of the Smiling Moon

Josidiah Starym is born a gold elf of House Starym to his gold elf father and moon_elf mother. He has his father's features and golden hair, but he has his mother's uncanny sapphire-blue eyes—a strange combination for a noble gold elf child.

107 DR Year of the Fledglings

Q ysar Shoon II dies and is succeeded by his first grandnephew, Q ysar Shoon III. Hazamir el Aktorral, Syl-Pasha of Calimshan, is made riqysar (regent emperor). Riqysar Aktorral moves some of the court back to Calimport and the surroundings he trusts rather than live in Shoonach.

106 DR Year of the Adamantine Spiral

Crusaders of Myrkul from the Castle of Al'phanar attack and (temporarily) destroy the Everlasting Wurm, the dracolich that had been guarding the prison of the demon lord Eltab [-75, 202]. While plundering the dracolich's hoard, the followers of Myrkul discover the demon and, in exchange for ninety-nine years of service to the Church of Myrkul, agree to release Eltab from his binding. With Eltab's aid, the followers of Myrkul seize control of the city of Shandaular in the Council Hills and establish the theocracy of Eltabranar, encompassing most of the Eastern Shaar.

108 DR Year of the Flood

The Alamber River floods, devastating Unthlass [-2087, 731].

112: MAP OF THE LANDS OF THE INNER SEA

The following excerpt is from a letter written by Aubayreer Mindosel to his master, Agannazar of Neverwinter, in the Year of Forestsfrost (479 DR).

At this time, I must take my leave of the School of Wizardry and your tutelage. You have my thanks for your countless hours of patient instruction and the many keen insights into the nature of the Weave that you have shared with me. Please also convey my heartfelt appreciation to Masters Illykur, Presper, and Grimwald, to whom I owe much as well.

When I first entered your service, you commented on a map, dating back to the Year of the Tusk, that I had in my possession. The Map of the Lands of the Inner Sea was commissioned by my ancestor and produced by Cormyrean cartographers to mark the year of my family's elevation to the nobility of Teshar. It depicts the extent of several lands that have since fallen, including Anauria, Asram, and Hlondath. Since journeying

to the North, I have always carried this parchment with me, so as never to forget from whence I came.

As you know, I have recently learned of Teshar's fall at the hands of spider-kissers from the Twisted Tower. With the loss of all that I hold dear, I have decided to return to the Inner Sea lands—specifically fabled Myth Drannor—to continue my studies and exact a small measure of vengeance against those who have despoiled what my father wrought. I intend to donate the aforementioned map to one of the great libraries in the City of Song to ensure that Teshar and the other Netherese successor states are never forgotten.

— ELB



111 DR Year of Fallen Guards

Goblinkin of Hlundadim [-87, 198], led by the orc shaman Andegril the Wise, attack and conquer Anauria.

112 DR Year of the Tusk

Cormyrean cartographers create the first recognized map of Cormyr, Cormanthor, and the Dalelands.

114 DR Year of the Jagged Leaves

Representative from several drow cities below the Unapproachable East meet and decide to connect their cities through a web of *portals* for mutual protection. Undrek'Thoz, the Segmented City, is born.

116 DR Year of the Mortal Promise

The settlement of Shoun is founded in Luiren.

123 DR Year of the Icy Axe

With the death of el Aktorral this year, all governmental control of Calimshan and the Imperium moves to Shoonach until the fall of the Imperium. Calimport becomes merely the largest port, and its northern quarters become more and more deserted.

— Uthgar dies from wounds received in battle with Gurt, Lord of the Pale Giants, at the present-day site of Morgur's Mound. His nomad human followers call themselves the Uthgardt [100, 153] in his honor and form tribes based on the beast spirits he was said to have tamed in his lifetime.

125 DR Year of the Ironwood

The city of Ormath is established in the Shining Plains. A new trade road, the Pikemen's Folly, is built between Ormath and Hlundeth.

127 DR Year of the Defiant Stone

Grath Erlkar, a Northman raider and explorer, founds Grath's Hold (later known as Port Llast).

— Durpar, Var, and Veldorn establish formal trade relations with Mulhorand.

128 DR Year of the Addled Arcanist

The Raurinese wizard Hilather [-2488, 132], after millennia trapped in temporal stasis, begins to explore Faerûn. He is hired by the Imperial Court to develop a more secure means of binding fiends to the will of their summoners. He establishes himself in an abandoned tower in the remote emirate of Torsil, which lies along the Sword Coast between the Cloud Peaks and Candlekeep.

132 DR Year of Thirteen Prides Lost

The wizards of the Circle of Flames in Cormanthor begin to record the *Scrolls Ardentym* this year. [656]

— Dempster Turmish declares himself mayor of Alaghôn.

— The city of Mimph is established to the west of Arrabar.

— Hilather [128, 150] presents thirteen *Demonshields* [1266] to Q ysar Ahahl Shoon IV [236] and then vanishes.

133 DR Year of the Arduous Journey

The Barony of the Steeping Falls [403] is founded at the site of present-day Daggerford by Artor Morlin, the Baron of Blood, an outlaw hailing from the lands of the Shoon.

134 DR Year of the Impassable Chasm

The Shou mariner Wan Ko Hei discovers Kozakura, and is presented to Emperor Koshu at the Kozakuran capital at Fukama.

135 DR Year of the Halfling's Dale

Military forces from Arrabar sack Mimph.

137 DR Year of the King's Destiny

Samra sacks the city of Iljak while the Iljak army is engaged against the forces from Mussum. As Iljak burns, the survivors from the city are sold into slavery.

139 DR Year of the Resolute Courtesans

The city of Shamph is established along the Emerald Corridor, a road stretching from Arrabar to Hlath.

— The deforestation of the Chondalwood by the humans of the area is in full swing. [143]

140 DR Year of the Executioner

Fleeing persecution under the Shadowking [90, 323] of Ebenfar, tribes of lost Talfir cross the Sea of Swords and settle along the southern shores of the island they name Gwynneth.

141 DR Year of the Impenetrable Mystery

Gauntlgrym [-111, 153] is resettled with aid from Highlord Narandos of Illusk [95, 152].

142 DR Year of the Prowling Naga

One of Terpenzi's brood, Jacinica [452], becomes the new king-in-exile of Najara. As its first official act, Jacinica orders the remains of Terpenzi to be transformed into a bone naga and enslaved to the bearer of the artifact known as the *Marlspire of Najara*.

— Beholder clans descend from the Curnas and conquer Assur, enslaving the humans and establishing themselves as princes.

143 DR Year of the Smiling Princess

Durpari forces unsuccessfully attempt to free Assur from the clutches of the beholder princes. [212]

— Large forces of wild elves from the Chondalwood halt the progress of lumberjacks in the forest. [139]

144 DR Year of the Fear and Flame

Battle of the Elven Tears: More than 2,000 elves lose their lives in the Chondalwood through the allied might of the free cities of the Vilhon Reach. Within six months of the victory, the city-states unite as the nation of Chondath.

145 DR Year of the Pirates' Port

Lady Ahskahala Durothil is born at Semberholme to Lady Uschymna and Lord Phaendar Durothil of Myth Drannor.

— Dempster Turmish marches Alaghôn's armies down the Turmway to besiege Hlundeth. Alaghôn's navy is attacked by pirate ships, enabling Hlundeth to smuggle in needed supplies and thereby outlast the besieging army.

— The blue dragon Iryklathagra [150] is born amid the sands of Anauroch.

146 DR Year of the Risen Towers

Aravae Irithyl is born, the first child of House Irithyl in centuries. Her mother dies giving birth, leaving the infant and her great-uncle, the coronal, as the sole heirs of House Irithyl. From birth, Aravae has a personal guard of three soldiers whose sole purpose is to protect the child who will be the coronal's heir.

— Elembar is founded by settlers from Tavaray, north of the River Delimbiyr and east of Ardeep. Uth Myrmoran, an exiled lord of Tavaray, erects the Uthtower west of the Sword Mountains and founds the realm of the same name.

— Hlundeth again defeats the armies of Dempster Turmish, thanks to the invoker Riliton Mandelweave and the Company of the Howling Harpoon.

147 DR Year of the Iron Colossus

Azuth worshipers formally break with the Church of Mystra and establish the House of the High One Ascendant in the mountains near Lhair.

— Assurian beholder princes conquer Vaelantar and Ormpé. Veldorn is referred to as the Land of Monsters by Maharajah Waileen I.

148 DR Year of the Blue Ice

Merrow from the Mortik Swamp attack the town of Chethel in Luiren. Half the town is destroyed before the halflings drive the merrow away.

149 DR Year of the Dwarf

Dwarves of Ammarindar led by Iirikos Stoneshoulder build a stone bridge across the River Shining at the site of present-day Loudwater.

150 DR Year of the Lost Library

Turmish rebuilds its navy to the point where it could make a third attempt at Hlondeth. As the army massed for its march, however, Dempster Turmish died in his sleep. The attack was immediately called off.

The wyrmlike blue dragon Iryklathagra [145, 236] plunders Hilather's [132, 168] abandoned tower in the emirate of Torsil.

The Dawn Cataclysm

The following excerpt is from Rhyester's "Sermon of the Eclipse," written in the Year of Drifting Stars (760 DR).

Because he is the god of new beginnings, the Morninglord rewards those who take risks and try new ventures. All new endeavors worth attempting carry with them the risk of failure, but the lessons learned from such inevitable failures allow us to grow.

During this time of solar eclipse, Lathander's faithful traditionally review the god's teachings about the meaning of failure and examine our own failures for potential seeds of rebirth. Today I would like to talk about the Dawn Cataclysm, which was arguably the Morninglord's greatest failure, though it also became the root of our current church.

Historians have tried and failed to date the Dawn Cataclysm, though most agree that it unfolded after the fall of Netheril and heralded the fall of Myth Drannor. Some say it occurred before Mystra established the office of Magister some seven centuries ago, while others insist that it happened after Azuth battled Savras for supremacy in service to Mystra. Some claim it unfolded in the Year of the Hangman's Noose, when the last Chosen of Tyche died nine times in a single year within the vinelike coils of Moander's avatar. Others believe that the recent schism in the Church of Tyche is a direct result of the former Lady Luck's corruption during the Dawn Cataclysm.

As with all matters divine, attempts to determine cause and effect—as well as relationships between divine struggles and events on Toril—are inconclusive at best. Did schisms in the Church of Tyche, influenced by infiltrators from the Cult of Moander, result from or lead to the fragmentation of Lady Luck? Did the inundation of Jhaamdath result from or lead

to Murdane's death by drowning in the Bitch Queen's embrace? Did the Morninglord's attempt to reshape the Faerûnian pantheon result from or lead to the unification of the Netherese and the Jhaamdathan pantheons?

For now, let us leave aside the question of when the Dawn Cataclysm unfolded and what effects, if any, it had upon our world. The Morninglord teaches us to learn from the stories of the divine and to apply their lessons to our own lives. Who here has not seen a wrong and attempted to right it? Who here has not experienced unintended consequences from such efforts to help? Do such events mean that we should not proceed, should not take risks, should not try new things?

As was revealed in the Vision of the Ten Suns, we must always persevere through times of trouble, seeking the Morninglord's deliverance. But the implicit insights we can take from that vision are that deliverance comes through

times of trouble, and that times of trouble result from new endeavors that change the present into a future that might be.

Let me read to you from *Carcella's Readings at the Matins*, wherein the Daughter of the Dawn interprets the early days of our church. . . .

—ELB



Rhyester's Sermon of the Eclipse

Illustration by Jeremy Jarvis

152 DR Year of the Severed Hand

The orcs of the Severed Hand tribe capture Illusk [141, 205] and rename it Argrock.

153 DR Year of the Wolfstone

Illithids from the Underdark and their lycanthropic thralls conquer Gauntlgrym [141, 1357]. A few survivors escape and are taken in by a tribe of Uthgardt [123, 576] barbarians.

— Several demons appear in Ormpé and defeat the beholder princes in a battle for control of the city.

163 DR Year of the Screeching Vole

The village of Elmwood is established as a small way station for ship traffic to and from the River Lis.

— Altumbel is “founded” by the Untherite empire, but is inhabited only by itinerant pirates and the odd hermit or two looking to escape from more populated domains.

— The *Ring of Winter* [1363] is last reported used on Faerûn in this year, when a village and a Cormyrean lord’s estates are destroyed in a massive ice storm during high summer.

173: EXODUS OF LEIRANS

This excerpt is from the minutes of the Council of Elders, when that august body convened in the Year of Screaming Sharn to select a new Netyarch.

Chair: The Council of Elders recognizes Delbuestur Garmond, Servant of the Mists.

DG: I rise today to note my opposition to the election of yet another Netyarch in the grip of the Church of Mystra.

Cries from the Crowd: For shame! For shame!

DG: Although the Lady of Mysteries governs the Weave, she sees fit to let other gods oversee specific schools of magic. If Mystra can abide the existence of Azuth and Leira and Savras, why should the council single out their followers as second-class citizens who are unworthy of leadership positions within our realm?

Cry from the Crowd: They aren’t fit to carry Mystra’s spell components!

DG: Despite my hopeful words, I do not foresee the followers of these deities receiving a fair audience among the rabid partisans assembled here today. I therefore rise to inform you that as of this morning, more than a dozen *skyships* have already left Halruaa in search of a new home where the followers of the Lady of Mists can govern themselves in peace.

Cry from the Crowd: Liar! You Leirans seek only to sow confusion. I doubt there’s more than one ship, and that one is more likely fleeing than heading toward some mythical land!

DG: On that note, I bid you farewell.

— ELB

Illustration by Sam Wood



Exodus of Leirans

165 DR Year of the Smoking Brazier

Rise of the Triton Protectorate of Pumana in Serôs.

168 DR Year of Scattered Stars

A wizard of unknown ancestry calling himself Halaster Blackcloak [307], later identified as the Raurinese wizard Hilather [150, 1026], builds a tower and fortified ramparts in the middle of the Deepwater Plateau, to the north and west of the burgeoning farms along the harbor shore in Waterdeep. He begins exploration of the Underhalls of the Melairkyn and claims the delvings for himself.

171 DR Year of Unkind Weapons

The elves of Cormanthyr complete a two-year-long siege to destroy the sole surviving temple to Moander in northern Arcorar at the site of present-day Yûlash. The wizards of Cormanthyr use High Magic to banish the Jawed God from the Realms.

173 DR Year of Screaming Sharn

Several followers of Leira, dissatisfied with the stranglehold that worshipers of Mystra and Azuth have gained over the Council of Elders, depart Halruaa in skyships. These wizard lords eventually settle on the island of Nimbral. Though the Nimbrans are Halruaan by blood, they are a distinct culture separated from their kin by many miles of ocean.

175 DR Year of the Black Boats

The orcs of the Severed Hand sack Port Llast (formerly Grath's Hold). Much of the city's population travels south to Eigersstor and safety.

177 DR Year of the Troublesome Vixen

The elves of Iliyanbrien destroy the orcs of the Severed Hand and Argrock, though the effort costs much of their strength. Within three years, Iliyanbrien is no more. Many of its moon elf inhabitants travel west to Evermeet [-1100, 342] or south to Ardeep, leaving only scattered wood elf settlements and the abandoned capital of Sharandar.

183 DR Year of the Murmuring Dead

Uthgrael Aumar, the Stag King, founds Athalantar.

189 DR Year of the Cowled Defender

Bregg the Strong, a mighty berserker, launches a rebellion against the witches of Rashemen when they refuse to name him Iron Lord on the death of the previous lord. Berserkers loyal to Bregg cut down dozens of hathrans in the first hours of his revolt.

191 DR Year of the Broken Lands

The realm of Yarlith [568] is formed north of Uthtower and south of Eigersstor to prevent dynastic squabbling between the twin heirs to the throne of Uthtower.

193 DR Year of the Raised Brow

Death of King Callidyrr Hugh of Corwell.

194 DR Year of Coiling Smoke

Bregg's rebellion is finally crushed. The hathrans take to wearing masks to conceal their true identity as a consequence of Bregg's war.

198 DR Year of Almond Eyes

The goblinkin of Hlundadim [111, 200] invade Cormyr, burning the settlement of Arabel and plunging south into the King's Forest.

199 DR to 308 DR

Crown against the Scepter Wars: Hlundath instigates the Crown against the Scepter Wars, intent on raiding Cormanthyr for magic. Ultimately the conflict ends in victory for Cormanthyr.

c. 200 DR

Settlers from Eleubar, Athalantar, Uthtower, and Yarlith establish a series of frontier holds known as the Mlembryn lands in the region straddling the River Dessarin.

—Cedarsproke, a druid enclave dedicated to Silvanus, is established deep in the Gulthmere Forest [1358].

200 DR Year of Leaping Flames

The armies of Cormyr led by King Moriann defeat the goblinkin of Hlundadim [198, 268] north of Suzail and drive them out of the kingdom and into the Stonelands.

Illustration by David Martin

201: coronation of cymrych hugh

The following text was scribed at the coronation of the High King upon Temple Hill, on the fourteenth day of Eleint, in the Year of the Student (201 DR).

With this crown, crafted by the fair folk of Synnoria, I pledge to lead with wisdom and justice. With this sword, forged by the dwarves of Highborne, I pledge to remain stalwart and true. And with this ring, a gift from my cherished wife Allisynn, I pledge to lead with compassion and love.

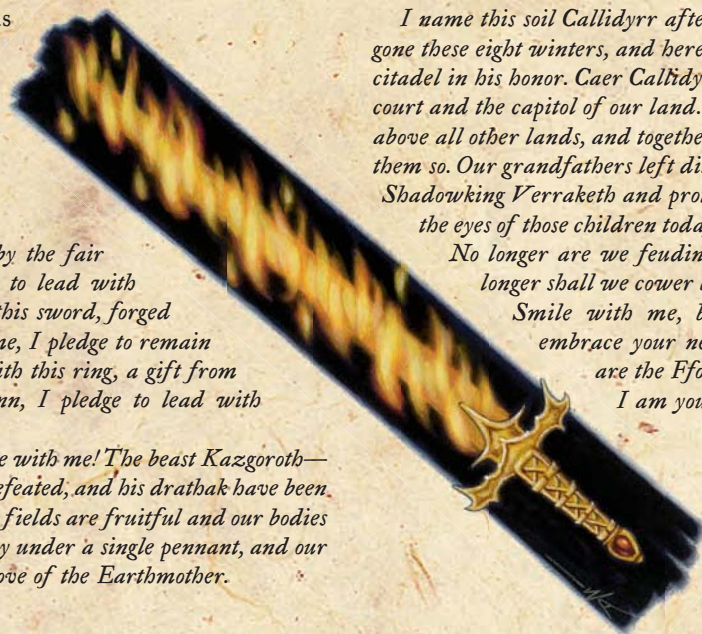
Brothers and sisters, smile with me! The beast Kazgoroth—curse his name—has been defeated, and his drathbak have been driven from our lands. Our fields are fruitful and our bodies hale. Courage unites us today under a single pennant, and our hearts are filled with the love of the Earthmother.

I name this soil Callidyrr after my father, who has been gone these eight winters, and here I shall construct a mighty citadel in his honor. Caer Callidyrr shall be the home of my court and the capitol of our land. The Moonshaes are choice above all other lands, and together we will endeavor to keep them so. Our grandfathers left distant Ebenfar to escape the Shadowking Verraketh and protect their children. Look in the eyes of those children today and see the pride therein.

No longer are we feuding tribes of lost Talfir. No longer shall we cower before Storm and Shadow.

Smile with me, brothers and sisters, and embrace your neighbor in celebration. We are the Efolk of Moonshae, and today I am your High King!

— BRÛ



Sword of Cymrych Hugh

201 DR Year of the Student

Cymrych Hugh defeats the beast Kazgoroth and is crowned High King of the Moonshae Isles.

202 DR Year of the Fanged Gauntlet

The War of Claws: Prompted by the demon lord Eltab [106, 922], the realm of Eltabranar invades Mulhorand and Unther and continues to raid cities and towns in both realms for the next two years.

204 DR Year of the Avarice

End of the War of Claws as Eltabranar is defeated by the forces of Mulhorand led by an incarnation of Anhur wielding the legendary blade *Hadrillis*. The demon lord Eltab is defeated and imprisoned in a demoncyst beneath what is now Thaymount in present-day Thay.

205 DR Year of the Greengrass

Settlers from Uthtower, Yarlith, and the Mlembryn lands recolonize Illusk [152, 306]. Taman Steeldrake becomes Grand Prince of Illusk.

207 DR Year of the Majestic Mace

The dwarf realm of Ironstar falls.

211 DR Year of Spoiled Splendors

The four tribes of Arkaiun barbarians flee the Council Hills region ahead of invading Untheric and Mulhorandi armies and migrate southwest. They roam the grasslands along the southern coast of Faerûn, eventually settling along the coast of the Bay of Dancing Dolphins.

— Clan Melairkyn, forced to retreat to successively lower and less important levels of the Underhalls by the drow, finally vanishes. The drow name their new holdings Kyorlamshin and claim most of fallen Melairbode [–677, 658] as their demesne.

212 DR Year of the Awakening Magic

Durpar makes a second attempt to free the coastal cities of Veldorn from monster influence and is again repulsed. [143]

216 DR Year of the Battle Horns

The North erupts in battle as many orc bands vie for supremacy, and countless thousands of goblinkind perish. Upon the death of the Stag King, his five sons, known thereafter as the Warring Princes of Athalantar, begin open battle for the throne.

218 DR Year of the Dancing Lights

The settlement of Krenadir is founded in Luiren.

— Prince Belaur proclaims himself King of Athalantar and takes the throne with the aid of hired wizards. The new king names all his wizard allies lords of the realm. These cruel, avaricious wizards soon become known as magelords.

220 DR Year of the Sword Violets

Coronal Eltagrim opens the forest of Cormanthor to non-elves, *N'Tel'Quess*, primarily druids, great wizards, and crafters who can add to the glory of Cormanthyr.

227 DR Year of the Raised Banner

The dwarves of Alaoreum [1150] fight and win an epic battle with the red dragon Stormcrossing. The dwarves win, but the humans are alerted to their presence in the mountains of Turmish.

— The human realm of Tathtar is established at the western end of the Vilhon Reach by the warrior Haedrar Mornlight.

— The adventurer Orluth Tshahvur establishes the realm of Shavinar [277] to the north of present day Baldur's Gate in an attempt to unite human steadings for common defense against marauding monsters, frequent troll raids, and outlaws cast out of more southerly Sword Coast cities.

— The halfling realm of Meiritin [231] is established north of the Tejarn Hills, along the eastern shores of what is now known as Lake Esmel in

Amn, by three halfling clans from the Purple Hills in Tethyr, led by Rildoar Amethystall.

230 DR Year of the Wailing Dryads

The realm of Tathtar on the Deepwash seeks to expand its territory into the weak eastern areas of Tethyr, coming into conflict with the Shoon Imperium.

231 DR Year of the Mist Dragon

The Mad Mage Ihundyl conquers the halflings of Meiritin [227, 284] and declares himself ruler of the Calishar Emirates. Mild unrest farther south near Shoonach delays a military response from the Shoon Empire.

232 DR Year of the Leaping Centaur

Several rock gnome and deep gnome clans build the underground city of Dolblunde [614] under the leadership of Olbrent Handstone.

236 DR Year of the Plague Clouds

In a secret meeting, Iryklathagra [150, 245] and Shoon IV [132, 322] plot the destruction of Rhimnasarl the Shining, a great silver dragon of the Marching Mountains who has long opposed the oppressive rule of the Shoon. After the death of Rhimnasarl, the qysar betrays Iryklathagra, keeping the silver dragon's hoard. In reaction to this event, Iryklathagra establishes a secret lair of her own elsewhere in the Marching Mountains and set about building its defenses.

238 DR Year of Many Mushrooms

Ihundyl meets his demise at the hands of Elminster Aumar [240] and Myrjala Dark-Eyes.

240 DR Year of the Chosen

Peace treaties are established between the Shoon Imperium and Tathtar, ending the conflict between them.

— Athalantar adopts a new royal line when Elminster Aumar [238, 241] is made a Chosen of Mystra and forgoes the throne after defeating King Belaur and the Magelords. Helm Stoneblade is crowned King of Athalantar.

241 DR Year of the Hippogriff's Folly

In late autumn, the former and sole surviving Prince of Athalantar, Elminster Aumar [240, 324], enters the city of Cormanthor both to serve Mystra's will and to return the *kiira* (lore gem) of House Alastrarra.

244 DR Year of the Elfsands

Evereska's existence is discovered by non-elves, though the secret is kept for centuries by the human tribes of the Greycloak Hills.

245 DR Year of the Dun Dragon

King Iltharl abdicates the throne to his sister Gantharla, first Queen of Cormyr. Iltharl retires north to Cormanthor to live with the elves.

— The city of Vaelan [–241, 1043] is overwhelmed by wercreatures led by a wererat prince. Thousands of refugees continue to flee to Durpar to avoid the monster incursions.

— Iryklathagra [236, 322] launches a reign of terror on the lands surrounding her lair that bedevil a succession of qysars.

249 DR Year of the Crystal Casket

The cabal of wizards in Unther calling themselves "The Black Flame" is no more after its members are destroyed by rivals or lost in travels to other planes. They leave behind many powerful spells that later form much of the arsenal of the Red Wizards [922] of Thay.

250 DR Year of the Storm Crown

Death of High King Cymrych Hugh. With no heir to the throne, the kingdoms of Moonshae split among the islands.

251 DR Year of the Strange Seedlings

The Shou Lung are driven from Wa by Nitta Shogoro, the Hidden Shogun. The Order of the Mouse produces evidence to Nitta showing that the Order

of the Snake assisted with the Shou Lung invasion, but the Order of the Snake leaders go underground before Nitta can take action against them. Civil war rocks the island for more than 200 years before a stable government emerges, but the various petty warlords of Wa present a unified front against the “outland invaders.”

253 DR Year of Somber Smiles

The panther Guenhyvar is transformed into a unique *figurine of wondrous power* by Anders Beltgarden, a human wizard settler of Cormanthyr. The figurine is granted to the young bladesinger Josidiah Starym.

—The twelfth Emperor Chin of Shou Lung’s Kao Dynasty, faced with defeat in Wa, declares The Unleashing of Shackles. Wa is recognized as an independent state, and the tattered remains of the Shou Lung Regiment of the Grey Blossom are withdrawn from Wa. Many monuments are erected in the capital declaring the wondrous nature of the emperor as the sage emancipator of noble foreign peoples.

—On the Nights of the Screaming Demons, a six-day span in autumn, major cities along the Fenghsintzu River in T’u Lung are visited by great, roaring spirits that chase people from the streets. The next morning, several prominent bureaucrats are discovered missing. Those missing were noted for their incompetence and corruption, so their passing was noted only to make the other bureaucrats more responsive to the people’s needs. The autobiography of a H’sin-to-crime lord, published in 295 DR, links the Black Leopard Cult [–224, 803] to the Screaming Demons, but no other mention is made.

256 DR Year of the Thousand Snows

The Ffolk of the Moonshaes concede the northern isles to Illuskan invaders from the island nations of Tuern and Gundarlun.

257 DR Year of the Speaking Mountain

Mount Ugruth [1359], the long-smoldering volcano looming over the city of Hlondeth in the Vilhon Reach, erupts, covering the area with ash for nearly the whole year. The resultant unrest leads to the fall of the ruling House Gestin.

260 DR Year of Sunless Stones

A gold and silver rush in the Deepwing Mountains serves as the catalyst for the founding of Lachom.

—Chondath establishes two new frontier towns, Timindar and Orbech, near the ever-decreasing border of the Satyrwood.

261 DR Year of Soaring Stars

The elf city at the heart of Cormanthyr becomes the unified city of Myth Drannor. Coronal Eltargrim, in an edict called the Opening [462], declared that Cormanthyr was to be an open realm, accessible to all non-elves (*N’Tel’Quess*), following the laying of the *mythal* and the renaming of the city.

262 DR Year of Pages Perilous

Formation of the Eldreth Veluuthra: Five leading elf houses—Bharacraiev, Hyshaanth, Rhæ-vaern, Tellynnan, and Starym—declare that they cannot support the coronal of Cormanthyr’s liberal attitude toward non-elves (particularly humans), nor can they allow the continued encroachment of humans into ancestral elf lands. Rather than battle fellow elves, the five houses depart Myth Drannor and began to catalog the crimes of humans against both nature and the land they inhabit. [757]

266 DR Year of the Unspoken Name

A number of humans are murdered in Myth Drannor by a bigoted servant elf of House Ammath, secretly working for its rival, House Symbeam.

267 DR Year of Bane’s Shadow

Crushed Helm Massacre: An army 10,000 strong from Chondath marches into the Chondalwood. After less than a day of fighting with the wood elves, only 200 men escaped.

—Lumberjacks abandon the Chondalwood and establish the city of Hlath near the Nunwood.

—**Battle of Fallen Trees:** The Chondathan logging towns of Timindar and Orbech are destroyed by elves attacking from within the Chondalwood.

268 DR Year of Cruel Storms

The seemingly unending spread of the great desert Anauroch sees the fall of the realm of Hlundadam [200, 1104]. Its mysterious ruler known only as Great Hlundadam disappears, and his goblinkin subjects quickly disintegrate into warring, nomadic bands.

270 DR Year of the Unheeded Warning

Chondath and Turmish armies engage. The encounter becomes known as the Stalemate, neither side getting enough of an upper hand to declare victory.

273 DR Year of the Delighted Dwarves

Three dwarf clans from Ammarindar and Citadel Felbarr [–329, 1104] migrate together to Myth Drannor.

276 DR Year of the Burnished Blade

The Magister Ergrith Klavulgrun, known as “The Kingslayer,” begins slaughtering merchant lords of Tashalaran cities and neighboring realms.

—The forges of the dwarf clans Snowsbattle and Honedaxe produce three great gifts in gratitude for their new homes here: the *Beljuriled Belt of Battle* for the coronal; the *Shield of Briars* for the Arms-Major; and the *Herald’s Horn* for the Spell-Major of the Akh’Faer (which became better known later by its primary wielder’s name as *The Harking Horn of Isbildé*).

277 DR Year of Broken Flame

The kingdom of Shavinar [227], between the Troll Hills and the River Chionthar, falls to trolls.

284 DR Year of Fallen Flagons

A great halfling migration hundreds strong arrives at Myth Drannor from Meiritin [231, 491] and Tethyr by way of the first open *portals* set up to bring folk to the city.

285 DR Year of Wasteful Pride

The Shoon Imperium seizes control of Lapaliya [34, 656], though the region’s cities remain effectively independent during the reign of Qysara Shoon V.

—A failed uprising in Untisczer leads the Shoon Imperium to launch the long-planned Tashalar Campaigns. After destroying Untisczer in a show of imperial might, the gysara’s troops quickly install military governors in every city along the Tashtan coast.

—Anthilar [1056], the legendary Archmage of Untisczer, flees the destruction of his city by the Shoon Imperium and flees to a secret lair in the mountains west of the Tashan Gap. There he becomes a lich, working in secret to control the merchants of Tashluta.

—The reach of the Shoon Imperium extends westward into the savage land of Thindol. Conflicts with the lizardfolk of the region sharply reduce their number on the central Chultan Peninsula.

—The slave-nation of Nimpeth is founded and becomes the first Vilhon city-state to withstand the might of Chondath. Numerous attempts to take it over militarily prove fruitless.

286 DR Year of the Jolly Mongrels

The halfling immigrants to Myth Drannor open taverns to all races, thereby causing all elf-run taverns, inns, and halls to lessen their strictures on patrons over the next several years.

289 DR Year of Waking Dreams

King Torst of Cormyr and his brother Prince Gordroun are slain in the siege of flooded Marsember. Their younger brother Keldroun is crowned king, and the city is abandoned to the lizardfolk.

290 DR Year of Full Cribs

Arkhenthus the Mage-Devourer, the ancient white wyrm, dies by the swords of six flying elves and humans. This marks the first Cormanthyr dragon-hunt involving non-elves.

— This year marks the greatest number of births in Cormanthyr's history. While only half are elf babies, there are more full-blooded elves born in this lone year than in the previous decade. The coronal deems this a sign of the realm's health and the rightness of his quest for unity among all the races.

292 DR Year of Frostfires

Gnomes walk the sylvan glades of Myth Drannor for the first time since escaped gnome slaves passed through Cormanthor in Netheril's time.

— Alovean, laranla of Ardeep, embraces the service of both Mystra and Sheanine and is made a Chosen of both goddesses.

293 DR Year of Hounds

The Thinguth are liberated when soldiers of the Shoon Empire defeat the lizardfolk tribes.

— Upper Tathtar is overrun and destroyed by an orc horde led by the chieftain Thaurgarl "Greatmaw." Only Lower Tathtar survives the collapse.

300 DR Year of the Late Sun

By the death of Qysara Shoon V, Shoon satraps rule greater Thindol, the Tashalar, the cities of Lapaliya, and all the major settlements of the Shaar as far east as the Landrise.

— Mock wars are staged between representatives of Turmish and Chondath. This Shieldmeet event continues to the present day.

— The bardic college Academia Vilhonus is founded and starts the Turmish custom of painting dots on the foreheads of learned men.

— The theocracy of Minsoran, the "Lands of Balance," consecrates its lands around Lake Weng in present-day Amn.

302 DR Year of the Deep Bay

Tavaray is abandoned as the surrounding Lizard Marsh rapidly expands, prompting a wave of migration northward along the coast and eastward up the lower Delimbiyr Vale.

306 DR Year of the Fanged Horde

The kingdom of Grimmantle in the Mlembryn lands falls to the Thousand Fangs orc horde, which then assails Illusk [205, 611] and Neverwinter. The horde is eventually blunted and scattered by a mercenary army led by Grauth Mharabbath, "the Knight of Many Battles."

— A mighty host of orcs descends on Rashemen from the Sunrise Mountains but is driven off.

307 DR Year of Sundered Sails

After decades of debate, the elves decide to allow *N'Tel'Quess* (non-elves) to join the *Akb'Velabrn* (the army of Myth Drannor) after training in the

Cormanthyr methods of battle. More than four hundred humans and one hundred dwarves eagerly enlist.

— The apprentices to Halaster [168, 309], known as the Seven (Arcturia, Jhesiyra Kestellharp, Muiral the Misshapen, Nester, Marambra Nyghtsteel, Rantantar, and Trobriand the Metal Mage), leave Halaster's Hold hoping to establish their own holdings in the subterranean depths. The tower and surface holding fall into decay and ruin, and the tribes of Blackcloak Hold, as the settlement had come to be known, quickly learn to avoid the "cursed" enclosure.

308 DR Year of Promise

Alovean of Ardeep descends into madness and death as the *silver fire* of Mystra consumes her, although later reports suggest she survives after a fashion beyond the ken of mortals. Ruardh Lightsilver becomes laranlor of Ardeep.

309 DR Year of the Cascade

After many years of exterminating large pockets of drow and duergar, Halaster Blackcloak [307, 668] now rules the Underhalls.

— The port city of Cham Fau is settled within a lush valley along the Hungtse River in Shou Lung. Construction on the nearby White Tiger monastery is completed in the same year.

— Queen's Consort Karazir Tiiraklar of Tethyr and his brother Ellessor lead an army to "conquer" the "uncivilized lands to the east," which had been home to humans, elves, dwarves, and other humanoids living in small mountain settlements since the Second Age of Calimshan. Ellessor becomes the duke of the newly established duchy of Elestam.

314 DR Year of the Stammering Apprentice

The trade city of Shantil (present-day Cathyr) is founded in Dambrath.

316 DR Year of the Vibrant Land

The city of Khôltar is founded by the dwarves of the Great Rift [-1250, 1369] to facilitate trade with the humans of the Shaar.

317 DR Year of the Riven Shield

A trade dispute sparks the first Mulhorandi–Durpari Coin War.

319 DR Year of the Unforgotten Fire

Start of the Eighth Serôs War: Conflict between the shalarins of As'arem and the merfolk of Hmurrath against the ixitxachtli of Paolan Reef.

320 DR Year of the Bright Plumage

The Infernal Death: A plague characterized by mild fever and mania strikes the cities of Memnon, Teshburl, Keltar, Calimport, Myratma and Shoonach



The lizardfolk conquer Marsember

Illustration by Sam Wood

in Calimshan. Combusting corpses during the plague-filled summer lead to the Plague Fires in Calimport.

—The cities of Nleeth, Amah, and Reth are established as training centers for the mock combat between Turmish and Chondath.

321 DR Year of the Blessed Sleep

End of the Eighth Serôs War: This war destroys the *ixitxachtli* kingdom of Paolan Reef off the southern shore of Impiltur southern and west of present-day Thesk. The reef still exists as a geographic point, not a political border, and it is an aquatic wall/reef ten miles wide and two hundred fifty miles long running from Wayrock to Cape Dragonfang.

—Valashar [356] is added to the Shoon Empire, stretching from the headwaters of the Sulduskoon to those of the Amstel River to the north with its western border abutting the halfling realm of Meiritin. The Tethyrian prince Ashar Tornamn, fourth nephew of King Karan Tiiraklar II, is named king of this short-lived realm.

322 DR Year of Seven Scales

Iryklathagra [245, 358] brazenly confronts Shoon VII [347], the great-great-grandson of Shoon IV [236]. She settles onto Q'ysar's Square before the Imperial Palace in Shoonach and dares the gysar to respond to her presence. After several days of tense negotiations, the blue dragon departs peacefully with a fraction of the hoard she claims as hers. Instead of delivering the treasure, Shoon attacks the dragon, starting the Sharpfang Battles.

323 DR Year of the Miscast Shadow

The empire of Ebenfar collapses after the imprisonment of the Shadowking [140, 1364].

324 DR Year of Freedom's Friends

The Harpers at Twilight [386] are formed in secret deep in the Elven Court woods by Dathlue Mistwinter, the Lady Steel, whose family crest (a silver harp between the horns of a crescent moon, encircled by stars on a black field) becomes the badge of the Harpers. Among the early members were elf, human, and half-elf warriors, rangers, druids, thieves, and mages, including Ruehar Oakstaff, Ioelena Audark, Lyari Pholont "the Shadesilk," and Elminster [241, 331].

326 DR Year of Secret Slaughters

In the Shining Plains, the cities of Ormath and Lheshayl meet on the Field of Tears to dispute the other's claim on the area for its horses and grazing. The two armies battled for more than a week before an outside force—the Tenpaw tribe of the wemics—drove both sides from the field of battle.

328 DR Year of the Ermine Cloak

The Lluirwood is separated into two parts—the Lluirwood and the Southern Lluirwood—by logging operations and a new trade road to the west.

329 DR Year of the Closed Scroll

Hlondath is abandoned when the encroachment of Anauroch begins to destroy its fields. Its inhabitants migrate east to the Moonsea and south into the Dalelands.

—Ioulaum [-339] is apparently slain by a cabal of illithiliches. In revenge, his apprentice Tabra slaughters the illithids of Ellyn'taal.

—The Anauroch Desert ceases to spread when the sharns [-354] finally defeat the phaerimms [-100, 464].

—Orcs sack the surface fortress of Citadel Sundbarr.

289: A Day of Three Kings

The following passage was taken from the personal diaries of Mornthar Bleth, squire to Prince Gordroun of Cormyr. Mornthar lived to become head of his noble family only to be assassinated during the Thronestrife by Gordron, the son and henchman of Gorauna. Mornthar's grandson Darneth became one of King Thargreve's staunchest allies after that ruler had brought an end to the darkest era in the history of the Forest Kingdom. The diaries are now kept in the Royal Archives in Suzail

Today was surely the blackest day in the entire history of the realm. My tears flow like the flooded cobbles of nearby Marsember, and I can barely see to put quill to parchment. My master, Prince Gordroun, is dead—and with him good Torst, his elder brother and king. Keldroun—the youngest brother—has taken up the diadem of Iliphar, but he rules a land filled with sorrow. The soil of Cormyr is soaked with the Blood Royal, and Baerauble paces back and forth before the royal tent, his face a mask of stone.

What started as a morning of hope and promise has turned into disaster. The floods that had been threatening to inundate Marsember all season finally burst through the earthen dikes, sending the mercenary forces of the pirate Kurrurdan and his would-be usurper son Belorth—known to all as "the Pretender"—to higher ground outside the city. There we attacked them and slew the pirate forces in droves, taking no quarter. When the day slipped into twilight, King Torst stood alone against Kurrurdan and Belorth. Most of the royal retinue lay dead; the rest had been scattered. While the king and the usurper traded blows, the treacherous Kurrurdan drove his dagger into Torst's back. Laughing, Belorth sought Beshaba's

regard by stabbing home his own blade, but his mirth was curtailed by the sharp sword of my master, who had crept up stealthily in the vain hope of saving his brother.

When he saw his son lying dead, Kurrurdan turned tail for sodden Marsember, and before I could shout warning or plead for caution, my liege gave chase. He could not have known that with the rising waters had come the lizardfolk of the coast, intent upon seizing the opportunity for food and plunder. During the battle between Cormyr's royalty and the pirates, the scalejaws had made themselves masters of the city. I cried out for him to stop, but he would not heed me, and such was the speed of his pursuit that my young legs could not catch him. It was not long thereafter that I heard the screams and the bestial hissing. Treading cautiously, I discovered Gordroun's grim fate. So well had the lizardfolk dined that little remained of him to bury.

When I told the new King Keldroun my tale, he declared that Gordroun would be considered a King of Cormyr, though he had never been crowned. Then the king took me into his embrace and fell to weeping.

— GK

330 DR Year of Roused Giants

Arun Maerdrym [386] is born the first half-elf among the senior noble Houses of Myth Drannor; to the surprise of many elves, he is accepted by the patriarch and allowed to retain his name and position in the family and clan.

331 DR Year of the Cold Clashes

Elminster [324, 720] leaves Cormanthyr for the first time in seventy years at Mystra's insistence.

— The orcs of Vastar [-700, 512] launch an unexpected attack on eastern Cormanthyr late in this year, and occupy some of the lands east of the Elven Court for the next few years. The orcs spend the next years both solidifying their forces here and exploring the ruins of the ancient elf temple city.

— The Sossrim clans of the Great Glacier are united under the rule of Ylaethar "the Bear," who proclaims himself Ornath (king) of the newly founded kingdom of Sossal [-300, 991].

335 DR Year of Seven Stones

The Darkwoods Massacre: The fourth major foray by Myth Drannor forces against the invading orcs occurs within the Darkwoods in high summer. The battle is lost as the orcs surround over half of the allied forces and decimate them in their sleep; since the human guards were also among the slain, no explanation is apparent for the negligence. In all, more than 1,000 soldiers died that night, though only 100 of them were elves.

336 DR Year of the Whipped Cur

A Halruaan wizard named Labrand comes into possession of the *Crown of the Mountain*. Labrand uses the ancient artifact to carve a subterranean waterway from the tip of Cape Talath to the head of the Thingulph in Thindol.

339 DR Year of the Vanished Foe

The orcs in the eastern forest are routed by elf and human forces. Instrumental in the battles is the human warrior Velar. Velar and his human (and some elf) allies resettle the lands around the coastal forest, and the area soon becomes known as Velarsdale.

342 DR Year of Cantobele Stalking

Athalantar falls to an orc horde from the High Moor. The orcs are in turn destroyed by an unlikely alliance of moon elves from Ardeep and dwarves from Dardath. The last Council of Illefarn is called, and the long-fragmented elf realm of Illefarn is officially dissolved with the remaining wood elves of Iliyanbruen and many wood elves from Rilithar departing for Evermeet [177, 611]. Ardeep and Dardath formally ally and look to create further alliances with the humans of the region.

344 DR Year of the Loom

Construction of the House of Stone begins in this year by the dwarves of Dardath led by Turgo Ironfist.

346 DR Year of Blushing Stars

Seven elf officers of the *Akb'Yelabrn* are exiled from Myth Drannor and Cormanthyr after their court martials discover their barbaric treatment of non-elf troops and responsibility for the Darkwoods Massacre.

— Arms-Major Pirphal of Cormanthyr commissions the first three *Baneblades* for each of his new lieutenants (a halfling, a dwarf, and a human).

— Saeval Ammath [68, 348] returns from an excursion into the western mountains and immediately sequesters himself in a House Ammath towerholding outside the *mythal*. While many find this behavior curious, none suspect that he has found and claimed a dragon's egg.

347 DR Year of the Sage's Fervor

The scholar-mage Thealnak of Memnon creates the Codex Thealnakkar and gifts it to Qysar Shoon VII [322, 358]. He is in turn granted rulership of the Hakkamate of the Lake of Amin (present-day Lake Weng in Amn).

348 DR Year of the Dagger

Saeval Ammath [346, 358] hatches his founding red dragon's egg. Due to many enchantments he placed on the egg, the dragon's shape is more simi-

lar to a blue dragon, though its tone is still red. Saeval names the hatchling Garnetallisar [358].

351 DR Year of the Dancing Deer

Yrlaancel grows with an influx of refugees and becomes Ondathel, Eldath's City of Peace.

352 DR Year of the Dancing Piper

Fire erupts in the city of Alaghôn, causing considerable damage to its granaries and shipyards.

356 DR Year of the Errant Kings

— After thirty-five years of expansion under King Ashar, Valashar [321, 358] (and the Shoon Empire) stretches as far north as the Troll Mountains and the High Moor. Responding to the claim of northern lands by King Ashar and the expansion toward Cormyr's western border, King Azoun I mounts a bold campaign that swiftly crushes Valashar's armies on the Fields of the Dead and then sacks numerous garrisons and the city of Ithmong. The Shoon Empire's borders shrink back to the Giant's Run Mountains, and Lord Tornamn is executed.

358 DR Year of the Battle Talons

Demron completes the first three *Baneblades of Demron*, and they are presented to their wielders amid great ceremony.

— The dragon Garnetallisar [348, 708] becomes known to the folk of Myth Drannor, as he takes to flying with the wizard Saeval [348, 708] astride his back. Despite much uproar, Garnet proves himself trustworthy and humble before the coronal and others. Saeval's enchantments give this unique dragon a lawful good nature. The coronal grants his trust by providing a means for the dragon and his master to live within the *mythal*, despite its normal defenses against chromatic dragons.

— Open hostilities resume between Iryklathagra [322, 366] and Shoon VII [322, 366], a battle that again visits destruction upon Valashar [356, 375] during a rare visit by the qysar to the periphery of his domain.

361 DR Year of the Fearless King

Both the Shoon Imperium and the Kingdom of Cormyr decide to extend their influence into the Western Heartlands.

366 DR Year of Molten Anvils

The last of the battles between Iryklathagra [358, 367] and Shoon VII [358, 367] earned the dragon her common appellation "Sharpfangs," as the blue dragon shattered and nearly bit off the qysar's left arm and right leg during the conflict. Shoon VII and his nemesis battled in the skies over Shoonach and among the streets of the slaves' city just outside the city center.

367 DR Year of Shying Eyes

The city of Phlan [400] is founded on the northern shores of the Dragons' Sea.

— Shoon VII stages his own "death." Feigning incapacitation stemming from his last battle with Sharpfangs [366, 1162], Shoon VII [366, 370] places his daughter Shaani on the throne and manipulates her into poisoning her apparently infirm father. Secretly immune to the poison's effects, the former qysar is now free to research a transformation to lichdom.

370 DR Year of Sleeping Dangers

Shoon VII [367, 438] becomes a lich.

374 DR Year of the Thoughtful Man

The House of Silvanus, a druid conclave, is established on the Isle of Ilighôn [724] on Midsummer night.

375 DR Year of the Woeful Resurrection

Ashar's March: Ashar Tornamn of Valashar [358, 376] begins a 15-month march north along the Sword Coast and into the Western Heartlands seeking to expand the hegemony of the Shoon Imperium.

AGE OF HUMANITY

— Human Varac-worshippers from the Shining Plains come north in search of the lost city of Ss'thar'tiss'ssun. They discover an artifact created by House Orogoth that transforms them all into ophidians.

376 DR Year of the Leaping Hare

Ashar Tornamn extends the borders of Valashar [375, 491] and the Shoon Imperium to the High Moor by summer. Crown Prince Azoun I of Cormyr leads his army against Ashar, driving the Shoonite forces back through Amn, Tethyr, and Valashar before sacking Ithmong and returning to Cormyr.

379 DR Year of Seven Stars

Seven notable mages in Myth Drannor form an alliance and build the Incanistaeum, the first school of wizardry open to all the races of the city whose teachers were not exclusively elves. This group soon becomes known in other lands as the Seven Wizards of Myth Drannor.

383 DR Year of the Quelzarn

The settlement of Ammathluir is founded in Luiren.

384 DR Year of Dreaming Dragons

Silverymoon Ford [447], a lowly wood and rope bridge, is built across the River Rauvin.

385 DR Year of the Lady's Gaze

The city of Hazuth is founded in Dambrath.

386 DR Year of Dawn Moons

Arun Maerdrym [330, 414], called the Half-Elven among the nobles, joins the Harpers in Twilight [324, 449].

376: The fields of the dead

Excerpt from the diaries of Halithurn "the Silent," who in his final years traveled to Candlekeep and became an acolyte there, dying in the Year of the Banished Bard (402 DR) in his 108th year. His writings provide one of the few surviving contemporaneous accounts of the war between Cormyr and Valashar and from the viewpoint of a common man swept up in a greater struggle.

"Aye, 'twill be a hard winter. Myrkul's eye is upon us for sure, what with all the swordswingers marching back and forth across our fields. The Calishites rode through more than a fenday ago, rushing like scared rabbits to get back to Vilisher, or whatever they called it.

"I remember when they first marched through these parts, more than a winter ago. With contempt gleaming in their cruel eyes, they picked us clean. I lost my whole crop of garsar, half the surt, and all my marrado beans, and others came out even worse.

"But killing is all they've got time for now. Two suns past, Bargred took a spear through the gut when he confronted them for trampling his fields. Today I saw what's chasing them—more soldiers, from someplace to the east called Cormeer, they say. This bunch rode past all tall and proud, carrying a green banner with a gold crown sitting on a loop of golden chain. Their leader—Azoun, they called him—gave Bargred's widow some gold, but his men still killed her last pig for marchmeat. I spat in the dust as they hustled past, but they only laughed. Guess it wasn't worth their effort to kill a graybeard like me.

"We've lived for generations here by the Winding Water. Now the green's all been churned up by armies from places I've never heard of, and all that's left are fields full of stinking corpses. I pray that Eldath curses them for their bloody hands."

— GK

390 DR Year of the Half Moon

The Srinshée [656], High Mage of Cormanthyr and Myth Drannor, goes into deep mourning for a decade, after her first paramour (and apprentice) in centuries dies in a hunting accident. While she and others suspect that one of the noble houses had a hand in her beloved's death, no proof ever surfaced and the matter was dropped. Hereafter, the young-appearing Srinshée never appears clad in any colors brighter than midnight blue, black being predominant.

— The city of Myth Lharast is established in present-day Amn as a “purer” temple city with worship solely to Selûne rather than the orthodox theocracy of Minsorran.

— Followers of Selûne begin worshipping the Moonmaiden on the slopes of Mount Waterdeep.

398 DR Year of the Warning Ghost

The Night Dragons' Attack: Five black and two green dragons assault the *mythal* directly over Myth Drannor, testing its defenses against them. Lieutenant Itham, commander of the dragonriders, brings their full complement of six good dragons and one hundred hippogriffs against them. Although all of the evil dragons are destroyed, they also kill one bronze dragon, half the hippogriffs and their riders, and four dragonriders, including Itham. The *Baneblade* Morvian falls into the possession of Lady Ahsqahala Durothil.

c. 400 DR to 1000 DR

Golden Age of the Payit: The great twin capitals of Tulom-Itzi and Ulatos in Maztica shine as a beacon across the True World. In Tulom-Itzi, the Payit build the great observatory and study the heavens. Physicians study herbs and medicines, and sages study the ways of gods and men. They create paper and symbols to write thereupon, so that their knowledge can be passed around the True World. The Payit did not know war. Disease was a rare scourge, and the faithful clerics and wise physicians of the Payit learned to cure most of the afflictions that did arise. Rain fell when it was needed, and the humans used great wells as cisterns, to preserve their moisture against the rare and short-lived periods of drought.

c. 400 DR

A large meteorite falls from the sky near the Vale of Ixtzul in Far Payit, its immense impact felt throughout the True World. From within a smoldering egg twice the size of a temple, the great wormlike beast H'Calos the Star Worm [600] emerges to feed.

400 DR Year of the Blue Shield

Escalant is founded on the Wizards' Reach by Chessentans.

— Evil, inhuman forces known collectively as the Dark Alliance sweep out of Thar and destroy Northkeep. After a dark ritual is performed by over 40,000 humanoid priests, mages, and shamans, the city of Northkeep sinks beneath the purple waves of the Dragons' Sea. The neighboring settlement of Phlan [367, 1303] is also sacked by the inhuman army.

— Chondathan and Chauncelgaunt (present-day Saerloon and Selgaunt) come under attack by orc and goblin raiders.

Defenders of future Sembia battle the nonhuman hordes for the next fifteen years.

403 DR Year of the Black Dagger

The Barony of the Steeping Falls [133, 947] crumbles. Tales tell of terrible beasts, undead, and other evil creatures that lurk in the ruins, causing the inhabitants of the nearby regions to avoid the site of Morlin Castle [931].

414 DR Year of Omen Stars

Arielimda, a human ranger, fellow Harper, and wife of Arun Maerdrym [386], delivers a human son on Highharvestide. Since he is human, the boy is not allowed to bear the Maerdrym name. Arun follows an ancient elf custom and does not name the boy, allowing him the freedom to earn a name (and perhaps a place in the clan) later.

418 DR Year of the Eagle's Flight

The first aarakocra colonists arrive in northern Faerûn, after generations of migrating from island to island across the Trackless Sea [–677, 987] from distant Maztica.

423 DR Year of the Velvet Night

Wandering War: Several tribes of Arkaiuns skirmish over territorial rights.

426 DR Year of the Black Dawn

Arun's human son [414] joins students of the Seven Wizards of Myth Drannor as a pupil of Mentor Wintercloak in the school known as the Incanistaeum. At age twelve, he remains unnamed, though he has a number of nicknames some elves gave him, including Biir (“garbage,” used by commoner elves) and Zenar (“Less than half,” as a noble's double insult against himself and his half-breed father). His few green elf friends call him Bhin, or “young human.”

— The shadow dragon Augloroasa is born to Shhuusshuru in the Far Hills.

— Ongild, a Halruaan wizard of some renown, crafts a magic gem that stores spells and gives it his name. The *ongild* eventually winds up in the belly of a red dragon named Hoondarrh.

428 DR Year of the One's Tears

Maharajah Waileen V of Durpar dies without heir. A high council of the eleven wealthiest merchants is created to maintain calm and order until a successor can be named.

429 DR Year of the Cat's Eye

King Duar sets out to defeat an orcish army in the King's Woods. In his absence, Duar's father-in-law Melineth Turcassan sells the city of Suzail to the pirate Magrath the Minotaur for five hundred sacks of gold.

432 DR Year of the Sea Princes

King Duar seizes Dheolur and defeats Magrath the Minotaur.

434 DR Year of the Stallion Triumphant

The duergar temple city, Dirk Hargunen, is founded.

(Timeline continues on page 87)

Illustration by Howard Lyon



Bargred challenges the warriors of Valashar

Monarchies of faerûn

“History shows that Faerûn has enjoyed many masters. The passing millennia first saw the domination of the creator races give way to the hegemony of the dragons. The fearsome dragons were then assailed by the might of the giants. In turn, the elves and the dwarves gained the ascendancy and brought bright civilization to all corners of the Realms. Yet the passing of the years has seen that lowly and oft-despised race known as humankind achieve dominion over all others. The rise and fall of the great human kingdoms has defined the face of Faerûn in the modern era, and those great kingdoms have had rulers that were greater still. This is a compendium of the leaders of the humans. Read on in celebration of their name and legend.”

Eratharn of Candlekeep

The Kingdoms of Men: A Guide to the Great Rulers
Year of Lightning Storms (1374 DR)

Reading the Lists: In the following tables, the name of a monarch is not preceded by King or Queen (the gender of each individual is apparent from the notes). Those whose titles included Prince or Princess have their names preceded by “P.” Those who served as regents are denoted by [R], with the years of their reigns likewise in brackets. The year of a monarch’s death is the same as the end of his, her, or its reign unless otherwise noted.

Aglarond

	Born	Reigned	Notes
Olósynne Dynasty			
Brindor	998	1065/1128	First king of Aglarond; half-elf leader of forces that defeated Velprin.
Althon “the Old”	1077	1128/1189	Half-elf son and sole heir of Brindor.
Elthond	1145	1189/1194	First son of Althon.
Philaspur	1150	1194/1197	Second son of Althon.
Thara and Ulae	1181	1197/1257	Twin daughters of Philaspur; first Mage-Queens of Aglarond, joint rule.
Halacar	1221	1257/1260	Son of Ulae; died at the hands of agents of Thay.
Ilione	1224	1260/1320	Daughter of Ulae; third Mage-Queen of Aglarond; died of plague.
Alassra Shentrara “the Simbul”	766	1320/	Apprentice of Ilione; named as successor to the throne of Aglarond.

Amn

	Born	Reigned	Notes
Torlath Dynasty			
Esmel I “Serrus the Great”	416	460/511	Shoonite general who established control over the “Emirates of Amin.” founding the nation of Amn.
Imnel I	457	511/520	Grandson of Esmel I; original name Jhurik; slain in battle with realm of Cortryn.
Rhadik “the Bold”	489	520/551	Second son of Imnel I.
Imnel II	512	551/560	First son of Rhadik.
Corl I	535	560/579	First nephew of Imnel II.
Esmel II	561	579/601	First son of Corl I; died of grief when his wife and eldest son were among those lost with the fall of Minsorran.
Marcos Vymmar [R]	539	[601/614]	Father-in-law of Esmel II; died 618.
Esmel III	585	601/656	Second son of Esmel II; original name Dharik
Corl II	607	656/661	Son and sole heir of Esmel III.
Rashturl “the Watchful”	628	661/680	Third son of Corl II.
Brinnaq I “the Shining”	651	680/694	Son and sole heir of Rashturl; first true “merchant king” who expanded the realm geographically and financially.
Esmel IV	672	694/696	First son of Brinnaq; slain by poison.
Arbas “the Black Usurper”	666	696/697	Son-in-law of Brinnaq I and married to his only daughter Leluia; slew all male members of his father-in-law’s family present in Amn.
Jhanos “the Vengeful”	678	697/729	Sixth son of Brinnaq I; returned from abroad with his family to reclaim the throne; first of the Wizard-Kings of Amn.
Brinnaq II	701	729/742	First son of Jhanos; second Wizard-King of Amn.
Imnel III “Longbeard”	722	742/860	First son of Brinnaq II; third Wizard-King of Amn.

MONARCHIES OF FAERÛN

Jhanos II "the Ancient"	759	860/941	Second son of Imnel III; fourth Wizard-King of Amn.
Rhadik II "the Sleeping King"	822	941/1015	Fourth son of Jhanos II; fifth Wizard-King of Amn.
Imnel IV	960	1015/1094	First son and sole heir of Rhadik II; sixth Wizard-King of Amn; slain by Skeletal Finger thieves' guild.
Niskam "the Doomed"	1061	1094	Great-grandson of Imnel IV; slain by assassins hired by the powerful Braethar merchant house.
Rhor "the Lackey"	1058	1094/1095	Bastard son of Imnel IV; placed on throne by Braethar merchant house.
Dornak "the Puppet King"	1065	1095	Distant descendant of Rhadik II; usurped throne with assistance of Villax merchant house, archrival of Braethar.
Wavegold Dynasty			
Erdhinn I	1057	1095/1115	Wavegolds were descendants of Imnel I's daughter Jamyll; loyalist noble family restored stability to the realm and quelled the ambitions of the merchant houses for a time.
Thultar Mornhelm [R]	1054	[1115/1127]	High Herald Unicorn; appointed regent after unexpected demise of Erdhinn and his son and heir Belhinn; died in 1136.
Belhinn I "the Hidden"	1111	1127/1160	Grandson of Erdhinn; original name Helgrin; safeguarded by King Proster of Cormyr for much of his childhood in exchange for advantageous trade concessions.
Rhinn "the Pious"	1133	1160/1193	First son of Belhinn I; renowned for his religious bent and sponsorship of temples and prayer throughout the kingdom; slain by Banite assassins.
Erdhinn II	1137	1193/1204	Second son of Belhinn I; died of plague.
Gelhinn	1165	1204/1215	Grandson of Belhinn I
Belhinn II	1168	1215/1237	Brother of Gelhinn; slain by the Black Horde orcs; had a daughter whom he married to Malek Parhek, the only honorable noble at court.
Parhek Dynasty			
Malek	1198	1237/1249	Son-in-law of Belhinn II; married Princess Peldara, who bore three sons.
Derek "the Drunkard"	1225	1249/1258	Second son of Malek; merchant powers of the kingdom begin to undermine royal authority during his reign.
Rhothar	1227	1258/1272	Third son of Malek; kingdom suffers internal strife and pressures due to machinations of merchant powers grown strong in his brother's reign.
Dhanar	1255	1272/1276	Son and sole heir of Rhothar; assassinated by agents of merchant powers.
P. Dhanar "the Younger"*	1271	—	First son of Dhanar; sent to Tethyrian Court for protection but died in 1277 in a "hunting accident" along with King Errilam of Tethyr.
P. Rasa	1271	—	Twin of Prince Dhanar; sent to Silverymoon for safety under the care of High Lady Alustriel; married Dornar Steelsar and had four children; fled Silverymoon with youngest son after attacks by Amnian assassins; believed to have died in 1302.
Choris Steelsar*	1287	—	First son of Princess Rasa; died with father in 1297 to allow mother and younger brother to escape Amnian assassins.
Rosa Steelsar	1288	—	First daughter of Princess Rasa; slain in 1297 by Amnian assassins.
P. Rohav Steelsar "the Exile"*	1289	—	Second son of Princess Rasa; kidnapped by Amnian assassins and brainwashed to believe that he had been "rescued"; brought to Baldur's Gate, where he lived in exile until murdered in 1306 by his controllers; betrayed uncle and his family living in Waterdeep, leading to their deaths.
Rhothar Steelsar*	1290	—	Disappeared after fleeing Amnian assassins with mother; believed to have died in 1302.
P. Malek "the Coinmage"*	1271	—	Second son of Dhanar; raised in Waterdeep and apprenticed to Lady Shilarn; slain in 1305 by nephew Rohav.
Rhinn*	1290	—	Son of Malek; slain in 1305 by agents of his cousin Rohav in a staged tavern brawl.
Savra	1290	—	Twin daughter of Malek; believed slain in 1305 by agents of Rohav.
Parav*	1295	—	Second son of Malek by second wife (first died giving birth to twins); slain in 1305 by agents of cousin Rohav.

* Did not rule; noted for line of succession.

CORMYR

	Born	Reigned	Notes
Obarskyr Dynasty			
Faerlthann "First King"	-7	26/55	First son of Ondeth Obarskyr.
Imlon "the Touched"	27	55/57	First son.
Bryndar	44	57/64	Son of Imlon; died without issue.
Eskruis	33	64/66	Third son of Faerlthann; died without issue.
Rhiiman "the Glorious"	35	66/79	Fourth son of Faerlthann; died without issue.
Embrus "the Old"	30	79/84	Second son of Faerlthann; two younger brothers preferred in the succession before him.
Kaspler "the Learned"	66	84/90	First son of Embrus; died without issue.
Imbre	70	90/94	Second son of Embrus.
Sacrast	93	94/123	Illegitimate son but officially adopted by Imbre; Regency of the Four Barons during first sixteen years of his reign.
Daravvan	109	123/124	First son of Sacrast.
Dorglor	110	124/134	Second son of Sacrast; suicide.
Embrold	112	134/145	Third son of Sacrast; adopted Dorglor's illegitimate son as heir; never married.
Irbruin	127	145/169	Son of Dorglor; slain with son and heir.
P. Faerlthind*	146	-	Son of Irbruin; slain in 169 with father.
Moriann	147	169/201	Second son of Irbruin; both sons and heirs slain in battle with goblins of Hlundadim.
Tharyann "the Elder"	167	201/238	Tenth child/third son of Irbruin.
Boldovar "the Mad"	199	238/246	Second son of Tharyann; believed to have strangled his elder brother Dorglor; believed dead but actually spirited away by Baerauble until he died; in death claimed by the "Ghazneth curse."
Iltharl "the Insufficient"	221	242/245	Son of Boldovar; abdicated in favor of older sister; died in 298.
Gantharla "First Queen"	218	245/261	Older sister of Iltharl; never married but had an illegitimate son before her coronation.
Roderin "the Bastard"	244	261/267	Illegitimate son of Gantharla who succeeded her due to the support of the Silver families and Baerauble; died without issue.
Thargreve "the Lesser"	225	267/268	Son of Tharyann's daughter Erthava, who resided in Westgate; brought to Cormyr by Baerauble.
Holordrym	242	268/272	First son; sole direct heir.
Belereve	259	272/274	First son of Holordrym; slain by sister Rasthaele.
Thargram	260	274/276	Second son of Holordrym.
Besmra	246	276/286	Younger sister of Holordrym; crowned despite claims of son Torst.
Torst	264	286/289	First son; slain in Marsember by his illegitimate stepbrother Belorth and his stepfather Kurrurdan (Besmra's first husband).
Gordroun	266	289	Second son; posthumously crowned and added to lineage by Keldroun; slew Belorth and Kurrurdan before falling to lizardfolk in Marsember.
Keldroun	266	289/295	Third son; slain by nobles.
Berost "the Bold"	282	295/301	First son of Keldroun.
Gorann	284	301/303	Second son of Keldroun; died due to the machinations of his sister Gorauna and the Purplethroat Plague.
Edrae "the Doomed Babe"	302	303/305	Infant son of Gorann; slain by his mother Jalthra to escape Gorauna's torments.
Ulbaeram	288	305/308	Third son of Keldroun; slain in battle with Askran "the Pretender," husband of Gorauna.
Silbran	286	308/320	Wife of Ulbaeram; took the throne to protect the succession of her son and Ulbaeram's only heir; died in 324.
Raerboth	306	320/326	Legitimate son of Ulbaeram; slain by Gorauna.
Baerildo	325	326/328	Son of Raerboth; slain by Gorauna.
Belmuth "the Bastard"	304	328/334	First illegitimate son of Ulbaeram; died of the Purplethroat Plague.
Sargrannon	324	334/336	First son of Belmuth; slain on Gorauna's orders by Ortolar.
Ortolar	305	336/337	Second illegitimate son of Ulbaeram; slain by Gorauna.
Imbrus I	322	337/339	Second son of Belmuth; slain by Gorauna.

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Rathdar Orlenthar [R]	299	[339/341]	Common-born regent of the “boy kings”: Artreth, Zoumdan, and Imbrus II.
Artreth	334	339/340	First son of Ortolar; died of the Purplethroat Plague.
Zoumdan	336	340	Second son of Ortolar; died of the Purplethroat Plague.
Imbrus II	339	340/341	Son of Imbrus I; died of the Purplethroat Plague.
Meurthe “Mad Meurthe”	318	341/344	Granddaughter of Gorauna.
Kasplara	329	344/345	Grandniece of Gorauna.
Jasl “the Royal Jester”	327	345/347	Grandnephew of Gorauna.
Arathra “the Little Spider”	322	347/348	Grandniece of Goarauna.
Barander “the Tortured King”	329	348/349	Grandnephew of Gorauna; abdicated in favor of Thargreve; thereafter known as “the Scarred Advisor”; died in 372.
Thargreve “the Greater”	334	349/360	Son of Meurthe; slayer of Gorauna.
Jarissra	345	360/369	Niece of Thargreve; abdicated in favor of her cousin Andilber; died in 390.
Andilber “the Unfortunate”	340	369/370	First son of Arathra.
Anglond	341	370/391	Second son of Arathra.
Azoun I “the Crown Prince of Battles”	358	391/425	Son and sole heir.
Duar “Longyears”	385	425/480	Son and sole heir; defeated the pirate lord Magrath the Minotaur after his first wife’s family, the Turcassans, betrayed the realm.
Galaghard I	434	480/514	Son and sole heir from Duar’s second wife; only son died late in his reign, and he assumed son’s identity with aid of Amedahast’s longevity magics.
Galaghard II “Father of the Dark Princes”	469	514/554	Actually Galaghard I; three sons rebelled against him, and he had them slain; assumed identity of his third “loyal” son Draxius.
Draxius “the Neverdying”	523	554/875	Actually Galaghard I; death of Amedahast saw end of longevity magics after longest rule of any Cormyrean monarch.
Bryntarth I	852	875/897	Son and sole heir of Draxius.
Galaghard III	873	897/953	First son; defeated the Witchlords of Wyvernwater.
Rhiigard “the Mourning King”	895	953/982	“Rhigaerd I”; betrothed prior to his accession to Princess Aliia of Impiltur, who died in a shipwreck.
Bryntarth II	943	982/1001	First son of Rhiigard.
Arangor	979	1001/1042	Son and sole heir; Thauglor the Purple Dragon slain during his reign.
Azoun II	1001	1042/1056	First son; died of wounds received when restoring rebel Arabel to the kingdom.
Proster	1035	1056/1122	First son of Azoun II.
Baerovus	1092	1122/1164	Son and sole heir of Proster.
Palaghard I	1126	1164/1187	Second son of Baerovus; conqueror of Esparin; took Enchara of Esparin as his wife.
Pryntaler	1164	1187/1210	Son and sole heir of Palaghard I.
Dhalmass	1186	1210/1227	Son and sole heir; reconquered Marsember after it rebelled.
Palaghard II	1214	1227/1261	Second son of Dhalmass.
Azoun III	1241	1261/1275	Second son of Palaghard II.
Salember [R] “the Rebel Prince”	1246	1275/1286	Third son of Palaghard II; ruled as “regent” but refused to relinquish the throne; slain by Jorunhast.
Rhigaerd II	1269	1286/1335	Son and sole heir of Azoun III.
Azoun IV	1307	1335/1371	Son and sole heir of Rhigaerd II.
Alusair Nacacia [R]	1335	[1371/]	Second daughter of Azoun IV; the “Steel Regent.”
Azoun V	1371	1371/	Grandson of Azoun IV; son of Tanalasta.

* Did not rule; marked for line of succession.

Dambrath

	Born	Reigned	Notes
Yaerthal Dynasty			
Reinhar I	486	545/554	First ruler of Dambrath; united the Arkaiun tribes under his rule; died in the invasion of Halruaa.
Reinhar II	519	554/591	First son of Reinhar I.
Reinhar III	547	591/600	First son, sole heir of Reinhar II; he and his two sons are slain by giants.

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Reinhar IV	572	600/617	Nephew of Reinhar III; died of plague.
Reinhar V	606	617/647	Second son of Reinhar IV.
Reinhar VI	610	647/691	Third son of Reinhar IV.
Reinhar VII	668	691/750	Fourth son of Reinhar VI.
Reinhar VIII	717	750/801	First son of Reinhar VII.
Reinhar IX	768	801/831	Fifth son of Reinhar VIII.

Hazm'cri Dynasty

Cathyr	744	831/1035	Half-elf priestess of Loviatar; betrayed the Arkaiuns and established rule of Dambrath with blessing of the drow of T'lindhet.
Filina	876	1035/1040	Half-drow daughter and sole heir; committed matricide.
Cathakay	967	1040/1094	Half-drow daughter; arranged her mother's murder; died without issue.
Melinit	1041	1094/1215	Half-drow niece of Cathakay.
Ausitil	1101	1215/1275	Half-drow daughter and sole heir.
Yenandra "the Pirate Queen"	1194	1275/1356	Half-drow niece of Ausitil; transformed into a spectral guardian by her daughter.
Hasfir	1277	1356/—	Half-drow daughter of Yenandra.

Impiltur

	Born	Reigned	Notes
Mirandor Dynasty			
Inrath I	-106	-74/-47	First King of Impiltur; son of Ornath.
Inrath II	-76	-47/-18	First son of Inrath I.
Varanth I	-52	-18/-3	First son of Inrath II.
Tamarth "the Tyrant"	-26	-3/1	Second son of Varanth I; persecuted citizens of Nar stock within kingdom; assassinated; died without issue.
Loaraven "the Poxed"	-24	1/3	Third son of Varanth I; killed by plague; died without issue.
Belrath	-20	3/8	Fifth son of Varanth I; usurped throne of older brother, who was on the frontier fighting an orc incursion; civil war marked the years of his rule.
Fendarn	-22	8/43	Fourth son of Varanth I; slew younger brother to regain throne.
Delrath	2	43	First son (twin) of Fendarn; slain by agents of "the Thronelord" (his uncle, Loranth Phaelith) and his twin brother.
Delrorn	2	43/47	Second son (twin) of Fendarn; had falling out with uncle and was assassinated.
Torlorn	17	47/68	Third son of Fendarn by second marriage; overthrew "the Thronelord" with the assistance of the Obarskyr mercenary company.
Varanth II	40	68/72	Son and sole heir of Torlorn; poisoned by his uncle.
Morlorn "the Usurper"	19	72/77	Fourth son of Fendarn; slain in battle by his nephew.
Baranth I	60	77/124	Son and sole heir of Varanth II; reclaimed the throne after slaying his uncle.
Inrath III	87	124/157	First son of Baranth I; first wife died of plague.
Inrath IV "Lackcrown"	112	157/159	First son of Inrath III; blighted by plague that killed his mother; fled Lyrabar after palace revolt by his stepbrother, who eventually had him tracked down and slain.
Doraven "the Bloody"	132	159/162	Third son of Inrath III and stepbrother of Inrath IV; instigated palace revolt that placed him on the throne; slain by his older stepbrother, who returned from Cormyr to reclaim his brother's throne.
Pendarn	114	162/178	Second son of Inrath III.
Ellarath "the Faerie King"	136	178/196	First son of Pendarn.
Baranth II	160	196/198	First son of Ellarath; died without issue.
Imindarth	164	198	Second son of Ellarath; died on coronation night of drunken asphyxia.
Tharaun I "the Venerable"	163	198/269	Second son of Ellarath; longest reign of any Impilturan monarch.
Darthorn I	195	269/271	Second son of Tharaun I.
Toaven	222	271/311	Son and sole heir of Darthorn I.
Tarth "the Prince of Swords"	268	311/343	First son of Toaven.
Darthorn II	305	343/369	First son of Tarth; defeated pirate raiders from Altumbel.

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Darthorn III	335	369/375	First son of Darthorn II; drowned himself after tragic death of wife and son in the Prayerbane Plague.
Auminath I "the Scholar"	338	375/397	Second son of Darthorn II.
Auminath II	360	397/406	First son of Auminath I; original name Larath; died without issue.
Forlath "the Bawd"	368	406/411	Second son of Auminath I; died without legitimate offspring.
Meldath I "the Mighty"	387	411/445	Grandson of Auminath I; life cut short by wounds from battles with orcs.
Meldath II	419	445/448	First son of Meldath I; died in "riding accident" engineered by his younger brother.
Tharaun II	422	448/471	Second son of Meldath I.
Sharaun	454	471/512	Son and sole heir of Tharaun II; slain with his three sons in battle against an orc horde from Vastar.
Durlarven Dynasty			
Harandil I "the Strong"	469	512/537	Son-in-law of King Sharaun; married to Princess Tayissa; defeated the orcs and was made king by acclamation.
Harandil II	501	537/562	First son of Harandil I.
Thorodil "the Fierce"	524	562/588	Son and sole heir of Harandil II.
Bellodar I "the Conqueror"	560	588/624	First son of Thorodil; expanded the kingdom's borders into the Great Dale and up to the shores of Ashanath.
Bellodar II	583	624/642	Son and sole heir of Bellodar I.
Bellodar III "the Sage King"	609	642/673	First son of Bellodar II; his three sisters married paladin brothers from lands across the Inner Sea.
Morus "the Crazy"	630	673/675	First son of Bellodar III; insane; died without issue.
Amarkos I	633	675/685	Second son of Bellodar III; slew brother when challenged to duel at court.
Forvar I	655	685/697	First son of Amarkos I; died without issue.
Amarkos II "Dragonslayer"	660	697/718	Second son of Amarkos I; original name Kelvar; wounds suffered in battle against red dragon cut his life and reign short.
Forvar II	699	718/726	Son and sole heir of Amarkos II; slain with his wife and infant son during the attack of the Scaled Horde that overthrows the kingdom.
P. Forvar "the Younger"*	722	—	Son and sole heir; slain in 726 in the attack of the Scaled Horde.
Tarrik Dynasty; "the Demon Dynasty"			
Agrosh "the Scaled"	688	726/729	Half-fiend son of Duke Errendil Tarrik, a nobleman of the kingdom and secret fiend worshiper; claimed throne after death of Forvar II but ruled in name only; slain during Fiend Wars; throne vacant for over two years.
Elethlim Dynasty; "the Paladin Dynasty"			
Sarshel "the True"	656	732/734	Leader of the Triad Crusade and victor of the Fiend Wars; first Paladin-King of Impiltur.
Halanter I	711	734/765	Son and sole heir of Sarshel; second Paladin-King of Impiltur.
Erynd I "the Penitent"	739	765/788	First son of Halanter I; third Paladin-King of Impiltur.
Nord "Demonbane"	764	788/811	Third son of Erynd; fourth Paladin-King of Impiltur.
Halanter II	787	811/844	First son of Nord; fifth Paladin-King of Impiltur.
Beldred I "Fiendslayer"	816	844/863	Son and sole heir of Halanter II; reestablished post of Mage Royal at court; sixth Paladin-King of Impiltur.
Beldred II	845	863/886	Son and sole heir of Beldred I; died of plague, which also claimed the life of his only son and youngest daughter; eldest daughter became Queen Cyriana of Tethyr; next oldest married Tethyr nobleman and did not return to the realm; named his infant nephew as heir before dying; seventh Paladin-King of Impiltur.
P. Halanter*	872	—	Third child/first son of Beldred II; died of plague in 886.
Erynd II	875	886/887	Nephew of Beldred II; died of plague.
Shaneesa [R] "the Old Dowager"	849	[886/887] 887/891 [891/907]	Sister of Beldred II and mother of Erynd II; ruled as regent for her son Halanter until his death and then in own right until birth of male heir for the Elethlim line through her younger sister Coranna; regent for Peverel; died of plague in 922.
Peverel	891	891/924	Sole male heir to the Elethlim line; crowned at birth as is custom in Impiltur and ruled in own right on sixteenth birthday; died of plague along with his entire family except one daughter.

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P. Amarkos*	908	—	First son of Peverel; died of plague in 924.
P. Beldred*	910	—	Second son of Peverel; died of plague in 924.
P. Erynd*	911	—	Third son of Peverel; died of plague in 924.
P. Alia*	909	—	Daughter of Peverel; betrothed to Prince Rhiigard of Cormyr; died in shipwreck in 926.

* Did not rule; marked for line of succession.

Heltharn Dynasty

Imphras I “the Great”	1063	1097/1122	Defeated the hobgoblin horde that invaded Impiltur and thereby reestablished the monarchy; descendant of the line of paladins who married into the Durlarven line in the time of Bellodar III; eighth Paladin-King of Impiltur.
Imbrar “the Lost”	1098	1122/1127	Son of Imphras I; disappeared after leading expedition into Giantspire Mountains to eradicate the hobgoblin menace; ninth Paladin-King of Impiltur.
Ilmara	1104	1127/1169 [1169/1185]	Daughter of Imphras I; crowned queen after disappearance of Imbrar but relinquished throne to son at his birth; regent for son until his sixteenth birthday. Died in 1190.
Imphras II	1169	1169/1225	Son and sole heir of Ilmara; suffered from madness late in his reign.
P. Talryn*	1188	—	First son of Imphras II; tried to have his father declared unfit to rule but was forced to flee into exile after being accused of treason; returned to the kingdom on hearing news of his father’s death but was executed in 1212 after it is revealed that this is a ruse engineered by his conniving younger brother.
Lashimbrar “the Sly”	1190	1225/1294	Second son of Imphras II; controlled the kingdom and ruled in reality in last years of his father’s reign; slain in “bandit attack” organized by his treasonous nephew Prince Thaum of Telflamm, son of Kuskur.
P. Imphras III*	1276	—	First son of Lashimbrar; slain in 1294 in “bandit attack” that also claimed his father’s life; marked for line of succession but never ruled.
P. Kuskur [R]	1198	[1294/1296]	Third son of Imphras II; after death of his brother was regent for Rilimbrar until he turned sixteen; called upon the aid of Queen Ilione of Aglarond to have the Simbul slay his treacherous son Thaum; retired to Aglarond in disgrace after Rilimbrar resumed his rule. Died in 1298.
Rilimbrar	1280	1294/1338	Second son of Lashimbrar; forced to flee when his cousin Thaum led a mercenary army against him; returned to rule in own right after Thaum’s death; created Council of Lords to oversee kingdom after his death.
P. Imphras IV*	1277	—	Great-grandson of Imphras II and son of Thaum of Telflamm; forced to marry his second cousin Sambryl to ensure that Rilimbrar’s line retains control of the throne of Impiltur; marked for line of succession but never ruled. Died in 1338.
Sambryl [R]	1299	[1338/]	First daughter of Rilimbrar; after death of father and husband due to fire, was considered to be ruling queen and hence regent for the next male in succession, following the line of Velimbrar, fourth son of Imphras II.
Soarimbrar “the Younger”*	1335	—	Descendant of Imphras II through the line of his fourth son Velimbrar; slain in mysterious circumstances shortly before his formal coronation; marked for line of succession but never ruled. Died in 1351.
Imphras V*	1350	—	First nephew of Soarimbrar through his sister Ilmara; died of a wasting disease; marked for line of succession but never ruled. Died in 1363.
Imbrar II	1358	—	Second nephew of Soarimbrar through his sister Ilmara; marked for line of succession and rightful king of Impiltur.

* Did not rule; marked for line of succession.

Milvarn

	Born	Reigned	Notes
Mindosel Dynasty			
Aubayreer	435	535/642	First Mage-King of Milvarn; apprentice to the founders of the Covenant and originally from Teshar in the Dalelands.
Nytholops	577	642/719	Son and sole heir of Aubayreer; second Mage-King of Milvarn.

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Lurskas	663	719/968	Son and sole heir of Nytholops; third Mage-King of Milvarn; establishment of Thesk caused Milvarn to exist in name only.
Jholnareer	897	968/1249	Son and sole heir of Lurskas; fourth and last Mage-King of Milvarn.
P. Elthar*	1155	—	First son of Jholnareer; married to Queen Thara of Aglarond but died in 1245 before he could take throne and unite both kingdoms.
Khalreer	1179	1249/1260	Second son of Jholnareer and last king of Milvarn; having no talent in the Art, he does not take the title of Mage-King but rules as an oligarch of Thesk; died without issue.

* Did not rule; marked for line of succession.

Narfell

	Born	Reigned	Notes
Crell Dynasty			
Thargaun*	-1025	-987/-946 -946/-912	First ruler of Tharos (until -946) and later Narfell; human worshiper of Orcus.
Derevan	-963	-912/-890	First son of Thargaun.
Arthauld "the Accursed"	-929	-890/-843	Second son of Derevan.
Belevan "the Unliving"	-891	-843/-633	Son and sole heir of Arthauld; became a lich; overthrown by the "Demon Twins," Ulthas and Ulthar.
Orgolath Dynasty			
Ulthas "the Darkwing"	-666	-633/-623	First half-fiend son (twin) of Ayanna Orgolath, who submitted herself to the demon lord Graz'zt; slain leading invasion of Mulhorand and Unther.
Ulthar "the Darkhorn"	-666	-623/-578	Second half-fiend son (twin) of Ayanna Orgolath; succeeded his brother.
Vargaun	-618	-578/-535	First tiefling son of Ulthar.
Horthaun	-570	-535/-482	Third tiefling son of Vargaun.
Jelethar "the Blackscale"	-520	-482/-475	First tiefling son of Horthaun; disappeared on expedition to Sunrise Mountains.
Morthass "the Cloven"	-511	-475/-434	Second tiefling son of Horthaun.
Nardrad	-468	-443/-399	Tiefling son and sole heir.
Orlathaun	-420	-399	Human son and sole heir; slain by the Ayarch Jesthren, who claimed the <i>Crown of Narfell</i> .
Darakh Dynasty			
Jesthren	-431	-399/-322	Half-fiend son of Larnaeril Darakh, "the Fiendwitch," who submitted herself to the demon lord Orcus.
Heldakar	-367	-322/-299	Half-fiend son of Orcus; mother is of Darakh line and was sacrificed to Orcus at his birth as becomes tradition.
Yannos "the Slayer"	-338	-299/-270	Half-fiend son of Orcus.
Garthelaun "the Goreclaw"	-310	-270/-235	Half-fiend son of Orcus.
Ilithkar	-259	-235/-181	Half-fiend son of Orcus; overthrown by cousin Rheligaun.
Rheligaun "the Horned"	-245	-181/-150	Half-fiend son of Fraz'Urb-luu; disappeared following fall of Narfell; known as the Hidden Nentyarch.

*Monarchs of Narfell, whether male or female, carry the title of Nentyarch.

Raumathar

	Born	Reigned	Notes
Nhalass Dynasty			
Umathar I* "the Horselord"	-933	-900/-867	First ruler of Raumathar; united the Raumviran tribes under his rule.
Umathar II	-898	-867/-821	First son of Umathar I.
Umathar III	-858	-821/-799	First son of Umathar II.
Umathar IV	-827	-799/-780	First son of Umathar III.
Darthen I	-824	-780/-749	Second son of Umathar III.
Shendar	-783	-749/-700	Son and sole heir of Darthen I.
Darthen II	-744	-700/-691	First son of Shendar.

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Umathar V "the Blade of the Plains"	-722	-691/-662	First son of Darthen II.
Rhendar I	-690	-662/-633	Second son of Umathar V.
Darthen III "Fiendbane"	-665	-633/-610	Son and sole heir of Rhendar I; invaded Narfell in -622 DR; he and first son Rhendar slain in battle with armies of Narfell.
Umathar VI "the Grim"	-636	-610/-605	Second son of Darthen III.
Rhendar II	-634	-605	Third son of Darthen III; killed by demons sent by Narfell.
Tharren	-632	-605	Fourth son of Darthen III; killed by demons sent by Narfell.
Sharath "the Doomed"	-629	-605	Fifth son of Darthen III; killed by demons sent by Narfell.

Talanthil Dynasty

Vayloss "Fireblood"	-644	-605/-559	Made ruler by acclamation; first Sorcerer-Arkhan of Raumathar.
Corlarth	-600	-559/-499	First son of Vayloss; second Sorcerer-Arkhan of Raumathar.
Horlarth	-552	-499/-460	Third son of Corlarth II; third Sorcerer-Arkhan of Raumathar.
Nayloss "Fireeyes"	-525	-460/-408	First son of Horlarth; fourth Sorcerer-Arkhan of Raumathar.
Vayloss II "the Elder"	-490	-408/-404	First son of Nayloss; fifth Sorcerer-Arkhan of Raumathar.
Vayloss III "the Younger"	-454	-404/-370	Second son of Vayloss II; original name Jharath; sixth Sorcerer-Arkhan of Raumathar.
Mornarth	-417	-370/-323	First son of Vayloss III; seventh Sorcerer-Arkhan of Raumathar.
Tallos I "the Windlord"	-378	-323/-286	Son and sole heir of Mornarth; eighth Sorcerer-Arkhan of Raumathar.
Tallos II	-316	-286/-250	Grandson of Tallos I.
Mornarth II	-281	-250/-215	First son of Tallos II; died without issue.
Tallos III	-277	-215/-199	Second son of Tallos II; original name Dhalarth.
Mornarth III	-240	-199/-168	Son and sole heir of Tallos III.
Tallos IV "the Artificer"	-213	-168/-154	First son of Mornarth III; ninth Sorcerer-Arkhan of Raumathar; died in assault on Dun-Tharos.
Vayloss IV "the Flamebringer"	-208	-154/-150	Second son of Mornarth III; tenth Sorcerer-Arkhan of Raumathar; died in the final assault of the avatar of Kossuth.

*Monarchs of Raumathar carry the title of Arkhan.

silvermoon

	Born	Reigned	Notes
Ecamane Truesilver	555	637/712	First High Mage; born in Suzail, student of Windsong Tower in Myth Drannor.
Aglanthol the Red	649	712/719	Second High Mage; grandnephew and apprentice to Ecamane.
Ederan Nharimlur "Catseye"	702	719/784	Third High Mage; married the elf princess Elénaril of Myth Drannor.
Amaara Nharimlur "Goldentresses"	738	784/857	Fourth High Mage; half-elf daughter of Ederan; died on Evermeet in 942.
Elué Dualen	762	857/876	Fifth High Mage; Alustriel of the Seven Sisters in disguise; retired from office.
Talanthara Mytersaal "She-Wolf"	822	877/882	Sixth High Mage; deposed the Warlord Lashtor to claim rule.
Tanisell "the Cloaked"	866	883/920	Seventh High Mage; elected to office by citizens; died of fever.
Nunivytt Threskaal	874	920/1050	Eighth High Mage.
Orjalun	989	1050/1230	Ninth High Mage; apprentice to Nunivytt Threskaal; retired from office; fate unknown.
Sepur	1185	1230/1232	Tenth High Mage; apprentice to Orjalun; abandoned office and was slain by unknown hands after leaving city.
Alustriel Silverhand	762	1235/1369	Eleventh High Mage; slew the self-proclaimed High Mage Shaloss Ethenfrost to gain office.
Taern Hornblade "Thunderspell"	1304	1369/-	Twelfth High Mage.

Tethyr

	Born	Reigned	Notes
Ithal Dynasty			
Darrom	-237	-212/-183	First King of Tethyr; son of Clovis.
Silvam	-209	-183/-118	Second son of Darrom.
Nishan	-179	-118/-98	Second son of Silvam.
Garynor	-159	-98/-75	First son of Nishan.
P. Rhynda [R]	-159	-75/-64	Twin sister of Garynor; died in -45.
Nishan II	-79	-64/-6	Second grandnephew of Garynor.
P. Clovis*	-57	—	Third son of Nishan II; died in -6.
P. Yardane*	-7	—	Exiled Ithal heir; third son of Clovis; died in 39.
P. Kymer*	10	—	Exiled Ithal heir; first half-elf son of Yardane; died in 175.
P. Yrdas*	70	—	Exiled Ithal heir; fourth half-elf son of Kymer; died in 228.
Silvyr*	135	449	Second elf son of Yrdas; died fighting Shoon VII.
* Did not rule; marked for line of succession.			
Shoon Dynasty of Tethyr/Shoon Traitorum			
Amahl I	-60	-6/-2	Brother to Queen Arhymeria Ithal.
Amahl II	-37	-2/15	Nephew of Amahl I.
Amahl III	-14	15/27	Son; became Emperor Shoon I; died in 50.
Cormal Dynasty of Tethyr/Shoon Traitorum			
Rahman	4	27/63	Son-in-law of Amahl III/Emperor Shoon I.
Leodom I	35	63/97	Fifth son of Rahman.
Hazam I	64	97/113	Third son (adoptive; wife's son).
Leodom II	85	113/136	First son of Hazam.
Yusuf	109	136	Tenth son of Leodom II.
Leodom III	117	136/175	Seventeenth son of Leodom II; original name Ali.
Leodom IV	149	175/187	Fourth nephew of Leodom III; original name Kasim.
Tasiiva Cormal [R]	124	[187/193]	Wife of Leodom IV; Widow Regent.
Hazam II	178	193/209	Second son of Leodom IV.
Tebalan Pahuk [R]	158	[209/211]	Court Vizier; Tethyrian loyalist.
Moshafi Telerus [R]	172	[211/217]	Court Vizier; Shoon loyalist.
Matamid Korrunchel [R]	180	[217/223]	Court Vizier; Shoon loyalist; died in 251.
Emyr	208	223/229	Eighth son of Hazam II; died without issue.
Korrunchel Dynasty/Shoon Traitorum			
Matamid	180	229/251	Former vizier and regent.
Xandar	224	251/260	Third son of Matamid.
Vajra	244	260/310	Sole heir; wife of Karazir Tiiraklar.
Tiiraklar Dynasty/Shoon Traitorum			
Karaj	267	310/315	Son of Queen Vajra Korrunchel.
Karaj II	290	315/345	Son of Karaj; heir was sister's eldest son.
Tornamn Dynasty/Shoon Traitorum			
Kallos	324	345/380	Third nephew of Karaj II; Tethyrian loyal.
Nishan	345	380/383	Second son; "Nishan III"; Tethyrian loyal.
Herakul	353	383/386	Brother of Nishan; traitor/kinslayer.
Priam	369	386/449	Son of Nishan; Tethyrian loyalist who secretly aided King Silvyr's return; granddaughter later married Strohm I; died in 450.
Strohm Dynasty			
Strohm I	275	450/662	First elf son of Silvyr.
Strohm II	540	662/735	Second half-elf grandson of Strohm I.
Strohm III	715	735/769	Strohm II's human great-great-great grandson.
Strohm IV	745	769/802	Third son of Strohm III.
Strohm V	787	802/832	Second nephew and sole heir of Strohm IV.

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Mallorhen Dynasty

Tibor	799	832/838	Husband of Strohm V's elder daughter.
Samyte "the Martyr"	818	838/841	First son; sole direct heir; he and sons assassinated.

Bormul Dynasty; "The Queens' Dynasty"

Alisande	816	841/847	Second daughter of Strohm V.
Sybille the Great	832	847/885	Daughter and sole heir; first Great Queen.
Cyriana the Great	870	885/922	First granddaughter; second Great Queen.
Teresa the Great	893	922/957	Third niece; third Great Queen.
Teremir	927	957/959	Fifth son; slain by Mhoaran; heirs were two boys and a girl.
Teremir II	1045	1070/1071	Teremir's great-grandson; slew Coram II and restored line.

"Tethyr" Dynasty; "The Lions' Dynasty"

Mhoaran "the Tusk-Bearded"	919	959/974	Cousin of Teremir; son of Cyriana's third sister.
Nearel	951	974/997	Thirty-second child/seventeenth son of Mhoaran; slew Teremir's eldest son.
Kortal	968	997/1022	Second son; slayer of Teremir's daughter's family.
Haedrak	988	1022/1059	First cousin on father's side.
Coram	1010	1059/1065	Fifth son.
Coram II	1050	1065/1070	Second grandson; slain by Teremir II.
Alemander I	1038	1071/1145	Wizard and brother of Coram; slew all of Teremir's heirs in 1071.
Coram III	1112	1145/1181	Third great-grandson.
Alemander II	1150	1181/1202	First grandson.
Coram IV	1173	1202/1218	First legitimate son of Alemander II.
Kymer "the Shade King"	1167	1218/1227	Half-elf bastard son of Alemander II; usurper.
Haedrak II "the Corsair Prince"	1199	1227/1274	Second son of Coram IV.
Errilam	1236	1274/1277	Third son of Haedrak II; died without issue.
Alemander III	1255	1277/1288	First nephew of Errilam; began persecution of elves.
Jaszur	1274	1288/1295	First son (twin) of Alemander III; slain near Waterdeep.
Olosar	1274	1295/1319	Second son (twin) of Alemander III.
Alemander IV	1294	1319/1347	First nephew; slain during 10 Black Days of Eleint.
P. Alemander*	1321	—	Second son; died in 1347 during 10 Black Days of Eleint.

* Did not rule; marked for line of succession.

Rhindaun Dynasty

Zaranda	1331	1368/	Wife of Haedrak III; people's choice for monarch.
Haedrak III "the Scholar"	1334	—	Third son of Alemander IV; husband of Zaranda.
P. Sybille*	1370	—	First daughter (triplet) and presumed heir.
P. Coram*	1370	—	First son (triplet).
P. Cyriana*	1370	—	Second daughter (triplet).

* Did not rule; marked for line of succession.

velprin

	Born	Reigned	Notes
Demaz Dynasty			
Tholeam I "the Wavelord"	725	773/805	First King of Velprin; a noble of Unther from the Wizard's Reach city of Nethra.
Samar I	781	805/846	First son of Tholeam I.
Tholeam II	808	846/887	Nephew of Samar I.
Namar I	840	887/909	Son and sole heir of Tholeam II.
Namar II "the Hunter"	874	909/937	First son of Namar I; disappeared while hunting in the Yuirwood.
Tholeam III	905	937/953	Second son of Namar II; slain while fighting with the League of Samathar against Tchazzar.
Ashtar "the Craven"	909	953/988	Third son of Namar II; gave fealty to Tchazzar and became a vassal of Chessenta.
Samar II	945	988/1011	Son and sole heir of Ashtar.

MONARCHIES OF FAERÛN

Hallarn I “Elfbane”	976	1011/1041	First son of Samar II; reign saw continual raiding and skirmishes with the elves of the Yuirwood and independence from Chessenta.
Hallarn II	1017	1011/1058	Son and sole heir of Hallarn I.
Indrila	1037	1058/1065	Daughter and sole heir of Hallarn II; slain in the fighting with Brindor and the Yuir; Velprin absorbed into the new realm of Aglarond.

westgate

	Born	Reigned	Notes
Kisonraathiisar the Wyrming	?	?/-349	Topaz dragon.
Saldrinar “of the Seven Spells”	?	-349/-307	First human king of Westgate; slayer of Kisonraathiisar.
Mather “Wyrmsroud”	-365	-307/-301	Apprentice of Saldrinar; died defending Westgate from the attacks of three black dragons.
Glaurath “the Great”	-345	-301/-291	Captain of Westgate’s City Guard and close friend of previous king.
Thorndaer	-336	-291/-286	Captain of Westgate’s City Guard during reign of Glaurath.
Orlak “the Night King”	-343	-286/-137	Became a vampire in -317; seized the throne and ruled until being destroyed by a company of Lathander-worshipping paladins.

Soleilon Dynasty

Gen “the Radiant King”	-163	-137/-91	A paladin of Lathander and leader of the company that destroyed the Night King and ended his reign of terror.
Lemere I “the Merchant King”	-134	-91/-74	Son and sole heir of Gen.
Lemere II	-102	-74/-68	Son and sole heir of Lemere I; married Lady Lharida Ithal of Tethyr.
Lharida [R]	-87	[-68/-55]	Wife of Lemere II; regent for her infant son; died of poisoning.
Ryndarth I “the Boy King”	-72	-68/-27	Son and sole heir of Lemere II.
Crown Prince Ryndarth “the Younger”*	-52	—	Son and sole heir of Ryndarth I; slain by a doppleganger in -27 shortly before his father’s death.
Ryndarth II “the Masque King”	?	-27	A doppleganger that ruled Westgate in the guise of Ryndarth II for nearly a year.

Mulan Dynasty

Ashtukzu I “the Mulan”	-70	-27/-8	Sent by Gilgeam to conquer Westgate, this lord established himself as ruler of the city, declaring it independent of Unther.
Thunn “the Usurper”	-32	-8/4	Nephew of Ashtukzu I; seized the throne and ousted his cousin, the rightful heir.
Ashtukzu II	-25	4/37	Son and sole heir of Ashtukzu I; reclaimed his father’s throne from his traitorous cousin.

Kergaard Twinblade	8	37/75	Seneschal of Ashtukzu II; elevated to the throne by the nobility after months of civil strife; died of plague.
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Croam Dynasty

Hygaarth “the Pious”	38	75/95	A priest of Ilmater who was elevated to the throne after battling a plague that nearly destroyed Westgate.
Sorentah	78	95/135	First son of Hygaarth.
Dalious “the Errant King”	114	135-257 [137]	Third son of Sorentah; left Westgate after two years on the throne and delegated rule to his representative, the Croamarkh; these representatives continue to rule in the king’s name for over one hundred years.

The Pirate Kings	—	257/429	Over seventy-seven pirate rulers ruled Westgate during this time, none of which held the throne longer than five years.
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Illistine Dynasty

Mulsantir I	382	429/440	A mercenary lord distantly related to the royal family of Chondath who drove the pirates out of Westgate and claimed the throne.
Mulsantir II	406	440/452	First son of Mulsantir I.

MONARCHIES OF FAERÛN

Myntharan "the Magus"	417	452/480	A renegade wizard of the Shoon Empire who slew Mulsantir II and seized the throne.
Lyonarth "the Winter Sphinx"	429	480/616	An androsphinx from Nathlekh who claimed the throne after defeating Myntharan in battle.
Ilistar Dynasty			
Farnath I	571	616/663	Mage apprentice of the wizard known as the Handweaver, who defeated Nessmara, the lamia responsible for the death of Lyonarth.
Belhendar "the Stout"	618	663/687	First son of Farnath I.
Thartryn I	642	687/710	Second son of Belhendar.
Iyachtu Xvim "the Fiend King"	?	710/734	A cambion from another plane who slew Thartryn I and seized the throne; died in 1371.
Farnath II	695	734/756	Great-great-grandson of Farnath I descended from Belhendar's younger half-brother.
P. Farnath III*	727	—	Son and sole heir of Farnath II; something of a simpleton who was banished from the city by his uncle; date of death unknown.
Temprith	699	756/759	Younger brother of Farnath II; seized the throne on his brother's death, banishing his only heir.
Thartryn II	758	759/783	Second son (twin) of Farnath III; overthrew his cousin and slew every descendant of the line of Temprith.
Farnath IV	758	783/834	First son (twin) of Thartryn II; suspected of murdering his brother.
Pendernath	787	834/849	Second son of Farnath IV; died of plague.
Halcoranth	823	849/886	Nephew of Pendernath.
Thartryn III	851	886/890	First son of Halcoranth; died of plague along with all royal heirs.
The Prince-Templars	—	890/900	Ruled by the Holy Council of Westgate, an oligarchic theocracy made up of the high priests of the established faiths in the city.
Gostaraj "the Reaver King"	865	900/927	A mercenary lord and priest of Garagos who seized power in a bloody rebellion.
* Did not rule; marked for line of succession.			
Campion Dynasty			
Altarl	867	927/936	A member of the merchant nobility of Westgate, chosen by his fellow lords to rule the city.
Jhentyr I	891	938/954	First son of Altarl.
Tarnhart I	923	954/993	Nephew of Jhentyr I.
Jhentyr II	948	993/1002	Second son of Tarnhart I.
Tarnhart II	970	1002/1018	First son of Jhentyr II; slain by a red dragon; died without issue.
Eorn/Lorndessar Dynasty			
Sarvyn Eorn "the Old"	992	1018/1111	A mercenary lord who was named king by acclamation.
Rodaeron	1081	1111/1117 1162	Grandnephew of Sarvyn; forced to flee Westgate by the traitorous Alzurth, he returned to reclaim the throne for his line after over forty years in exile.
Alzurth "the Dozenking"	1056	1117/1162	Former Mage Royal of Westgate who usurped the throne of Rodaeron.
Blaervar "the Reluctant"	1112	1162/1191	Seventh child/third son of Rodaeron; died in 1195.
Rodaeron II	1154	1191/1192	First son of Blaervar.
Maeraedryn	1156	1192/1219	Second son of Blaervar.
Ilphael	1203	1219/1233	Grandson of Maeraedryn; died without issue or naming an heir.
Shlanarnla Durovree	1210	1233/1236	Fiancee of Ilphael; only queen to ever rule Westgate; abandoned Westgate and the throne; date of death unknown.
Verovan	1219	1236/1248	Great-grandson of Blaervar; last king of Westgate.

435 DR Year of Willing Sacrifice

Several towns along Lake Lhespen and the River Shaar rebel against their distant rulers, the Shoon.

438 DR to 440 DR

Seven Burnings Campaign: Q ysar Amahl Shoon VII [370, 449] dispatches seventeen troop ships to quell an uprising in the Shaar river valley. Shoon imperial troops rampage through Sheirtalar, Sheirlantar, Kormul, Lhesper, Sebben, Rethmar, and Channathgate. The campaign kills many native Shaarans and brings the western portion of the Shaar back under Shoon control. Despite bloody reprisals, the Imperium was forced to begin withdrawing from the region, and the nomads quietly returned to their previous way of life.

447 DR Year of the Awakening Treant

Ogres swarm down from the Toadsquats and rampage through the northern section of the Lluirwood for several years.

— After almost three decades of open struggles and behind-the-scenes intrigues among the chakas (mercantile trading houses that dominate life in coin-mad Durpar), the High Council is formally recognized as the land's official form of government, putting an end to widespread open trade warfare and blood feuds, but not fierce competition.

— The Moonsilver Inn is built at the northern end of Silverymoon Ford [384, 459] in the North.

449 DR Year of Killing Ice

Silvyr Ithal marches to Ithmong and takes the crown as the rightful King of Tethyr, sparking rebellion in Tethyr and Amn. Silvyr is killed in combat by Amahl Shoon VII [438, 450].

— The son of Arun [426, 464] finishes his tutelage under Mentor Wintercloak and leaves Myth Drannor to learn of the world and teach it the ways

and magics of the City of Song. Secretly, he also plans on proving his worth to his father's clan and becoming one of the first Harpers [386, 712] outside Cormanthyr and the eastern lands. He takes the only name he has been called of which he is proud: Arun's Son. He vows to claim his place among the Maedrym once he has earned a new name.

450 DR Year of the Corrie Fist

Prince Strohm of Tethyr avenges his father by slaying Amahl Shoon VII [449, 1357], marking the fall of the Shoon Imperium and ending the Age of Shoon.

— The death of Q ysar Amahl VII on Midwinter and the subsequent fall of the Imperium leaves numerous folks scrambling for control of the swiftly dissolving power structures. More than seventy-five pashas, vizars, sultans, and other nobles slay each other in massive wars in the streets of every major Calishite city to see who would claim the power from the fallen qysar's throne. Calimport fell under the rule of Syl-Pasha (former pasha of the shipwrights and harbor masters) Fahd el Daosin.

— Ogres savaging the Lluirwood are defeated by an army of hin from Luiren at the Battle of Three Stumps.

— A quick death for the reigning viceroy of Tashluta and his haughty Shoon wife marks the Tashalans' return to independence.

— The Thindolese achieve independence for the first time in centuries, albeit under the subtle influence of yuan-ti agents who had infiltrated the ruling corridors of power.

451 DR Year of Unleashed Fears

The last of the Shoonach imperial garrisons are driven from the Chultan Peninsula and the Shaar.

400: The sinking of Northkeep

The orc war howler spat into the dirt through his fanged, gap-toothed maw, dragged on his filthy weed, and continued his story.

"He Who Never Sleeps—fear his name—gave strength to our people that day. Always the paleskins have kept us down, taking from our mines, stealing our slaves for their own, and taking our very lands. They would have us live like animals and starve. But not that day. On that day, we struck back at the foul paleskins.

"Blessed by the One-Eyed God—fear his name—our leaders saw how they might strike a mighty blow against the paleskin thieves. Our finest war-leaders formed a mighty army that brought goblins, ogres, and even dragons under our sway—such was our might in those days. Without delay, our army boarded sturdy ships and razed Haardhahr, which the paleskins called Northkeep. But that victory was not enough for He Who Watches—fear his name."

The war howler spat again, took a gulp of some homebrew, and looked out at his audience. "While we rejoiced in our victory, He Who Never Sleeps—fear his name—spoke from the heavens, announcing as in the past, 'If my people cannot keep the lands promised us, then no mortal shall have them.' Then upon His command, more than forty thousand of our warriors, shamans, and witch doctors joined together, encircling the shores of the Dragon Sea, and called upon the power of He Who Watches—fear his

name—and all our gods. Their prayers were heard and became a magic such as this world has never seen. Then the One-Eyed God—fear his name—thrust his bloodspear down from the heavens and into the sea with a crack of thunder. And before the eyes of our assembled throng and the *ugrukb* paleskins still left alive, the waters rose up, and the land that the *ugrukb* had stolen sank beneath the waves, dropping down and down until the last paleskin standing upon the last tower had disappeared.

"But the laktusks did not learn. They did not care that they had stolen from us, and their gods did not care that the *ugrukb* were treacherous because they themselves were no better. Many times the paleskins came back to our lands, and with the blessings of He Who Watches—fear his name—we smote them every time, reducing their walls and towers to smoldering ruins. But when we became weak and began to call on the gods for even small needs, they grew angry and punished us. Our army fell apart, and the paleskins came again.

"That is why we must be strong and take back that which was stolen from us! We must prove ourselves to our gods, always, to earn their favor."

— TC

452 DR Year of Rolling Heads

The sudden death of Jacinica [142] precipitates a decades-long power struggle among the nagara.

457 DR Year of the Unfurled Flag

The syl-pasha and his sons are destroyed from below as various agents set off magical explosions to destroy the entire Pasha's Sabban and much of the adjoining slaves' residences. The adjacent destruction sparks fires that last through the Feast of the Moon.

— The mages Aganazzar, Ilyykur, Presper, and Grimwald found the School of Wizardry in Neverwinter and begin taking on apprentices from around Faerûn. [673]

459 DR Year of the Blooded Dagger

Silverymoon Ford [447, 574] becomes Silver Village when a logging camp is built around the inn and bridge.

460 DR Year of Scorching Suns

Demron is commissioned for another *Baneblade*. This one is for the Spell-Major to replace the lost *Ary'Faern'Kerym elfblade* lost a decade-ago by Zaos Durothil in battle with the red wym Edallisufanxar.

— The former Shoonite Western Emirate of Amin becomes the country of Amn under King Esmel, who establishes the Torlath Dynasty. Amn exists as the three major city-states of Athkatla, Crimmor, and Murann, west of Lake Esmel.

461 DR Year of the Lissome Apprentice

The settlement of Ammathtar is founded in Luiren to facilitate trade between the hin and the Arkaiun humans.

462 DR Year of the Empty Helm

Demron completes Faervian, the fourth *Baneblade* and the only one for the Akh'Faer.

— Within two centuries of the Opening [261], objecting nobles and crowded conditions force the coronal at Myth Drannor to end the building of new homes and settlements within the city's limits and curb the non-elf migration in order to allay the fears of his capital's elder houses.

464 DR Year of True Names

While wandering across Anauroch, Arun's Son [449, 720] saves a trio of Evereskan elves from a phaerimm [329, 1371] ambush nearly at the cost of his life. Retrieved from death by Mystra, he becomes her Chosen, "he whom magic, duty, and honor defines." As the Nameless Chosen, he becomes the first human ever to stay among Evereska's glades.

467 DR Year of Four Winds

A hill giant dire wereape named Dermos the Proud [469] emerges from the wilderness in Dambrath, claiming to be a manifestation of Malar. Dermos develops a fanatical following and orders the slaughter of all Arkaiuns who oppose him.

— A large migrant group of Tethyrians immigrate to the Moonshae Isles and settle among the Ffolk.

469 DR Year of the Dusty Library

Dermos the Proud [467] and all the members of his beast cult are slain at the Ambush of Blackrock Ridge by Arkaiun tribesmen.

472 DR Year of Full Cellars

A bountiful harvest year across Faerûn. Halflings of Myth Drannor claim this year's ales were hearty enough to warrant a visit from their god Arvoreen in the warrens of Brewers' Haven.

— **The Panicked Plague:** Mussum in Chondath suffers a plague that wipes out more than 75 percent of the population in a single night. To the present day, Mussum remains abandoned.

479 DR Year of Forestsfrost

Teshar falls in this year to raids and assaults from the drow of the Twisted Tower [−331, 500] in present-day Shadowdale.

— **Ogre Wars:** Prince Imnel Torlath and the armies of Amn clear the ogre-held passes through the Small Teeth, reopening trade between Murann and Crimmor.

480 DR Year of the Winter Sphinx

Lyonarth, a white-furred androsphinx, claims the crown of Westgate [−286, 615].

482 DR Year of the Blighted Vine

The northern cities of Delthuntle and Laothkund declare their independence from Unther.

— A Tethyrian warlord named Ulbaerag Bloodhand conquers the ever-feuding tribes of Blackcloak Hold. Within a generation, Ulbaerag unites the tribes as one. The settlement becomes known as Bloodhand Hold.

491 DR Year of Faltering Fires

The realm of Cortryn is founded by Tethyrian and Calishite immigrants led by a powerful noble family of Calimshan. The realm absorbs or consolidates the bulk of the former realms of Valashar [376] and Meiritin [284, 514] while extending its northern border up through the Troll Mountains. Eshpurta is founded as Cortryn's northernmost city and fishing center.

493 DR Year of the Ecstatic Priest

The drow, forced into the lowest levels of the Underhalls, finally abandon the former dwarf home of Melairbode entirely.

500 DR Year of the Flame Tongue

Josidiah Starym mounts a campaign to recover the lost *Soldier's Blade* [−331] of Cormanthyr after nearly eight hundred years; he does this as a way to prove to Eltargrim that the heir of House Starym is noble enough to marry his niece and heir. The opening gambit of this search sees a temporary fall of the garrisoned drow at the Twisted Tower [479, 713], since that was where the *Soldier's Blade* was lost to Cormanthyr, Josidiah and his troupe of bladesingers and Akh'Faer venture into the Underdark beneath the Tower, vowing to return in a century with the lost treasures.

502 DR Year of the Crawling Vine

The Rundeen [−6], a Tashlutan merchant consortium, establishes a monopoly on all trade entering or leaving the ports in Calimshan and the Chultan Peninsula, as well as on slave trade along the southern shores of the Shining Sea.

503 DR Year of the Galloping Gorgon

Seven halfling scouts of the *Akh'Velabrn* destroy a large encampment of Moander's faithful near the ruins of his temple and his entombed remains. This septet becomes the Heroes of Myth Drannor, their deeds celebrated for much of the winter among their kin. Two of these seven also become the first halfling soldiers of Myth Drannor at the bidding of Coronal Eltargrim.

504 DR Year of the Eclipsed Heart

Unther begins a campaign to retake the Wizards' Reach cities, fighting the League of Samathar. The cities of Teth and Nethra declare their independence and join the League.

511 DR Year of the Fortress Scoured

Eleambar falls to an orc horde, but the capital city of Delimbiyran and the lands surrounding it survive because the horde founders on the House of Stone.

— Nejizar finally ascends to the throne of Najara, ending the power struggle that began with the death of Jacinica [452].

— The Sixteenth Emperor Chin of the Kao Dynasty in Shou Lung declares The Revealing of Scrolls. The discussion of knowledge is encouraged, and many rival schools are established. The sciences of astronomy, alchemy, and geomancy are in a golden age. Priests of the Path of Enlightenment are dispatched to the far reaches of the globe, setting up shrines as far away as Kozakura. (In Kozakura, the faith is known as the Way of Enlightenment,

much to the mutual embarrassment of Shou Lung followers of the Path of Enlightenment, and its rival faith, the Way).

512 DR Year of the Wyvernfall

An orc horde of the Candlekairn clan spills out of the Orsraun Mountains, destroying several Turmish cities before it is finally routed in late summer.

— The orc chieftain Ulbror leads a horde out of Vastar [331] and into the uplands of Impiltur by means of countless small mountain trails over the Earthspurs. King Sharaun of Impiltur leads his three sons and a small army north but is defeated, and he and his sons are slain in battle. The dead king's son-in-law Duke Harandil Durlarven gathers another army, which routs the orcs at the Battle of Bloody Reeds. He is crowned king

491: founding of cortryn

The following letter was written by Halikam Amethystall, Margrave of Meiritin, to Morik Amethystall, Hills' Voice, in the Year of Faltering Fires. It has been preserved in the archives of Count Krimmon Amethystall.

My Dear Cousin,

It is with a heavy heart that I write to inform you of recent events in the province of Meiritin. As you know, we bin have long feared the machinations of the el Aktorral family, whose members seek to restore the miseries of the Shoon Imperium. About a tenday ago, Kadar el Aktorral resurrected some obscure title granted to his family by the Shoon despots and proclaimed the Duchy of Cortryn, with himself as the titled ruler. Shortly thereafter, Duke Kadar assembled a host of mercenaries sufficient to seize most of our lands east of Lake Esmel. We were forced to withdraw to our redoubts in the Tejarn Hills, and I fear that we shall not be able to hold them for long without reinforcements.

Thanks to the past generosity of the Purple Hills farmers, we are well-stocked with pipeweed and wine, but we are sorely lacking in arms and armaments. I was hoping that with your influence at court, you could petition King Strohm to meet some of our needs. In addition, I would like to arrange passage southward for the old and the young, so that they might settle for a time in County Vintor.

Please let me know at your earliest convenience whether such arrangements might be possible. I am willing to meet with the king's emissaries as needed, although I hesitate to abandon Meiritin's stout defenders for long.

Sincerely, Margrave Halikam

— ELB

*Halikam Amethystall,
Margrave of Meiritin*

Illustration by Ed Cox



of Impiltur on the battlefield and establishes the Durlarven Dynasty of Old Impiltur.

— Esmeltaran is completed and established as the new capital of Amn during the reign of King Imnel I, grandson of Esmel.

514 DR Year of the Elk

The aged Bellabar Huntinghorn leads many halflings of Meiritin [491, 523] to escape persecution at the hands of the Duke of Cortryn, ruler of the lands east of Amn. The refugees join others of their race on the banks of the Delimbiyr River near present-day Secomber.

515 DR Year of the Frivolous Exchange

Humans from Ascalhorn [-333, 694] resettle Besendar's Blockhouse [-104] and rename it Everlund.

516 DR Year of the Haunting Hawk

Halflings from Delimbiyr Vale and humans from Delimbiyran establish Secomber on the ruins of Hastarl, the fallen capital of Athalantar.

517 DR Year of the Oaken Glade

Mount Andrus in the Orsraun Mountains erupts, inflicting further punishment on the Candlekairn orcs.

519 DR Year of the Phoenix

Sammkol Thistlestar, one of the halfling soldiers of Myth Drannor, is assassinated by bigoted elves of House Selorn, who implicate and slay a visiting human necromancer from Cormyr to cover their misdeed.

523 DR Year of Trials Arcane

Moon elves of Clan Starym return to Myth Drannor from other elf realms, restoring that house as a social power and taking over the house lordship with the absence of Josidiah Starym. Lord Illitran Starym undergoes a Cleansing March intended to purify his spirit and ready him for the responsibilities of wielding a *moonblade*. He treks to Moander's abandoned temple and forges a pact with the imprisoned deity, allowing him to draw the blade upon his return to the City of Songs without suffering its retributive powers.

— Meiritin [514] is abandoned due to abuses and enslavement by the Dukes of Cortryn.

— **Realm of Three Crowns:** The rising power of orc hordes in the North leads to the calling of the Council of Axe and Arrow. There, the humans of Delimbiyran, the dwarves of Dardath, the elves of Ardeep Forest, the gnomes of Dolblunde, and displaced halflings from Meiritin collectively found the Tri-Crowned Kingdom of Phalorm. The aging Ulbaerag rejects an invitation to join the Realm of Three Crowns.

— Nejizar, the new dark naga king, establishes rule over the serpentfolk thanks in large part to its alliance with a dozen spirit naga. By this time, however, the Tricrowned Kingdom of Phalorm has claimed the High Moor and begun constructing a chain of fortresses along the western border of the Serpent Hills.

527 DR Year of Tatters

Slaves begin years of major unrest in all the cities of Calimshan and the Amaden lands.

— Hlondeth is besieged by kobolds of the Tattered Cloth Legion, who are secretly dispatched by Nathglaryst, drow queen of Undraeth.

528 DR Year of the Burning Sky

Phalorm's armies slaughter the Howltusk orc horde at the House of Stone, but their human King Javilarhh "the Dark" Snowsword is slain.

531 DR Year of the Lily

The kuo-toa city of Looblishar is founded.

533 DR Year of the Shattered Manacles

The Mameluk slave warriors [907] overthrow the rulers of Calimport and the other major cities and establish a free country without slavery. Since Calimport had stood long as a slaver's port, the Mameluk rulers abandon the city,

taking the caleph's throne to Manshaka, the new capital. They also abandon the title of Syl-Pasha in favor of the far older Murabir (Warlord), not used since Mir's days of independence.

534 DR Year of the Spitting Viper

The gloaming city of Spuhr Upra [-2954] expands onto the Material Plane.

536 DR Year of the Laughing Lich

Hlontar, realm of Alokkaïr the Wizard-King, is forged out of remnants of Teshar and the Netherese survivor states.

543 DR Year of the Lyre

Uthmere is founded by Lord Uthmere of Dilpur.

545 DR Year of the Pernicon

A warchief named Reinhar unites the various Arkaïun tribes into a single nation, thereby founding the kingdom of Dambrath and crowning himself its first king.

546 DR Year of the Rusted Sabre

The Halruaan wizard Gulkuluster begins creating a series of powerful wands that bear his name and are known as *Deathstaves*.

— Luiren is invaded by Arkaïun barbarians from Dambrath. The majority of the halfling population is enslaved, but some individuals go into hiding.

551 DR Year of the Barren Chamber

Estagund is conquered by the Arkaiuns of Dambrath.

552 DR Year of the Dead

Var is conquered by the Arkaiuns of Dambrath.

553 DR Year of the Gnashing Tooth

The Durpari cities of Sandrun, Pharsul, and Morvar are sacked by the forces of King Reinhar I of Dambrath, who then invades the coast of Halruaa and occupies Mithel, Galdel, and Zalasuu.

554 DR Year of Waving Wheat

King Reinhar I of Dambrath is defeated and slain by the sacrifice of the Halruaan wizard Mycontil Sulaziir and his circle of apprentices. The old king's son, Reinhar II, leads the army in retreat back to Dambrath. The defeat in Halruaa sees Luiren and Estagund regain independence from Dambrath, the latter uniting under King Bonrial. Var also declares its independence from Dambrath and its noble, merchant and religious factions begin squabbling over who will become the new Rajah. As a consequence, the Golden War begins between these rival groups, named after the endless wheat fields where much of the fighting takes place.

555 DR Year of Dances Perilous

Ecamane Truesilver is born in Suzail at the start of the year, and he and his parents arrive in Myth Drannor by the year's end.

— Ondathel's High Mages recreate their city once again as Myth Ondath [632] upon raising a *mythal*.

557 DR Year of the Melding

An army of hobgoblins devastates the dwarf Duchy of Hunnabar, which is centered above the underground city of Kanaglym near present-day Dragonspear Castle [1255]. Phalorm's armies destroy the hobgoblins, but the elf king, Ruardh Lightshiver, is slain.

— The retired sellsword Muwadeen of Estagund negotiates a peace between the warring factions of Var the Golden. In a rare moment of agreement, all three factions ask Muwadeen to serve as Supreme Potentate of Var, with a council of advisors from each faction to counsel him.

— Nejizar sends yuan-ti infiltrators south to the Reaching Woods to incite the hobgoblin tribes to march against Phalorm. Ultimately the hobgoblins are repelled and the serpentine provocateurs assassinated. This defeat forces the serpentfolk of Najara to retreat into the Serpent Hills.

560 DR Year of the Unknown Truth

The Impossible Palace of the Silver Domes [-246, 761] reappears briefly in Shou Lung, but disappears again before investigation can occur.

561 DR Year of the Three Setting Suns

The Guild of Naturalists [658] forms in Myth Drannor and builds its hall within two years.

523: realm of three crowns

The Vault of Sages in Silvermoon holds many treasures, not the least of which is a King's Tear gem that bears an image of the Laughing Hollow on the banks of the Delimbiyr River. It is enspelled so as to recite the words of King Ruardh Lightshiver, the first elf king of Phalorm, spoken on the momentous occasion of that realm's founding in the Year of Trials Arcane (523 DR).

I welcome you all to the Council of Axe and Arrow in this sacred hollow, which the Seldarine blessed for the use of the *Tel'Quessir* unnumbered generations ago. I offer special greetings to Arcrown Torghatar of Dardath, who has been a trusted ally and comrade since the Council of Illefarn, and to King Javilarhh Snowsword of Eleambar, whose bold championing of today's gathering has inspired us all. I welcome also Ulbrent Handstone, Darrath of Dolblunde, and Corcytar Huntinghorn, Arbaern of far Meiritin, who have all pledged themselves to the success of this grand design.

Before me today stands a gathering of races that have pledged to live in unity.
Never before has an

alliance committed to such a bold purpose graced the face of Faerûn. Thus, it is with profound joy and humility that I proclaim the founding of Phalorm, the Realm of Three Crowns. Today, the axe, the arrow, and the sword have come together in harmony for the salvation of our peoples. From this day forward, we will strive as one to make this land a haven of peace and tranquility, where our children and elders can live a life untroubled by cruelty, strife, or war. We jointly pledge our hearts and hands to ensuring that the future of this realm is as bright as the hopes and dreams of all those who stand here today. May the blessings of all our gods grant a long and honored life to glorious Phalorm.

— GK

Illustration by Emily Fiengenschub



King Ruardh Lightshiver gazes out on Phalorm's verdant fields

568 DR Year of the Pernicious Hauberk

The armies of Phalorm defend the neighboring realm of Yarlith [191, 611] from attacks by orcs led by the frost giant Horthgar.

569 DR Year of Tumbled Bones

Ecamane Truesilver becomes an apprentice of Deynrir the Silver Sorcerer. Unknown to him at the time, Ecamane also secretly becomes an acolyte of Windsong Tower [-3095, 580] under his moon elf tutor.

— Fall of Hlontar and the disappearance and presumed death of Alokkaier.

572 DR Year of Writhing Darkness

Zaor Moonflower [652] is born in Semberholme.

— The marchwardens, a form of standing army, are established to protect and defend the hin realm of Luiren.

— Deep-digging Thindolese miners break through to the Underdark region known as the Firelands. In the centuries since, firenewt marauders and salamanders from the Burning Rift have plagued the mines of Selgol.

574 DR Year of the Gored Griffon

Orc problems rise along the northeastern forest. In preparation for battle, Pirphal commissions Demron to enchant a fifth magical blade to serve as the *Baneblade* for the Arms-Major of the *Akb'Velabrn*. In this year, Dragathil is finished.

— Silver Village grows to become Silverymoon [459, 627] and is one of the few thriving trading posts in the North at this time.

576 DR Year of the Sunless Passage

The Red Pony and Golden Eagle Uthgardt [153, 705] tribes vanish into the Underdark after discovering a passage beneath the One Stone ancestor mound.

579 DR Year of the Cultured Rake

Torghatar, Phalorm's dwarf king, falls to duergar assassins near present-day Ironford.

580 DR Year of Loose Coins

Ecamane Truesilver becomes one of the first humans to learn of the transformed *Nether Scrolls* [-654, 1344] known as the *QuessAr'Terantbvar* and gain knowledge from them. After ten months of meditation, Ecamane leaves Windsong Tower [569, 684], his hair prematurely white due to the magics and wisdom he gained from the artifact.

585 DR Year of the Ogling Beholder

A fleet of Dambrathan galleys attempts to sail into the channel leading to Lake Halruaa and conquer Halagard. Devastating magic launched from both shore and *skyships* sinks almost every invading ship.

588 DR Year of Dragons Dawning

Ecamane Truesilver leaves Myth Drannor with comrades and pupils of his own to restore proper studies of magic to the Savage North and redeem the ill deeds of the Netherese archwizards of the past.

590 DR Year of the Turning Leaf

Arms-Major Pirphal dies with most of his patrol in battle with the black dragon Mrinabnahr. His sword Dragathil is lost for the next four centuries as the dragon steals it for its mountain hoard west of the Dragon Sea.

— Elf and human wizards from Ascalhorn, Eaelrann, Evereska, Silverymoon, and Myth Drannor raise a *mythal* over the Eaelranni city of Glaurachyndaar, thereby establishing Myth Glaurach [864].

591 DR Year of Silver Streams

Oakengrove Abbey, a human stronghold dedicated to Silvanus, is founded roughly seventy miles west of the Standing Stone [1, 700].

592 DR Year of the Supreme Duelist

Troll forces attack southwestern Phalorm. The dwarves abandon the Duchy of Hunnabar and relocate to the northern Duchy of Dardath.

595 DR Year of the Coven

The durthans, a secret sect within the Wychlaran, attempt to overthrow the order and seize Rashemen. Strife between the hathrans and their dark sisters lasts for decades, but the durthans are eventually driven out.

c. 600 DR

Human tribes abandon the Vale of Ixtzul in Maztica, leaving the guardianship of the beast H'Calos [400, 1371] to the Bacar, a race of giant intelligent ants.

— Modern ships sail the surface of Serôs from many ports, allowing safer sea travel at last. Numerous powers in Faerûn establish major trade lanes across the sea, though the majority of sea traffic remains within sight of land.

600 DR Year of Fire and Frost

King Reinhar III of Dambrath and his two sons are slain by giants while hunting in the Gnollwatch Mountains. After a brief succession war, Reinhar III's nephew is crowned King Reinhar IV of Dambrath.

— The four cities of Minsorran bordering Amn are found to be deserted after a fierce blizzard leaves them snowbound for more than a month. Few discover that the great white wyrm Icehauptannarthanyx has devoured the entire population.

602 DR Year of the Glimmering Sea

The ixzan city of Malydren is founded at the bottom of the Lake of Radiant Mists beneath Calimshan and Tethyr.

604 DR Year of the Immured Imp

The armies of Phalorm drive off an orc horde that besieges Secomber. Ellatharion, Phalorm's elf king, leads an army of elves and halflings into the High Forest in pursuit of the orcs, and neither king nor army returns.

605 DR Year of Many Serpents

The people of Thindol on the Chultan Peninsula unmask a host of yuan-ti infiltrators in their midst, leading to months of anarchy as the serpentfolk are rooted out and slain. The citizens of western Thindol, alarmed at events, marshal a great flotilla of ships and sail for the fabled isle of Nimbral, but a great storm wrecks much of the fleet against the Beacon Rocks. Seeing their plight and moved at their entreaties for aid, Lord Samar of Nimbral, a mighty archmage, agrees to return with them to their homes and battle the yuan-ti.

606 DR Year of the Kindly Lich

The western Thindolese, with the aid of Lord Samar and Nimbral, drive the yuan-ti from their Sanrach Basin home. After the yuan-ti are defeated, Samar cloaks the mountain passes and roads to the realm in veils of illusion, protecting the region from further infiltration by the serpentfolk. In time, the western Thindolese begin calling their isolated land Samarach in honor of their savior and consider themselves a vassal state of distant Nimbral. The eastern Thindolese retain the name of Thindol for their realm and are ruled by a council of cities.

610 DR Year of the Spellfire

Dwarves conquer the lands of the Vast, overcoming Grimmerfang and his orcs and founding Roldilar, the Realm of Glimmering Swords.

611 DR Year of the Normiir

Amlaruil Moonflower [623] is born on Evermeet [342, 615].

— The rampaging orcs of the Everhorde erupt from the Spine of the World, engulfing the North in war. Illusk [306, 812] and Yarlith [568] are left in ruins, but the Host Tower [95, 806] survives. Neverwinter survives, thanks to the aid of Palarandusk the Sun Dragon.

612 DR Year of the Jester's Smile

The armies of Phalorm and their allies in the North crush the Everhorde south of Triboar, but their victory comes at the cost of many lives. The casualties include Lathlaeril "Leafspear," the elf king.

614 DR Year of the Shattered Scepter

Two orc hordes attack Phalorm, a realm that has already been gravely weakened by the Everhorde. The dwarf king Oskilar of Phalorm dies in battle with the second horde, and Dolblunde [232, 698] is sacked and pillaged. Phalorm's northern armies, still mopping up the remnants of the Everhorde, move south to defend the realm but are driven into Uthtower.

—Hlondeth regains its independence from Chondath. House Extaminos rules unseen from behind the throne for the next four centuries.

615 DR Year of the Lamia's Kiss

The Winter Sphinx of Westgate [480, 616] falls prey to the charms of the lamia Nessmara, who has assumed the guise of a gynosphinx, and they rule in tandem.

—In response to Uthtower's call for aid, the lich Iniarv floods the land, drowning the armies of Uthtower, Phalorm, and the orcs and forming the Mere of Dead Men. The orcs flee into the Sword Mountains, and Phalorm (the Fallen Kingdom, as it came to be known) collapses when its Fair Folk abandon Faerûn for Evermeet [611, 857]. Ardeep remains an elf realm in name only.

616 DR Year of the Ensorcelled Kings

Aurgloroasa the adult shadow dragon establishes her lair within the Thunder Peaks.

—A wizard known only as the Handweaver comes to Westgate [615, 710] and shatters the illusions cloaking the lamia Nessmara's true form. Nessmara and Lyonarth battle to the death, and Farnath, apprentice to the Handweaver, is named king, founding the Ilistar Dynasty.

—Delimbiyran, the human kingdom of Phalorm, claims all the lands of that realm and establishes a new alliance with gnome and halflings of the area. The new realm is called the Kingdom of Man.

617 DR Year of the Needleless Slaughter

A mysterious bloating sickness kills one in ten Arkaiuns, including Dambraith's current King Reinhart IV.

619 DR Year of Orcsfall

An orc horde pours into western Cormanthyr and the Dales, threatening to overrun Semberholme [-8000] and the southern Dales. The ballad "Battlestars at Silver's Gap" tells the tale of the destruction of the orcs from Thunder Peaks by the combined Dalesfolk militias and elf armies.

620 DR Year of the Mountain Crypts

A third earthquake rocks the ruins of Tzindylspar [-267], killing most of its monstrous inhabitants.

621 DR Year of Nineteen Swords

Ffolk from the Moonshae Isles colonize the lands of the Utter East and subjugate the indigenous Mar tribes.

623 DR Year of Nightsilver

As a young child, Amlaruil Moonflower [611, 1368] witnesses the *Spelljammer* gliding gracefully over the waters along Evermeet's northern shore.

625 DR Year of the Torrents

The city of Escalant secedes from Unther, joining the League of Samathar.

626 DR Year of the Eagle and Falcon

Prince Ereskas of Amn founds the settlement of Mirabar over the ancient dwarf capital of Gharraghaur [-3611].

—Nobles of House Orbil attempt to seize the throne of Impiltur after assassinating King Bellodar I. Their rebellion is savagely put down, and they are declared outlaw and consigned to exile. King Bellodar II is crowned king of Impiltur.

627 DR Year of the Bloodcrystals

Ecamane Truesilver and his nine apprentices arrive in Silverymoon [574, 637]. Claiming that five goddesses (Eldath, Mielikki, Lurue, Mystra, and

Shanene) drew them there, the mages create a school of magic patterned on elf teachings.

629 DR Year of the Empty Hearth

Luthax, senior among the Brotherhood of the Wizards of War, leads a conspiracy to assassinate King Draxius of Cormyr. Amedahast sacrifices herself to bring down the traitors, and her apprentice Thanderahast assumes the role of High Mage.

630 DR Year of the Winking Jester

The slyth, shapechangers native to the Underdark, found the city of Fluvenilstra [1370], also known as Garden City of the Lowerdark, beneath the Shaar.

631 DR Year of the Lone Lark

An old black dragon named Chardansearavritriol seizes the crumbling ruins of the Uthtower for his lair. He soon holds sway over the Mere of Dead Men and much of the surrounding environs.

—The wasting sickness sweeps the continent of Shou Lung. In dealing with the emergency, local lords are granted more power in the bureaucracy, particularly in the hard-hit southern provinces.

632 DR Year of Burning Skies

In Eleint, the Ice Queen's Winter descends on Myth Ondath [555, 633]. Led by the lich Vrandak the Burnished, the besieging army of Iyraclea the Ice Queen is accompanied by winter storms raised by her magic, that claw Myth Ondath all year long. This attack spreads awareness of Iyraclea's might across the Realms, and makes her claim of being the preeminent cleric of Auril in all of Faerûn fact rather than mere hollow boast. The Frostmaiden empowers Iyraclea with new and mightier cold magics, and the Great Glacier under which she dwells begins to expand.

633 DR Year of Chasms

The wizard Demron dies upon completing Keryvian, the sixth and final *Baneblade* for the Arms-Major of Myth Drannor.

—Myth Ondath [632] is destroyed, *mythal* and all, by the Ice Queen's use of the *Gatekeeper's Crystal*.

634 DR Year of the Darkspawn

Clan Jaezred [-221, 734] is overthrown by its half-drow/half-shadow dragon progeny. Haerinvureem, a great shadow wyrm better known as Shimmergloom [1356], escapes the carnage through the Shadow Plane.

636 DR Year of the Luminous Tabard

Ammathtar is destroyed by an evil force from deep inside the Southern Lluirwood. (A beholder is responsible for the destruction, but no one realizes it at the time.)

637 DR Year of the Silver Sun

Ecamane Truesilver, a great teacher of magic, is elected High Mage (ruler) of Silverymoon [627, 659].

638 DR Year of the Menial Phrases

The first rumors of a temple dedicated to Grumbar, hidden in the West Wall, arise on the streets of Halruaan cities.

640 DR Year of the Fanged Beast

Yeenoghu's cult rises to prominence among the gnoll tribes of the Shaar, largely displacing the worship of Gorellik. The gnolls attack many towns in the region around Lake Lhesper, leaving Lhesper in ruins and seeing its surviving citizens migrate north to found Shaarmid.

—First mining and trading encampments established at what will become Zhentil Keep.

—The citizens of Ormath and Lheshayl and patrols from the Shining Plains find themselves under constant attack from saber-toothed tigers.

643 DR Year of the Nesting Harpy

The Mulhorandi wizard Nezram leaves his tower by the shores of Lake Azulduth to explore other worlds.

645 DR Year of the Costly Gift

Incursion of jungle barbarians results in the appointment of a T'u Lung native as captain of a Shou Lung garrison post. Over the next five hundred years, more and more natives of the southern provinces come to the fore in the military.

647 DR Year of the Wayward Heart

Reinhar VI ascends the throne of Dambrath.

648 DR to 657 DR

Bloodforge Wars: After discovering the ancient bloodforges, the lords of the Five Kingdoms of the Utter East send armies of enchanted golems at one other.

649 DR Year of the Bloody Crown

The dwarf realm of Roldilar falls to the orcs in the Battle of Deepfires. A number of dwarf clans flee into the Earthspur Mountains, while other craftsfolk and noncombatants migrate to Myth Drannor. Humans remain in the Vast and fight the orcs to retain their new homes.

652 DR Year of the Viper

Zaor Moonflower [572, 1321] becomes one of the youngest officers of the *Akb'Velebn* in Cormanthyr.

653 DR Year of the Killing Blow

Start of the Ninth Serôs War: The initial combatants in this conflict are the merfolk of Hmurrath and the merrow Axe Kingdoms of Khuur and Nmalk.

654 DR Year of the Coveted Briars

Many druid enclaves, both human and elf, are established this year throughout Cormanthyr and Faerûn at large.

— **Battle of the Haunted Plains:** After their defeat here, more than 80 percent of all merrow in Serôs flee or are driven south, behind the Sharksbane Wall [–8000, 656]. The remainder survives within the Hmur Plateau or among the ruins on the Haunted Plains.

655 DR Year of the Volanth

Three years of war destroys the two Axe Kingdoms along the Dragon Coast and the coast of present-day Sembia. The Axe Kingdoms of Khuur and Nmalk are the last pretenses of “civilized” merrow in Serôs.

656 DR Year of Peaceful Seas

The Circle of Flames completes the *Scrolls Ardentym* this year. Akh'Faer scholars and strategists receive six incomplete fragments of the scrolls, but only the Circle and the Srinshée [390, 664] have complete copies of them.

— The cities of Lapaliya [285, 671] unify and form the Lapal League. Once again, Sheirtalar [–569, 1147] is named its capital.

— **End of the Ninth Serôs War:** Due to merrow invading their territory and adding to their enemies' populations, sahuagin send massive raiding parties storming over the Sharksbane Wall [654, 1369]. All this serves as retribution for the other races invading Aleaxtis, and that continues the Ninth War for another year. [660]

657 DR Year of the Nine Stars

Scouring of the Utter East: A horde of antediluvian horrors is released upon the Five Kingdoms of the Utter East. Grand Caliph Arash bint Sanjar of Zakhara sends troops to the Five Kingdoms to eradicate the undead plague, leaving a wasteland of razed cities and rotting corpses in their wake.

658 DR Year of the Dangerous Game

A *portal* is secretly established between the Hall of the Naturalists [561, 680] in Myth Drannor and the Underhalls of Mount Melairbode [211] (Undermountain).

— Rathdaen, a Cormyrean mage and explorer of note, arrives in Myth Drannor after a decades-long absence. While not a native, he is close friends with many practitioners of the Art in the City of Song. [662]

659 DR Year of the Hunting Ghosts

Tulrun, born Tallrunner Tigris of the Red Tiger tribe and later known as Tulrun of the Tent, is sent by Ecamane Truesilver to the Incanistæum in Myth Drannor to study magic under the tutelage of the Seven Wizards.

— Thirty wizards from Myth Drannor and twenty wizards from elsewhere in the Realms migrate to Silverymoon [637, 694] and begin establishing its role as a sister city to Myth Drannor and a center of magical and mundane learning. This year is known as the Year of Mage's Dawning in Silverymoon.

660 DR Year of the Morning Horn

The Laws of Battle are drafted by the merfolk, shalarins, and Dukars after the end of the Ninth Serôs War [656] to avoid the kind of genocidal slaughter seen in the battles against the merrow.

661 DR Year of the Bloody Tusk

Eltargrim's Passing: Coronal Eltargrim, at dawn on the last day of Midsummer festivals, passes on to Arvandor, leaving the *Ar'Cor'Kerym*, his Ruler's *elfblade*, hovering in mid-air atop the Rule Tower. Aravae Irithyl, his niece and heir, proclaims a citywide period of mourning for the next five years. Thus ends the Sixth Rysar of Cormanthyr after 866 years.

— A charismatic ogre mage known only as the Horned Mage leads several small tribes of ogres from the Cloud Peaks to join their kinfolk in the Small Teeth. There the Horned Mage raises an army that sacks the towns of Imnescar and Trademeet before the armies of Amn under the command of General Rashturl stops its advance. The Horned Mage vanishes, and his fate is never learned.

662 DR Year of the Peoples' Mourning

Rathdaen dies peacefully in his sleep, to the sorrow of many of Myth Drannor's inhabitants. He leaves the *Tome of Rathdaen* to his apprentice, a foolish brigard by the name of Narsel, who fears attacks by jealous rivals trying to steal his master's legacy and immediately leaves for parts west.

663 DR Year of the Baleful Song

Pyraan the Grim and Peridar Snowbrows secede from the faculty of the Incanistæum, reducing the Seven Wizards of Myth Drannor to five members.

664 DR Year of the Falling Petals

The Heir's Passing: Aravae Irithyl and all her personal guards are murdered in Myth Drannor by the Starym, who use magic to hide their foul deed. The Srinshée [656, 666] and the High Court mages insist on maintaining the Mourning Days and add the funeral of Aravae to the solemn times while staving off a succession war among the nobles of Cormanthyr.

665 DR Year of the Ashen Tears

Due to political pressure amid his family, Taeral Olortynaal discontinues his long association with the Incanistæum.

666 DR Year of Stern Judgment

The Claiming Chaos: The end of the Mourning Days in Myth Drannor sees a Claiming Ceremony convened to determine the next coronal of Cormanthyr. After the death of many elves, humans and other citizens of the City of Songs and the destruction of the Rule Tower, the Srinshée [664, 685] claims the Crownblade, restores the Rule Tower, and disappears with the ancient *elfblade*.

667 DR Year of Austere Ceremonies

By early summer, the Council of Twelve now rules over Myth Drannor, crafting a new form of representative government. The city is without a coronal for the first time in its existence.

668 DR Year of the Telling Tome

Wizards begin mysteriously disappearing this year from Myth Drannor and all of Cormanthyr. The only clue is that all the visible *portals* throughout the city crackle ominously and flash blue lightning within their boundaries. (In truth, Halaster Blackcloak [309, 680] of Undermountain is abducting wizards at random and banishing them to the Underhalls.)

657: scouring of the utter east

The following treatise was found among the personal effects of Atreus Eleint of Duhlmarim and returned to King Korox of Erlkazar by Queen Rosalind of Edenvale following a failed expedition in the Utter East. (Atreus and the bahrana Rishi Saubhari entered the Yehimals in the Year of the Banner, DR 1358, seeking the fabled land of Langdarma. Neither has been seen since.)

We Mar are not a proud people. Since settling along the coast of the Great Sea centuries ago, my tribe has known only oppression. But we endure, and that endurance is our grandest virtue.

In the Year of Nineteen Swords, a tribe of western parshan whose members called themselves the Ffolk sailed to our shores in search of a new home. They preached brotherhood and peace, and so we welcomed them. Relations between our peoples were amicable enough for the first few years, but avarice soon flourished in the hearts of the Ffolk. They took the lands that had been ours and enslaved our people, then carved their bloated realm into five great kingdoms.

In the Year of the Dancing Daggers, King Grewe of Konigheim discovered a bloodforge—an ancient war machine capable of manufacturing whole armies of enchanted golems. Within tendays, the Ffolk had uncovered other bloodforges throughout the Five Kingdoms. Unrestrained by the expense of raising and maintaining armies, the lords of the Five Kingdoms went mad with battle-lust, each sending armies of golems against the other four realms. Our people watched helplessly while the Ffolk reduced one another's great cities to rubble, despoiled our ancestral lands, and shredded one another's defenses.

Ten long years of infighting left the Five Kingdoms war-weary and unprepared for the horrors to come. Unbeknownst to them, a horde of antediluvian fiends had been trapped for millennia beneath our feet. Each use of the bloodforges had weakened their prisons, until at last the creatures broke free and ran amok through the remains of the Five Kingdoms, killing indiscrimin-

ately. Desperate for deliverance, the Ffolk sent ships north and south to seek relief from our distant neighbors.

In the early days of Mirtul in the Year of the Nine Stars, a fleet of *sambuk* appeared on southern horizon. Upon seeing it, we thought that Grand Caliph Arash bint Sanjar, ruler of the Enlightened Throne of Zakhara, had sent aid. How wrong we were.

Weakened by the decade-long Bloodforge Wars and the ensuing Plague of Fiends, the Ffolk of the Five Kingdoms could mount no defense against the surprise attack from the corsair armada. The fleet overran their meager defenses and quickly seized their port cities. But the worst was yet to come.

The Grand Caliph had no intention of occupying what he considered an infected land of heathen barbarians. Thus, legions of *askar* disembarked and marched inland to scour the land clean. Outfitted in djinn-forged lamellar and wielding their deadly katars, the *askar* burned every village along their path, slaughtering fiend and Ffolk alike. The caliph's armies finished the Scouring, as it came to be known, swiftly and efficiently. At the start of autumn, they returned to their *sambuk* and swiftly set sail for the Land of Fate.

In the chaos left by the Scouring, we Mar rose up to demand our freedom, and the Ffolk grudgingly acquiesced, having little stomach for another conflict. Thus we gained our freedom from the Ffolk, though we were permitted neither land nor voice in the court of the kings—a situation that persists to this day.

But though we are not proud, we are patient. We are the Mar.

— BRJ



Antediluvian horrors rise up against the Five Kingdoms

669 DR Year of the Brutal Beast

Abarat the Alabaster [671], an elf archmage with a reputation for plane-walking, resigns as head of the Six Tyryl Towers wizards' school and announces plans to build a tower north of the city and Cormanthor in the western reaches of what the elves called the Beast Marches (soon to be called Thar). There he begins to build a tower out of magically strengthened ivory, declaring that not only would it be a pillar of strength against the onslaught of evil creatures from the north, but it would connect the elf nations and become a hub for trade and travelers.

670 DR Year of the Many Floods

Entering the Vault of Ages in Myth Drannor for the first time in years due to an outbreak of drow within the northwestern forests, Spell-Major Paeris Haladar finds it empty, the greatest and oldest treasures of Cormanthyr all gone.

— In Shou Lung, an invasion of southern barbarians overruns the We'peng garrison and Kahgang Su. For the first time local forces outnumber those loyal to the emperor in the armies repelling the invasion. The invasion ends suddenly and the barbarian forces retreat. The cause of the retreat is unknown, but guessed to be the death or other loss of the barbarians' charismatic leader. Many of the clan militias and mercenary forces formed during this invasion remain in place after this time.

671 DR Year of the Shrouded Slayer

Twenty months after building an ivory tower north of Cormanthor, the moon elf wizard Abarat contacts former associates for aid against a besieging army of monsters. Though some arrive within hours of receiving the magical message, they discover that both Abarat and the monsters are all missing, as are any external signs of anything amiss. Abarat [669] was never found or heard from again, but his unfinished tower of pure ivory, thereafter known as Abarat's Folly, still stands as a monument of elf wizardry and as a beacon to adventurers seeking *portals* to the planes that many claim to have seen inside.

— Outbreak of internal strife among the Shaaran gnolls. Gnoll raids against the Lapal League [656, 1142] diminish significantly.

672 DR Year of the Angry Caverns

Many dwarf settlers of Myth Drannor, most of them refugee clans from the fallen Realm of Glimmering Swords, leave the city and move north to the southern shore of the Dragon Sea (Moonsea). They reopen the westernmost mines of Sarphil, known as the Lost Ways, which honeycomb a lengthy escarpment (known as the Scarp) that looms over the eastern reaches of the Tailings Bay.

673 DR Year of the Covenant

An alliance of mages called the Covenant [705] is founded to promote peace among the human kingdoms of the North and prepare them for future conflicts with the orcs. The architects of the organization are Ilyykur [457, 1063], Aganazzar [457, 1081], Presper [457, 1101], and Grimwald [457, 1101], hereafter known as the Four Founders.

— The fledgling town of Hillsafar, named in honor of the dwarf clan of the same name, is founded by elves, half-elves, and humans on the western shore of Tailings Bay to trade with the dwarves of the Scarp. Some of its founders helped establish this settlement to both keep drow out of the area and maintain some vigilance over Moander's Crypt. Within a few decades, the town's name is corrupted and shortened to Hillsfar [1354]. Many of Myth Drannor's less established craftworkers migrate to this new city in search of new opportunities.

674 DR Year of the Nomad

Josidiah Starym returns to Myth Drannor to a hero's welcome after retrieving not the expected *Warblade* [1374] but the Akh'Faer's *Artblade* [689]. He becomes Spell-Major and takes over leadership of the Akh'Faer, thus rising to a seat on the Council of Twelve.

675 DR Year of the Bloodfeud

The scandalous House Ulondarr, by openly accepting half-elves among its direct succession, suffers censure and much grief (and not a few attacks by

mercenaries and assassins) from the other houses of Myth Drannor. The attacks and social intrigues last for the next fifty years.

676 DR Year of Gruesome Grimoires

Taeral Olortynaal returns to the Incanistaeum and to the Seven Wizards of Myth Drannor, though they are still only five in number after his rejoining. Later this year, in a politically motivated spellbattle among some noble elves and humans, gold elf students accidentally kill Taeral and two human students. These elves are never charged with the crimes, because they frame the only non-elf left, and the innocent Arlesn of Arabel is forever banished from Myth Drannor for a crime he didn't commit.

677 DR Year of Resonant Silence

Hym Kraaven, senior among the Seven Wizards, uncovers the truth about Taeral's death and is swiftly killed in "an out-of-control tavern brawl" by agents and friends of the rebellious and obviously power-mad magelings of House Faerondarl.

— Gilgeam of Unther sends a naval armada to crush the rebellious Wizards' Reach. The Untheric fleet suffers terrible losses in a great storm and turns back without landing.

678 DR Year of the Poignant Poniard

Lord Councilor Kharis Maerdrym and his hunting party, which includes several humans of note, mysteriously disappear off the coast of Delthuntle during a Grand Hunt of a near-legendary greater quelzarn. Agents of Unther are suspected in the attack (as are some of Lord Maerdrym's usual political foes).

679 DR Year of the Scarlet Sash

Hillsafar is nearly destroyed by an army of deepspawn-bred monsters emerging from the tangled, treacherous Beast Marches to the west. The Akh'Velehr reinforcements of Cormanthyr succeed in dispersing the beasts by the first snowfall of winter. A small garrison of troops remains stationed in Hillsafar for the protection of the northern forests and villages until Myth Drannor's Fall.

— Unther recognizes the League of Samathar. Unther never recovers from the long, costly campaign to retain the Wizards' Reach, and the Second Untheric Empire ends.

680 DR Year of the Long March

After more than a decade, wizards of the Guild of Naturalists [561] piece together the clues and realize that Halaster Blackcloak [668, 1369] has been abducting wizards all throughout Cormanthyr in retaliation for their plundering of his monsters in Undermountain. The guild mounts a rescue expedition into the dungeon, but it never returns, and the organization quietly ends its sorties into Undermountain. Attempts to dispel or destroy the *portal* connecting the guild's hall with Undermountain meet with failure.

— Many human and dwarf stonemasons migrate from Myth Drannor to Hillsafar to aid that fledgling city in constructing its first encircling defensive wall.

— Chondath mercenary forces begin the long march home after ensuring the collapse of the second Untheric Empire.

681 DR Year of the Zombie Lords

Achveult Tattercloak, a student of the Seven Wizards of Myth Drannor, and his consort, Tlanchass, depart from the Sixstars intersection in a most spectacular fashion during the festival of Greengrass. Tlanchass, who had long maintained the guise of a beautiful human female, reveals her true form by transforming into a gold dragon, and the pair then goes off to the south and east.

— Nezram's tower is destroyed by the green dragon Chathuulandroth. Nezram's children are scattered or slain.

682 DR Year of the Howling

Mentor Wintercloak and the Masked effectively disband the Seven Wizards by leaving Myth Drannor with their last four students, all gnomes. They departed in one of Wintercloak's properties (an old stone tower) abruptly uprooted itself

and flew up into the sky, heading north by northwest. The Incanistaeum now lies solely in the hands of Sakaala of the Seven Rings.

683 DR Year of the Tainted Troll

The young but already learned mage Nezras arrives in Myth Drannor and joins the Six Tyryl Towers wizards' school to learn more of magic. The grand-nephew of Nezram the World-Walker, Nezras seeks knowledge that will restore his uncle's *Unique Mageries* tome to his keeping.

684 DR Year of the Sundered Crypt

Dwarves of the Clan Tarynstone are found digging deep tunnels under Myth Drannor despite the long-held prohibition against such actions. Furthermore, some elf houses are outraged that the dwarves' tunneling in restricted areas has collapsed some nigh-forgotten deep crypts of the elder or long-gone houses. Clan Tarynstone's three hundred fifty dwarves are exiled from Myth Drannor and Cormanthyr. The clan emigrates west into the Thunder Peaks.

— The Dark Diviners of Windsong Tower [580, 694], a cadre of wizards from Myth Drannor, discover the *Book of the Black*, the tome in which Augathra the Mad penned the Black Chronology. From its cursed text they crib a work known as the *Leaves of One Night*, which reveals secrets of Shar. Both texts are stolen by followers of Shar and lost to history for several centuries. [1373]

685 DR Year of the Wraithwinds

Two among the eight senior officers and one junior officer split off from the other leaders of Myth Drannor to join the High Court Mage and Councilor Shyael Ildacer to pursue a new course as the "followers of the Srinshée's dream," the Eternal Srinнала [704].

686 DR Year of the Unshriven

Nezras the Scholar weds the female elf wizard Raejiisa Sicafei after both graduate from their studies at the Six Tyryl Towers.

687 DR Year of the Wandering Sylph

The druid King Strohm II of Tethyr, also known as the Stag King, founds Mosstone.

689 DR Year of the Eager Executioner

Matron Aunrae becomes matron mother of ruling House Nasadra in Ched Nasad [–3843, 1233]. Her power in the city is nigh absolute.

— The displaced archmage Paeris Haladar attempts to slay Josidiah Starym with spells, vowing vengeance for his loss of status. Josidiah survives four assassination attempts but is nearly slain in an honor duel called to settle the feud. When Paeris seizes the fallen *Artblade* [674], he is found unworthy of its power and responsibility. Forever after, a dead magic zone surrounds and permeates Paeris Haladar, making him a pariah to all within Cormanthyr. Josidiah reclaims the *elfblade* and returns to his post as spell-major with honor.

690 DR Year of the Clashing Blades

Sakaala of the Seven Rings disbands and dismantles the Incanistaeum, the school of wizardry formerly run by the Seven Wizards of Myth Drannor. She and her three remaining apprentice-students (two elves, one half-elf) leave for parts unknown after growing wings from their backs and taking flight. At last sighting, they are headed to the northwest.

692 DR Year of the Crawling Crags

Tulrun of the Tent, a former apprentice of Mentor Wintercloak, journeys to Ysgard this year (and remains for over a century) after encountering a *shard of Selúne* in the long-forgotten ruins of the Abbey of the Moon [–3326].

694 DR Year of the Ominous Oracle

The first divinations and portents of doom come forth from Darcassan, the diviner of Windsong Tower. He tells the elders of Windsong Tower [684] of the signs, but they keep the knowledge from the public to prevent a panic. Given the climate of distrust and factionalism, this news is also kept secret from the council, since it is uncertain where the threat to Myth Drannor's security lies.

— The Circle of Flames and the wizards of Windsong Tower begin spiriting magic items and tomes (including the *Scrolls Ardentym* and the *Keryfaertel*) to safety. Many end up in Ascalhorn [515, 820] and Silverymoon [659, 712] in the trusted hands of colleagues there (in the cases of wizards not moving there themselves), though some wizards take off with their secrets for parts unknown over the next twelve years.

697 DR Year of the Triton's Horn

Worshippers of Shar riot throughout the Sword Coast as the machinations of Lalondra, the Dark Mother, sweep away the power of the Sharran clergy overnight. King Davyd of Delimbiyran is assassinated and dies without a legitimate heir. This causes the fall of the Kingdom of Man and its dissolution into petty kingdoms such as Calandor, Scathril, and Loravatha.

698 DR Year of the Voracious Vole

The gnome city of Dolblunde [614, 1253] is abandoned after a bloody assault by priests and followers of Urdlen.

700 DR Year of the Slain Raven

The forests of Moondale, founded shortly after the raising of the Standing Stone [591, 1374], are completely cleared by this date even though no living tree was ever felled by its people.

701 DR Year of the White Jonquil

Many lycanthropes leave Calimport after the full moons of Tarsakh and Mirtul to spread their lycanthropy to the Tashalar and the Shaar. To the present day, it is unknown what drew so many lycanthropes together into Calimport for these two summer months, though some remain below in Calimport Muzad.

702 DR Year of the Clutching Death

Orc raiders from the High Forest inflict heavy losses on the splinter kingdoms of Delimbiyran that were formerly part of the Kingdom of Man. Many of these lesser realms are destroyed before the armies of the Duke of Calandor finally defeat the orcs.

704 DR Year of the Emerald Citadel

The Ildacer clan, due to the internal machinations of the Ruling Council and other factions (specifically Lord Venali Starym and the Guild of Wizards, Conjurers and Enchanters), loses much of its holdings, monies, and social status in Myth Drannor. Although the Ildacers lose all their estates, they move into and maintain four inns and taverns within the city. The Eternal Srinнала [685] moves its base of operations into some old abandoned mages' towers north of the city.

705 DR Year of Watchful Eyes

The mages of the Covenant [673, 715] begin to secretly manipulate and influence the Uthgardt [576, 715] tribes of the North through their Art. By season's end, the tribes stand united against the goblinkind of the Savage Frontier.

708 DR Year of Bound Evils

High Mages and three battalions of Akh'Faer mages battle a resurgence of evil beasts and cultists of the fallen god Moander near the site of his fallen temple. The cult is dispersed, and numerous "lost spells" of Moander's clergy are recovered from the ruins by the elder priests and restored to use.

— Three nycaloths escape their dimensional pocket prison that floats invisibly high above Cormanthyr. Their freedom depends on a "red dragon that never held malice or greed in its heart [flying] over the coronal's throne." As Saeval Ammath [358] and his adopted dragon-mount Garnetallisar [358, 712] fly above Myth Drannor, they weaken the dimensional prison enough for the nycaloths to escape.

709 DR Year of the Earnest Oaths

The three freed nycaloths and their summoned yugoloth allies spend twenty-nine months drawing together their forces amid the mountains and hills north of the Dragon Sea. In all, their army consists of orcs, ogres, bugbears, hobgoblins, gnolls, flinds, trolls, and an ever-growing assortment of lesser yugoloths.

712: The weeping war

Certain half-elves of Cormanthyr wrote with inks that stained and etched thin, smooth pages of electrum. One such page, scribed by an anonymous writer, has survived and is now kept at Candlekeep. Passages from that electrum leaf follow.

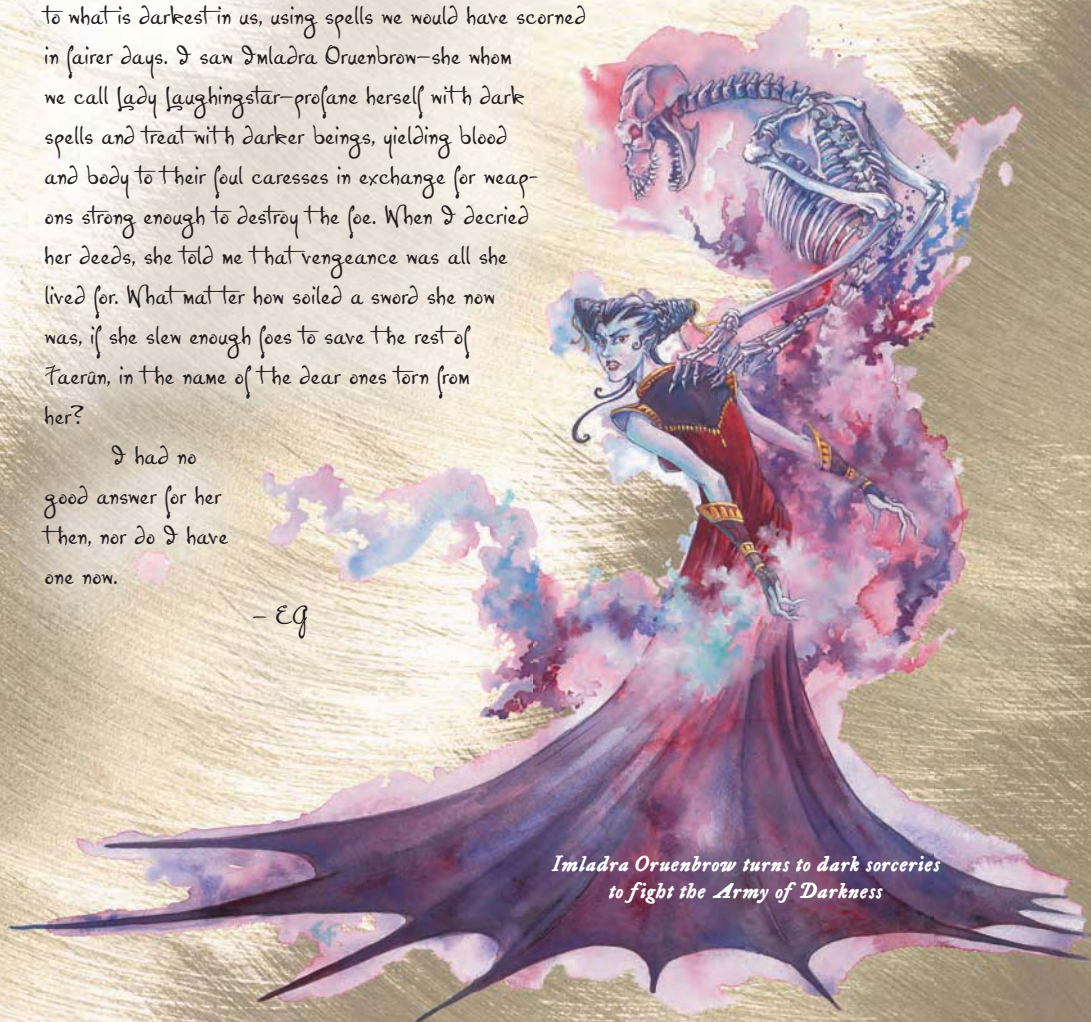
They are calling it the Weeping War, and for good reason. So many fair and proud folk have been lost, with all that they have worked for. Once we lived in peace, beauty, and harmony with the land, but that utopian existence has been shattered and dashed by the fell fiends that have invaded us, and the brutes and dark crawling things that serve them.

I cannot count the gladehavens lost, with all who dwell therein—Arrune, Emmerar, Myriyr, Mountril, Othril, Purlryn, Sarasstel, Taladlath, and more. No others can I list here, because my tears have robbed me of my reckoning.

Filled with rage and despair and sorrow, those of us who remain alive sometimes turn to what is darkest in us, using spells we would have scorned in fairer days. I saw Imladra Oruenbrow—she whom we call Lady Laughingstar—profane herself with dark spells and treat with darker beings, yielding blood and body to their foul caresses in exchange for weapons strong enough to destroy the foe. When I decried her deeds, she told me that vengeance was all she lived for. What matter how soiled a sword she now was, if she slew enough foes to save the rest of Faerûn, in the name of the dear ones torn from her?

I had no good answer for her then, nor do I have one now.

—Eg



Imladra Oruenbrow turns to dark sorceries to fight the Army of Darkness

— Hin begin disappearing inside the Southern Lluirwood. Unbeknownst to them, the yuan-ti are using a *portal* to abduct halflings and take them to the Black Jungles for experimentation.

— **Start of the Tenth Serôs War:** This is the start of more than seven separate civil wars that tear apart Hmurrath, pitting nearly all the races against each other, with conflicts between all races living in the Inner Sea. [750]

710 DR Year of the Toppled Throne

Drow attacks in Cormyr claim the lives of three noble families of the realm; while believed dead, most of the nobles survive as slaves in the Underdark.

— A *portal* to the Abyss opens above the palace of Westgate [616, 734], and a large host of tiefling warriors invades. The leader of the tieflings, Iyachtu Xvim the Baneson [734], seizes the throne of Westgate.

711 DR Year of Despairing Elves

The Weeping War: This event begins on the Feast of the Moon with the Northern Massacres campaign as the Army of Darkness engages many elf patrols and destroys several elf villages and clan enclaves.

— Late in autumn, the Army of Darkness overruns the mining and trading encampments on the western Moonsea (the site that will become Zhentil Keep).

— In response to the attacks of the Army of Darkness, a clandestine group of agents and intelligence gatherers known as the *NVAelabr*, or Shadow Soldiers, is formed by Aolis and Amara Ildacer at the behest of some senior members of the Ruling Council of Cormanthyr.

712 DR Year of the Lost Lance

The Weeping War: The conflict continues through the year, resulting in the deaths of many heroes and many members of the Harpers at Twilight [449, 720]. There are four major campaigns this year, and Myth Drannor nearly falls prey to the Army of Darkness.

— The Spiders' Truce is established between the drow of House Dhuurniv and the elves of Cormanthyr against the Army of Darkness.

— The Nameless Chosen [464, 720] is transported to Silverymoon Pass by the Silversgate Portal in Myth Drannor while fighting the mezzoloth host of Cvor and is sorely wounded. He is saved only by the aid of Ecamane Truesilver and other wizard allies from the Gem of the North who destroy the remaining mezzoloths and transport the Nameless Chosen to Silverymoon [694, 719] for healing.

— **Battle of Garnet's Pyre:** The red dragon Garnetallisar [708] rashly attacks the Army of Darkness, and he manages to at least split the main army, slow its advance, destroy its supply lines, and trap it amid some forest fires. Garnet disappears in the midst of battle, not to be seen again.

— Ecamane Truesilver destroys the *portal* to Myth Drannor created by the Battle of Silversgate to prevent any other fiends from being transported to Silverymoon Pass. The strain of doing so causes the death of the elderly and frail Ecamane. He is succeeded by his great-nephew and head apprentice Aglanthol the Red as High Mage of Silverymoon.

713 DR Year of the Firedrake

After more than two hundred years, the Twisted Tower [500, 906] falls once again to the drow, marking the refounding of the Lands Under Shadow in western Cormanthor.

The Weeping War: Battle rages on, though the allies manage to eliminate Malimshaer and Gaulguth, two of the three nycaloths leading the Army of Darkness. While three major campaigns rocked the forest for much of the year, there is a tense peace from Greengrass to Midsummer night. During this time, many Myth Drannor natives emigrate either to sister cities outside Cormanthor or to Semberholme and Tangled Vale settlements.

— Death of Symrustar Auglamyr, Chosen of Mystra, in the Weeping War.

— End of the Spiders' Truce with the death of Aolis Ildacer at the hands of the drow and the defeat of the forces of the Army of Darkness in and around the Elven Court, which is reclaimed by the elves of Cormanthyr.

714 DR Year of Doom

Battle of Two Gates' Fall: During this battle in the Weeping War, the city of Delimbiyran and much of the southern Delimbiyr are devastated by a magical explosion resulting from the destruction of the Warrior's Gate—a *portal* in Myth Drannor. Many of Delimbiyran's remaining splinter kingdoms sink into decline.

— **Fall of Myth Drannor:** The final campaigns of the elves and allies against the Army of Darkness see the reestablishment of the Elven Court as a seat of elf power in Cormanthyr while Myth Drannor falls under siege by the Army of Darkness. With the slaughter of the army and cavalry, little can be done against the Siege of Shadow, which descends on Myth Drannor on the 21st day of Kythorn.

— **The Banes' Duel:** The climax of the Weeping War is a duel between the two final opposing army leaders. The Banes' Duel between the forces of Aulmpiter the nycaloth and Captain Fflar lasts for two full days and ends with the pair facing off in mortal combat on the 15th day of Flamerule. The magical blast that engulfs them during the duel robs both armies of their commanders.

— The siege of Myth Drannor lasts until the Final Flight in Flamerule, as the now-directionless hordes of the Army of Darkness simply swarm over the city's last defenders by savagery and sheer weight of numbers. Only two hundred elves and allies out of the three thousand who stayed to defend the City of Song later escaped to tell of its passing.

— The thirteen surviving High Mages of Cormanthyr weave a mythal around the Elven Court, sacrificing their lives in doing so and creating the legendary magic known as the *Highfire Crown*. The Elven Court becomes the seat of elf power in Cormanthyr, and the realm is barred to non-elves.

c. 715 DR

Refugees from the fall of Myth Drannor come to Serôs, joining the sea elves there and raising fears of a restoration of the long-fallen Arysalmayr Empire.

715 DR Year of Hungry Jaws

At the whispered request of the Covenant [705, 797], the Uthgardt [705, 753] begin hunting down and slaying orc chieftains, killing a score of them over the next five years. Their action prevents the formation of another orc horde.

716 DR Year of Reaching Regret

Silver is discovered in the Gnollwatch Mountains. The population of the town of Herath in Dambrath triples in a year's time.

717 DR Year of the Druid's Wrath

End of the Dukars: Until this time, the Dukars have remained outside the Hmurrann civil wars aside from protecting bystanders and innocents and upholding the Laws of Battle. During this year, of which few facts are known, the Dukars slowly withdraw from all political sectors of Serôs. By year's end, the Dukars vanish, and their schools either disappear or remain mute behind massive, impenetrable shields of magic.

— The leaders of Turmish, a conclave of wizards known as the Windlass [724], send forces to engage the druids of Silvanus, known now as the Emerald Enclave [1150]. The ensuing defeat of Turmish forces helped establish the Emerald Enclave as a powerful force in the Vilhon Reach.

719 DR Year of the Lost Lord

Aglanthol the Red dies at the hands of a rogue demon summoned by a reckless wizard who was seeking to open a *portal* into the ruins of Myth Drannor. He is succeeded as High Mage of Silverymoon [712, 762] by Ederan Nharimlur.

720 DR Year of the Dawn Rose

The Gathering of the Gods at the Dancing Place signals the refounding of the Harpers at the request of some elves from the Elven Court. In attendance are all fifteen of the Harpers at Twilight [712, 916] who survived the previous decade, including Lady Alais Dree, Elminster Aumar [331, 851], Khelben Arunsun [712, 875] (once the Nameless Chosen), and Meil "Darkhunter" Araeln.

— Myth Lharast in Amn is overrun by evil lycanthrope hordes; “lightning bolts from the moon” seemingly blast Myth Lharast out of existence.

— The sylvan community of Elvtree is founded on the southern shores of the Moonsea as a site for the elves of the Elven Court to continue interaction with their allied races (since the Elven Court now is off limits to non-elves) and as a trading site.

— With the Dukars absent, sahuagin raiding parties slaughter the remaining sea elf and merfolk guardians of Myth Nantar and look to destroy as much of Myth Nantar [–220, 800] as possible, though they soon abandon the city due to the uncomfortable (for them) nature of the *mythal*.

722 DR Year of the Last Hunt

The Great Druid of Leth claims the ancient title of Nentyarch and raises a tree-fortress over the tainted ruins of Dun-Tharos in Narfell.

724 DR Year of the Prisoner Unfettered

Two remaining wizards of the Windlass (the leaders of Turmish) lead an assault against the isle of Ilighôn [374, 1358], hoping to destroy the druid presence there. The wizards discover that their magic items and spells do not function, while the druids’ powers remained unaffected. The attack is repelled, and the last members of the Windlass [717] lose their lives.

729: The Triad Crusade

The following excerpt was taken from the memoirs of Relgorn Hawkwinter, the self-styled “Paladin of Scrolls,” who penned it in the Year of the Cowl (765 DR), the first year in the reign of King Erynd I of Impiltur.

I remember the first golden rays of the sun chasing away the darkness on the day we made landfall on the southwestern coast of Impiltur. After we had debarked, Lord Elethlim gathered us into a great conclave, in which all men and women could speak as equals. It was on that bright morn that we decided to burn our ships. We of the Triad had sworn to cleanse Impiltur and bring the light back to its people, and we would do so or die in the attempt.

Within days, we saw for ourselves the depredations that the Scaled Horde had wrought. Most villages lay empty except for corpses, and the few humans we did encounter sought our blood and souls for sacrifice to the demonic masters they wor-

shipped. Our arrival had roused the dark ones to a frenzy, but our bright blades swiftly sent the host of fiends that assailed us back to the Abyss. We accounted for scores of rutterkins and dretches, as well as even viler creatures—including the nalfeshnee Drallith “the Poxed,” who rode a golden chariot pulled by chained chasme, and the half-fiend Berdrinnar with his troop of armanites. Those first few battles hardened our resolve and strengthened our faith. So dire was the suffering of this land that the Broken God had wept for its people, and we prayed to the Triad that our strength would prove sufficient for this holy task.

— GK



Paladins of the Triad Crusade pray before battle

Illustration by Kyle Anderson

726 DR Year of the Dowager Lady

Impiltur is overrun by the Scaled Horde, an army of demons, from the western fringes of the Rawlinswood and the Forest of Lethyr. King Forvar II of Impiltur is slain in the fighting, bringing an end to the Durlarven Dynasty of Old Impiltur. King Agrosh the Scaled seizes the throne.

727 DR Year of the Purloined Throne

The sea elves of Serôs establish Keryvyr in a section of the cliffs overlooking the Haunted Plains (present-day Bay of Yhaunn off Sembia).

729 DR to 732 DR

The Triad Crusade: An army dedicated to Tyr, Torm, and Ilmater led by the paladin Sarshel Elethlim travels by sea to ravaged Impiltur and begins the Fiend Wars against the Scaled Horde.

729 DR Year of the Twisted Horn

The paladin Belthar Garshin slays Agrosh the Scaled, the self-styled king of Impiltur, at the Battle of Horned Heads, leaving the throne of this kingdom vacant once more.

731 DR Year of Visions

Sarshel Elethlim enters the Citadel of Conjurers and shatters the *Crown of Narfell*, defeating the balor Ndulu [786] and his demon army. End of the Fiend Wars and the Triad Crusade.

— A second flood devastates Unthalass [108, 1358].

— In Unther, Gilgeam claims the mountain stronghold of the slain brown dragon Vulpomyscan and renames it the Citadel of Black Ash [1359].

— King Strohm II repulses the invading armies of Lower Tathtar, and the fallen duchy of Elestam is officially recognized as part of Tethyr.

— The Ring of Eyes, a group of beholders and beholder cultists originally from the Lake of Steam, destroys the ruling house of Cortryn and conquers its territories. The elves of Shilmista fight the Ring constantly from this year until the Ring's end in 757 DR.

732 DR Year of the Proud Father

Sarshel Elethlim is crowned king of Impiltur with the newly reformed and consecrated *Crown of Narfell*. He establishes the Elethlim Dynasty of that realm.

734 DR Year of the Splendid Stag

The reign of Iyachtu Xvim [710, 1368] comes to an abrupt end in Westgate [710, 1248] as he is forced by a host of mercenaries to flee the city.

— Warned by Vhaeraun, the Chaulssinyr [634, 792] withdraw into the Plane of Shadow. Days later, drow invaders from Menzoberranzan find the city abandoned and are forced to retreat “victorious” in the face of constant attack by monsters from the Plane of Shadow. The Chaulssinyr found the Shadow City of Chaulmur'ssin on the Plane of Shadow.

— Raulbaera the “Maiden King,” a descendant of Ulbaerag Bloodhand, claims the lands near present-day Amphail and establishes a settlement there, which she names Rowan Hold.

735 DR Year of the Prophet's Child

Rise of the merfolk kingdom of Eadraal, centered on the city of Voalidru just off the Hmur Plateau in Serôs. Queen Selana is crowned as Eadraal's first ruler.

737 DR Year of the Winded Herald

King Strohm III battles the remnants of Tathtar's fading might.

742 DR Year of Comrades-at-Arms

King Strohm III fights the first of over thirty battles with the drow of the Forest of Mir.

747 DR Year of Stagnant Water

Founding of Flostren's Hold at the mouth of the River Tesh on the Moonsea.

— King Strohm III allies with the elves of Shilmista to fight the Ring of Eyes in Cortryn.

748 DR Year of the Coin

Flostren's Hold is bought out by a consortium of merchants from Chancelgaunt who are later known as the Twelve Lords.

750 DR Year of the Dying Dwarf

Walls are built around Flostren's Hold. Elephstron becomes Lord of the Keep.

— **End of the Tenth Serôs War:** This war destroys the last warring remnants of Hmurrath, though other casualties include an ixitxachitl baron's plan to take over the plateau. Eadraal [735], having absorbed all of fallen Hmurrath's territory, is now the largest nation to survive into the Fourth Epoch, followed by Keryvyr and its sea elf allies to the west and north. [709]

751 DR Year of Good Tidings

Zhentar comes to Flostren's Hold and becomes its leader.

752 DR Year of High Treachery

The Cleansing of the Council begins in Flostren's Hold. Lords opposed to Zhentar are slain. Brest, warrior-priest of Bane, is guided by visions from his god to accept a seat on the council.

753 DR Year of Strife

The Dark Shrine, a temple to Bane, is founded in Flostren's Hold by High Priest Brest.

— Lord Zhentar and Lord Elephstron of Flostren's Hold are slain, and Elephstron's son Jhoaz is named to the Council of Lords as Lord of the Keep. Flostren's Hold is renamed Zhentil Keep to honor the memory of Zhentar.

— **The Goblin Wars:** Mirabar [626, 812] is overrun and plundered by goblin hordes that stream south out of the Valley of Khedrun. Their numbers are thinned by the savage ferocity of the Uthgardt [715, 775] tribes who battle them day and night for the better part of a season before the goblins are eventually annihilated by the Covenant-welmed humans of the Dessarin Valley.

756 DR Year of the Leaning Post

Human fisherfolk, mostly from Chessenta and Wizards' Reach, begin to settle Aglarond's northern coasts in numbers. The human settlements of Velprintalar, Corth, and Ingdal's Arm are founded.

757 DR Year of Lost Wayfarers

The Eldreth Veluuthra [262, 1275] are recorded as conducting their first slayings of humans and half-elf crossbreeds.

— A Chessentan mage, Tashara of the Seven Skulls, slays the five beholders of the Ring of Eyes and scatters their human lackeys.

760 DR Year of Drifting Stars

Tashara of the Seven Skulls is utterly destroyed by Azuth in the Tunland. One of the Seven Skulls named Mallin is swept into the ruins of Myth Rhynn in the depths of the Forest of Tethir.

— Amn conquers the former land of Cortryn, bringing its borders near their current state.

761 DR Year of Laughter

The Impossible Palace [560] reappears in Shou Lung, then disappears again with a party of investigators inside.

762 DR Year of the Snow Sword

In Silverhand Tower, near Neverwinter, Endué Alustriel is born to the human noble Dornal Silverhand and his sorceress wife, the half-elf Elué Shundar. Elué was possessed by the goddess Mystra, so as to birth mortal servants for herself. Alustriel is the second of seven silver-haired daughters destined to become the famous Seven Sisters [1357], all Chosen of Mystra. Her elder sister Anastra Syluné [841] was born a year earlier, and Ambara Dove [1374] the year after, followed in succeeding years by Ethena Astorma [1235], Anamanué Laeral [806], Alassra Shentrantra (known today as The Simbul [1295]), and Eréssee Qilué. Alustriel [815] became famous across Faerûn as the High Mage of Silvermoon [719, 784], and is now the High Lady of the Silver Marches.

753: The words of the black Lord

"YOUR PRAISE IS JUST THE BEGINNING, BUT YOUR BLACK LORD IS PLEASED. YOU, BREST, HAVE BEEN CHOSEN TO SERVE ME IN FAERON FOREVER—IN LIFE AND BEYOND. OTHERS WILL BUILD UPON THE FOUNDATIONS YOU HAVE LAID TODAY IN FLOSTREN'S HOLD, AND ONE DAY, A MAN WITH HAIR OF FLAME SHALL TAKE UP MY SCEPTER AND SMITE THE LANDS AROUND THE MOONSEA. WHEN HE HAS WRESTED CONTROL FROM THOSE WHO LIVE ALONG THE ROAD OF GOLD AND AROUND THE STEAMING SEA, MY TYRANNY WILL SPREAD QUICKLY ACROSS FAERON.

"KNOW ALSO THAT THE COMING OF ZHENTAR WAS MY WILL, AS IS THE STRIFE HE CREATES IN MY NAME. YOU TOO WILL BE FEARED BECAUSE YOU ARE MY HAND, BUT THE MEWLING MORTALS WHO COWER FROM YOU ARE WORTH LITTLE MORE THAN YOUR CONTEMPT. STRIKE HARD AT THOSE WHO STAND AGAINST MY GOALS. TEACH THOSE WHO DO NOT YET FEAR MY NAME THE MEANING OF MY RIGHTEOUS WRATH AND MY TYRANNY. I COMPEL IT. SOON ZHENTAR'S STRIFE WILL LEAD TO HIS FALL, BUT HIS NAME WILL RISE AGAIN, AND YOU WILL BRING DOOM TO THOSE WHO HAVE STOOD IN THE WAY OF MY WILL.

"AND FINALLY, BREST, KNOW THAT ALTHOUGH YOU HAVE WARRANTED MY ATTENTION, STILL ARE YOU INSIGNIFICANT. NEVER FORGET THE POWER OF MY RIGHTEOUSNESS. GO FORTH, SPREAD THE DARK FEAR, AND BE BLESSED. TO DEFEY ME IS TO DIE."

— TC



Symbol of Bane, the Black Lord

771 DR Year of the Stalking Knight

Establishment of the sea elf kingdom of Naramyr [-412, 942], a former barony of Aryselmalyr, in the depths of the Dragonmere off Cormyr.

—King Strohm IV wins the Battle of Brinniq Dell on the plains of central Tethyr after killing the goblin chieftain Delgern the Three-Tusked in a heroic charge that breaks the goblin horde.

773 DR Year of the Aurumvorax

Velprintalar and other towns of the northern Aglarond coast unite as Velprin, a human kingdom with designs on the entire peninsula.

775 DR Year of the Bloody Stone

The Uthgardt [753, 797] alliance defeats an ogre-led army of orcs and goblins that emerges from the Evermoors. The warriors of the Elk tribe fall almost to a man in the defense of Flintrock. On the verge of extinction, these once-proud people become little better than bandits.

784 DR Year of the Shattered Tome

High Mage Ederan of Silvermoon [762, 815] dies of old age and is succeeded by his daughter Amaara "Goldentresses" Nharimlur, the first female ruler of the city.

786 DR Year of the Moaning Gorge

The Battle of Moaning Gorge: Ndulu's army is met by the great-grandsons of King Sarshel at the mouth of a gorge that leads deep into the Earthspurs, just outside the gates of the Citadel of Conjurers. Employing three shields—*Kimeltaar*, *Naelotaar*, and *Dizeltaaar*—and the sword *Demonbane*, the Paladin Princes form a vortex *portal* and through it drive Ndulu [731] and his horde back into the Abyss. Crown Prince Essys and Prince Araln are slain in the fighting. Nord, the youngest of the three, is named crown prince and heir to the throne.

788 DR to 806 DR

Harrowing of Nord: Nord is crowned king of Impiltur and begins a campaign to ferret out and hunt down all fiends and fiend-worshippers throughout the kingdom.

792 DR Year of the Crimson Thorn

The Church of Vhaeraun reveals that the ranks of the Chaulsinyr leadership have been heavily infiltrated by malaugrym. The Masked Lord's followers assume power and found House Jazred [734, 1136], an elite brotherhood of assassins trained to ferret out and kill shapeshifting interlopers.

796 DR Year of the Gray Mists

Merrydale becomes Daggerdale following vampiric infestation.

—Zhent caravan masters report that night terrors in Merryvale have made the route too dangerous. Seeking a new road to the south, the Zhents are the only surface-dwellers to set aside violence and make peace with the drow of the Ashaba Valley [906].

—Lower Tathtar and its capital Dajaan finally fall when a plague devastates the surviving populace.

797 DR to 802 DR

The Uthgardt Alliance [775, 957], backed by the hidden hand of the Covenant [715, 955], fades away as the tribes begin to feel the loss of their warriors.

799 DR Year of the Laughing Gull

Deep Imaskar [-511, 1372] is invaded by chichimecs from the Elemental Plane of Air. In the aftermath of the conflict, the city's Lord Protector Stilofyr is exiled and the protectorship abolished.

800 DR to 850 DR

Homesteaders from Impiltur settle the eastern shores of the Easting Reach and push inland south of the Forest of Lethyr.

800 DR Year of the Black Fist

Sammaster First-Speaker [817], founder of the Cult of the Dragon, is born, though the location and exact date of his birth are lost to time.

—The Moonsea city of Thentia is founded.

—Mysteriously, the shields around the Academy of the Dukars in Myth Nantar [720, 1358] expand slowly over the years since the city's fall to sahuagin. Now, all areas where the *mythal* touches are made impenetrable by all matter and magic except corals, sea stars, and fish. For the next five hundred years, folk will swim near Myth Nantar less and less frequently, given the haunting singing that seems to emanate from the *mythal* when it is touched. Folklore arises noting that the city is cursed, as are the Dukars, until they perform some penance for all the races of Serôs.

—The last ruler of the Kao Dynasty and his family perish in a fire that sweeps the old Imperial City in Shou Lung. His third cousin Ton Bor becomes the first emperor of the La (Wax) Dynasty, a period of widespread corruption and mismanagement. The reigns of this emperor and those that follow in his dynasty are controlled by rival factions and secret societies, and the name of the dynasty has been given to it by the successor Kuo Dynasty to reflect the malleability of its rulers. (Its own name was Yin [Silver], but that name has been eradicated from all tomes in the empire, and only survives in records in Kozakura and other lesser states.)

802 DR Year of the Patchworked Peace

Miners digging in the Gnollwatch Mountains break through into the Underdark and discover the drow city of T'lindhet. The drow begin raiding the towns and villages of Dambrath near the mine entrance.

803 DR Year of the Reaching Hand

King Reinhar IX of Dambrath orders an expeditionary force into the mines of the Gnollwatch Mountains to take the battle to the drow homeland. The attack is a disaster, and the humans are quickly driven back to the surface.

—The Yang clan takes control of the Iyu Ton garrison, replacing Shou Lung troops with those loyal to Yang. There is widespread feeling that the La Dynasty is insufficient for the task of controlling an empire, and most garrisons are infiltrated by secret societies, including the Black Leopard Cult [253, 1067], which makes a resurgence during this time.

806 DR Year of the Warrior's Rest

The realm of Storanter is established in the North with Laeral the Witch-Queen as its ruler and Port Llast as its capital. Realizing the importance and strategic location of ruined Illusk, Laeral sees to the rebuilding and resettling of this city. After personally exploring the Host Tower [611, 1311] and encountering the lich survivors of the Grand Cabal, Laeral [762, 841] erects magical barriers around the structure to bar entry.

808 DR Year of the Crescent Moon

The drow of T'lindhet slay nearly five thousand human warriors of Dambrath at the battle of the Shadowed Vale, north of Herath.

—**The Zealot Fires:** The temples of Shar, Sharess, and Ibrandul in Calimport are destroyed by zealous Lathanderian priests.

812 DR Year of the Gem Dragons

Illusk [611, 842] is largely rebuilt by this year and construction begins on its defensive walls. Trade from the mines of Mirabar [753, 1023] soon brings great prosperity to both Illusk and Storanter.

815 DR Year of the Heavy Heart

Eluë Dualen, disguised as Alustriel [762, 861] of the Seven Sisters, arrives in Silvermoon [784, 857] and becomes fast friends with High Lady Amaara.

817 DR Year of the Deadly Torch

The traveling mage Mnetos takes the young Sammaster [800, 818] as an apprentice, noting the boy's fierce intelligence and fascination with magic.

—More than fifteen hundred drow are slain by wild elves in the southern fringes of the Forest of Amtar after retreating from a larger force of human cavalry.

818 DR Year of Broken Locks

Mnetos the mage introduces Sammaster [817, 825] to the glory of Mystra, the worship of whom Sammaster soon adopts.

819 DR Year of the Mendacious Page

Drow overrun the city of Herath in Dambrath.

820 DR Year of the Roving Tyrant

The arcanist Wulgreth [883], namesake of the notorious Wulgreth of Netheril, summons the first devils to Ascalhorn [694, 880].

822 DR Year of the Wizard's Chalice

The city of Prastuil in Dambrath falls to the drow of T'lindhet.

823 DR Year of the Floating Petals

Mourktar [1018] secedes from Unther.

— Estagund and Var skirmish over water rights along their common border.

825 DR Year of the Silver Flagon

Sammaster [818, 835] leaves the service of his magely tutor Mnetos, having learned all he can from the itinerant wizard.

— The drow of T'lindhet take the cities of Luenath and Maarlith in Dambrath.

823: The Lady called Flame

The following excerpt is taken from *My Passing Years, One Hajwa's Writing*, by Alguin Murprest, published near Pyratar in 894 DR.

The area where Estagund and Var meet has always been parched. With so little moisture, crops are sparse, grazing is poor, and sandstorms are all too common. Water is like gold there, so control of wells and springs brings much power. Thus, those who aspire to power and wealth often erect walls around springs to limit access.

In the year of the Floating Petals, the last “open” spring was walled by Derendri, a lordling of Estagund. He built a tower to protect the spring and began demanding coin for each waterskin filled and taken away. Denderi had lands and towers aplenty in Estagund, but this spring was in Var.

Not surprisingly, the Varren—who depended on the spring's water for their lives—rose to hurl down the tower. But Derendri was ready for them. Blood was shed, but the tower still stood. Riders spread word in both realms, and the situation drew more and more interest. The Varren shouted that they were clearly in the right, but the people of Estagund said nay, brandishing more and better swords to back up their claims.

While the argument raged on, a young lass named Estelarra Rilpar—an unregarded shopkeepers' daughter from easternmost Var—took some of her father's money and bought herself some bright armor, a sword, and a magnificent horse with full war barding. So accoutered, she rode the length of Var proclaiming war upon Estagund unless its people allowed the water to flow freely for everyone.

At first, people flocked to see her fall off her horse—which she did, many and many a time. Yet something about the fire in her eyes and her voice touched hearts, and people began to call her the Flame of Var. Soon, a few *hajwas* decided that they might rid themselves of malcontents and criminals by sending them to follow Estelarra. When *janas* started preaching that following the Flame was good and holy, an army started to gather in her wake. Thus, when Estelarra finally reached Derendri's tower, she had a host at her back.

A far smaller army out of Estagund awaited her there. Refusing parley, these veteran warriors hired by Derendri rode to surround the Varren like dogs rounding up a herd. Then they turned their horses straight into the heart of their foes, intending to hew their way to the Flame of Var.

But the Varren swarmed over the Estagund troops, dragged from their mounts, and butchered them on the spot. The last few fled.

Then the Flame of Var galloped to the tower, kept her in her saddle by the grace of the gods, and cried out to Derendri to come forth and fight her. But he cowered within, so the Varren pulled his tower down upon his head, freeing their spring forevermore.

Her mission accomplished, the Flame went back to her shop. People flocked to the place for years thereafter, making her father's fortune.

— EG



*Estelarra Rilpar,
the Flame of Var*

827 DR Year of the Sacrificed Fortune

The wizard Omm Hlandrar of Halruaa engages a Red Wizard named Velsharoon in a spectacular magical battle in the skies over the Shaar. The contest ends in a draw.

830 DR Year of the Ambitious Proposal

The drow besiege the city of Shantil in Dambrath, trapping King Reinhar IX and his army on the peninsula to the south of the city.

831 DR Year of the Deceptive Tongue

King Reinhar IX and the Arkaion people are defeated at the Battle of Crimar by the drow forces of T'lindhet and the treachery of a force of half-elf priestesses of Loviatar, led by Cathyr. Cathyr slays King Reinhar IX personally and agrees to rule Dambrath on behalf of the drow of T'lindhet. She renames the capital city in her honor and becomes the realm's first queen.

834 DR Year of the Leaping Lion

Castle Greatstead (Grimstead) is built on the outskirts of Shadowdale.

835 DR Year of the Billowed Sail

Sammaster [825, 840] achieves the status of an archmage at an age almost unheard of at that time. He wanders Faerûn extensively beginning in this year

840 DR Year of the Fighting Sage

Sammaster's [835, 851] researches into the field of metamagic result in many new enchantments.

841 DR Year of the Hunted Elk

Laeral the Witch-Queen of the North unknowingly comes into conflict with her sister Syluné [762, 1300]. The goddess Mystra appears to both of

them and offers them the mantle of Chosen. They both leave Faerûn for a time to travel the planes, and the departure of Laeral [806, 875] sees the swift collapse of Stornanter, as greedy nobles attempt to seize power for themselves.

— King Samyte of Tethyr and his sons are slain by Uthaeol the Blood-drenched, a priest of Bhaal, in Castle Dasaajk. Strohm V's second daughter is crowned Queen Alisande, beginning the Bormul Dynasty, or "Queen's Dynasty."

842 DR Year of the Maverick

Duke Daragos Wolfstar of Stornanter becomes Lord of Illusk [812, 957].

850 DR Year of the Empty Throne

King Beldred of Impiltur leads the Scouring, a year-long campaign into the western parts of the Rawlinswood that slays and drives forth pockets of demons that survived the Fiend Wars and the Battle of Moaning Gorge.

851 DR Year of the Jasmal Blade

Our Lady of Mysteries appears to Sammaster [840, 855], they dally, and the Goddess of Magic offers to make the archmage one of her Chosen. It seems that Mystra has foreseen the death of a Chosen, and Sammaster is to be her replacement. Sammaster meets with the Sage of Shadowdale, Elminster [720, 1179], and learns how to use and control his Chosen powers, including *silver fire*.

— Protected from persecution by distance and the abundance of surface-world fishing boats and ships, Selu'Maraar is founded by sea elves in the Dragon Reach area.

Illustration by Ralph Horsley



Undeath rides out of the night against Sammaster

851: A dark but needful forging

The following scene was “recorded” by a door, which rumor holds was enspelled by the god Azuth himself. Rather than displaying what lies beyond it, this door “plays back” certain events when opened, as if they were occurring in front of the viewer at that instant. The scene can be viewed to this day by anyone who finds and opens the door, but its location is one of the Sacred Secrets shared by Azuth and Mystra.

Stars winked overhead among the scudding clouds while Selûne stared down coldly on the two men in dark robes. The elder stood by a door in a wall; the younger on open ground, facing him.

“The last test, for this day,” said the elder, “and then we’ll go inside.”

Elminster closed his eyes for what seemed like a long time, then opened them again and looked at Sammaster. “You are not to destroy what is coming,” said the elder wizard sharply. “You are to hold it unharmed—every element of the whole—then turn all of it back whence it came and make it go down.”

The younger archmage merely nodded and raised both hands to signify his readiness.

The thunder of distant hooves arose almost immediately and approached swiftly, punctuated by the rattling of chains and armor. From out of the night rode reavers from a nightmare—a vanguard of undead warriors astride skeletal mounts. Behind them, chariots driven by still more skeletons bounced and rolled in the wake of brandished blades, maces, spears, and scythes. Eyeless skulls glared at Sammaster as the undead converged on him, their bones clattering as they moved. They spoke not at all, but swept down on their quarry in murderous silence.

Sammaster’s lips moved once as if to frame a curse, then he shook his head a little and grew pale. Glaring at the charging undead, he began to shake, his eyes burning and his fingers twitching as if aching to shape spells.

On across the open space came the onrushing bone riders, lowering their lances and hefting their blades to destroy the lone man who stood against them. Breaking out in a sudden sweat, the young archmage shuddered, his fear written clearly on his face, but fire roiling in his eyes.

When the skeletal host was only two horse-lengths away from Sammaster, the skeletal riders began to turn outward and away, their armor clattering and their swords waving wildly. Chariots veered wide and slid past him too, slowing as their bone horses reared and lashed out at the night sky.

In the heart of all this tumult, the younger archmage stood untouched, still shuddering. Then he stretched out one trembling arm, as if in command, and the undead turned around and began to return the way they had come.

“Back to your graves,” Sammaster said, his voice dry and cracking. Then his eyes went dark. Arm still outstretched, he toppled forward.

Elminster flicked one finger, and a flash of light claimed the younger archmage before he could crash into the ground. When darkness returned an instant later, Sammaster was gone.

Elminster sighed as he stepped away from the door in the wall. “The dramatic parts are always the easiest,” he told the uncaring moon. “Cleaning up properly always takes them longer.” He turned to face the retreating undead, and they fled in sudden haste, hollow hooves pounding into the night. “And some wizards never learn to tidy up after themselves at all.”

“Soliloquies again, dearest of all mortals?” The voice was a soft, deep, feminine whisper, yet it resounded from every stone of the wall, as well as the ground beneath Elminster’s boots. “Are you feeling lonely?”

“No, Lady mine,” replied the elder archmage, watching a fallen fingerbone spring up from the ground and bounce with frenetic speed after the vanished undead. “Just a little sad. I am . . . not stupid enough to avoid looking ahead. It will not end well for this one.”

A lone, long-lashed eye opened on the horizon, as large as a kingdom. The distant skeletal heads of the undead riders were briefly silhouetted against it as they rode down into the earth from whence they had come. From out of the night came moans of excitement and dread. Mystra had manifested, and her Power washed over all in a torrent of awe.

“You are right, wisest of my Chosen,” she said. “And being so, you know what you must do.”

Elminster nodded. “I see why this blade I am forging is necessary,” he replied in a grim voice, “but I dislike tempering it so well. The results will be hard on many in the years ahead.”

“It is needful,” came the soft but firm reply. Then the great eye closed, and the night itself sighed with regret at its disappearance.

“Of course,” he whispered to the night. “It always is, it seems.”

— EG

855 DR to 861 DR

Sammaster [851–875] enters an extended period of exhaustive research into the processes of life, death, and undeath, creating several original necromantic enchantments before again taking to traveling Faerûn.

855 DR Year of Cornerstones

In the spring, Sammaster first encounters Zhent slayers. Many die, including innocent prisoners.

884: Blood in the Trees

The following excerpt is taken from the diary of the trader Esklel Morthravven of Suzail.

Greed rules Sembia. The folk there always want more of everything, they want it new, and they want it right now. They believe that coins purge all ills and solve all problems. Mind you, all of Faerûn hasn't enough valued land or commerce to utilize all the coins that Sembians have stored away, without even considering the gems. But personally, I love the wealth I gain from feeding the endless hungers of these thoroughly contemptible folk.

Their latest folly concerns their sharply perceived lack of Sembia. Their nation, so their thinking goes, could boast so many more ranches and farms, and have so much more timber, if the elf-held woods to the north and west were thrust back to make more Sembia. Mind you, the elves don't seem eager to part with a single tree.

So the Sembians in love with this tree-snatching notion reluctantly emptied some of their chambers upon chambers of idle coins to form a solemn partnership dedicated to sponsoring the Army of Bright Deliverance. This "army"—the largest mercenary band yet assembled in the Dragonreach—has been sent forth to brightly deliver all the forested land east of the Thunder Peaks and west of the Ashaba to its Sembian paymasters—or more specifically their Chondathan overlords. All the rank and file had to do was swing a few swords, butcher a few mewling elves, and go home rich, leaving the woods scoured out so that the plundering could begin.

But the elves had other plans, and now the grand scheme is in shambles and the Bright Deliverers are no more. The elves prevailed even after the affronted Sembians hired wizards galore to hurl both winter weather and teleported monsters against them.

Poor rich Sembians.

This excerpt is from the account of an anonymous member of the Army of Bright Deliverance.

... Vorlund was wary of becoming lost in the dense woods with so many arrows speeding about. Hidden archers could easily claim the lives of too many men, and one advancing blade of our army might even be tricked into turning and attacking another, in the belief that the targets were elves or elf-hired mercenaries. Vorlund commanded that we cleave to the western bank of the Ashaba and never stray from it, no matter what foe we encountered or how difficult the going became.

Relantrar of Westgate, however, would have none of this plan. "Creeping about in the forest," he said, "is fitting for old matrons, but not for captains of war." Then he led his force straight into the trees and was not heard from again.

Oldovur the Southerner was little pleased with a forest that forced his horse-archers to abandon their steeds and go on foot.

So he told Vorlund to forge ahead, and he would follow. Those strategies left us all strung out in a line along the banks of the Ashaba, slipping and struggling in the steep-sided creekbeds while the elves slaughtered us at will. Oldovur's archers fired back, but more often hit Vorlund's rearguard or defenseless trees than elves.

Then night fell, and the real slaughter began.

This excerpt is taken from the report of Baerrara Snowsylv of the Army of Bright Deliverance.

They found Vorlund's body that morning, and command passed to Arthaed. The elves must have been watching and listening closely, because an arrow sprouted from Arthaed's mouth as soon as he opened it to give his first order.

Three more fell in the same manner. When they named me to command, I was already on the ground, sprawled as if dead. As loudly as I could, I ordered my forces to retreat back the way they had come, fighting only if attacked. If left alone, my troops were just to go, but for every jack or lass of ours that the elves slew from this moment on, they were to start one fire as they went, using flaming arrows if need be. Then I stood up and told all my sword-brethren to get going back down the Ashaba. Not a single arrow came out of the trees as we retreated.

When those mother-plundering idiot Chondathans found out what I'd done, they called in the wizards. The way I see it, they deserved everything they got.

This account of the Battle of Singing Arrows was penned by the scribe Andras Haelbryn.

Sembia was banded independence that day. Once the elves had brought down the wizards who were so busily tormenting them with winter storms, racing lightning, and monsters snatched from otherebere, they spent no more arrows on Sembians ordered into the fray, and precious few on the outlander hireswords fleeing the forest.

Instead, they peppered Chondathan warriors and battle lords with their feathered messengers of death. The elf archers and swordsmen seemed to know every last official and courtier sent from distant Chondath and slew them all, ignoring all other humans to target them.

One elf thrust me aside to get at my master, who was cowering behind me. Then the elf turned to me and said, "Men should not bite what they cannot devour, lest their meal turn and rend them. Write that piece of wisdom down in your journal, so that others might learn from this day."

So I wrote, and so I live.

— EG

857 DR Year of Forgotten Fame

Eluë Dualen becomes High Lady Mage of Silverymoon [815, 876] by decree of the resigning Amaara, who embarks on a voyage to fabled Evermeet [615, 1321], one of the few humans ever graced with this privilege.

861 DR Year of the Exploding Orf

Sammaster meets and begins a relationship with Eluë/Alustriel [815, 864], Chosen of Mystra.

863 DR Year of the Wondrous Sea

The Chultan city of Mezro [-137, 1363] disappears.

864 DR Year of the Broken Branch

Castle Grimstead, outside Shadowdale, is destroyed by drow.

—Sammaster's relationship with Alustriel [861, 875] ends with disastrous results for Sammaster's emotional and mental well-being.

—Rysellan the Dark founds the Twisted Rune [907]. One of the group's earliest lairs lies deep beneath Calimport in what was once an ancient drow temple.

—Orcs of the Nethertusk horde overrun Myth Glaurach [590, 1372].

865 DR Year of Flamedance

Sammaster meets and is befriended by Algashon Nathaire, a mage and priest of Mystra's enemy, Bane, near or in Baldur's Gate.

866 DR to 874 DR

Sammaster and Algashon travel widely, with the duplicitous priest's words turning Sammaster toward bitterness, resentment, and evil.

870 DR to 880 DR

Woodsfolk and adventurers from Velprin meet the Yuir elves, who had avoided contact with their human neighbors for centuries.

875 DR Year of the Stricken Star

Algashon coerces Sammaster into attacking his former lover, Alustriel of Silverymoon. Alustriel [864, 1235] is wounded in Sammaster's initial assault and calls for aid from Kheiben Arunsun [720, 1150] and Laeral Silverhand [841, 1311], two more Chosen of Mystra. Sammaster [855, 887] is stripped of his Chosen powers. Algashon saves Sammaster from death. Sammaster, insane, embraces evil from this point onward.

876 DR Year of the Toothless Skulls

High Lady Mage Elue leaves her rule and Silverymoon [857, 877] abruptly, accompanied by Lynnasha "Lynx" Nharimlur and Tulrun. Warlord Lashtor takes control of the city and begins to persecute its mages.

877 DR Year of the Scratching Claw

Warlord Lashtor of Silverymoon [876, 883] is deposed by the mage Tanalanthara Mytersaal. Her brother Yril is named Warlord after Lashtor's execution, and Tanalanthara is named High Mage.

880 DR Year of Unfettered Secrets

Human wizards, influenced by the fey'ri, summon the first demons to Ascalhorn [820, 882].

882 DR Year of the Curse

Demons and devils battle in the elf citadel of Ascalhorn [880, 883]. Triumphant demons stream forth, bringing about the fall of Eaclann. Dwarves allow human refugees to settle in the surface strongholds of Citadel Sundbarr.

—Moon elf refugees from Eaclann resettle Ardeep and rebuild the realm. A brief alliance with the humans dwelling along the Delimbiyr and the dwarves of the Forlorn Hills founders because of lingering suspicions about the role of humans in the fall of Ascalhorn, later to be known as Hellgate Keep [883]. This alliance is dubbed the Fallen Kingdom (the same name already given to Phalorm), much to the confusion of later historians.

—The dwarf realm of Ammarindar is overrun by lingering horrors unleashed by the Netherese of Ascalhorn.

—A great human warrior known as Nimoar the Reaver gathers an armed host and leads them in search of a new home. They come upon Bloodhand Hold and decide to seize it for their own, quickly vanquishing the Bloodhand tribe. The settlement is named Nimoar's Hold.

—Kalgrathur Daycloaks, leader of the Nightfire Lances mercenary band, slays Uemer Vordryn, king of the realm of Maurmurra in the Vilhon Reach, and pronounces himself High Lord of that realm.

883 DR Year of the Giant's Oath

Wulgreth of Ascalhorn flees Hellgate Keep [882, 886] and takes refuge in the ruined city of Karse [-286, 1374]. While attempting to tap the immortal power of the dead god Karsus, he is slain by his servant Jhingleshod. The magical energies unleashed upon his death create the Dire Wood and transform Wulgreth [820] of Ascalhorn into a lich.

—An eddy of magical chaos emanating from Hellgate Keep causes the Hall of Mists and Grandfather Tree [-2436, 1368] in the High Forest to be infested with a colony of warped, gargantuan red ants.

—Tanisell the Cloaked, a human originally from Ascalhorn [882, 1221], is elected High Mage of Silverymoon [877, 897].

884 DR Year of the Singing Arrows

The Battle of Singing Arrows: The elves destroy a large mercenary force in the Drag-onreach coastal Chon-

Illustration by Jason A. Engle



Sembian coins vainly hurl winter magic and teleported monsters galore against elf foes

dathan human settlements that have commonly become known as Sembia. This event frustrates human plans to conquer all of what is now Cormyr and the Dales, brings the survival of the Sembian colony into doubt, and delays the eventual founding of an independent Sembia.

886 DR Year of the Fell Firebreak

Harpers place wards around Hellgate Keep [883, 890] to prevent demons from using their *gate* abilities.

887 DR Year of Fell Pearls

The first “translations” of ancient prophecies by the mad Sammaster [875, 902] are distributed, including his specious work on Maglas’s *Chronicle of Years to Come*. Sammaster became convinced that dead dragons would one day rule Toril, a path of belief he named the Scaly Way.

—Southern pirates attack Nimoar’s Hold in force, but the Reaver’s followers beat them back three times in a row.

888 DR Year of the Twelve Teeth

In the Great Dale, the sorcerer Clymph [890] raises the demon-built tower that bears his name.

889 DR Year of the Shining Shield

The Tethyrian Bull Elk tribe attacks Nimoar’s Hold and sets it afire. The Reaver’s followers drive off the barbarian raiders and rebuild the hold before the first winter snow.

890 DR Year of the Burning Tree

Clymph [888, 1370] builds Tower Threespires in the Great Dale. Shortly thereafter, he is slain by demons in his own keep.

—The demons beneath Hellgate Keep [886, 912] begin tunneling to bypass the Harpers’ wards.

—Aeroclughpalar “Gildenfire,” a gold dragon who became a protector of the High Forest, is born.

893 DR Year of the Raised Sword

An army of Nar horsemen led by the chieftain Galush attacks northeastern Impiltur but is defeated at the Battle of Twelypikes on the banks of the Soleine River by an army led by Duke Lantigar Deepstar.

896 DR Year of the Empty Hand

Extensive poverty and famine from this year to 900 DR.

897 DR Year of the Calling Shrike

Yril Mytersaal dies of old age, and the office of Warlord of Silvermoon [883, 900] is given to his son Laruth by High Mage Tanisell.

900 DR to 1050 DR

Human settlers and green elves mix in the Yuirwood, giving rise to a nation of half-elves, the *Cha-Tel’u* *yessir*.

900 DR Year of the Thirsty Sword

Leading his army, the Glory of Cormyr, King Galaghard strikes against the Witch Lords and their undead armies in Wheloon, driving them into the Vast Swamp. Weary after months of battle, the Cormyrean troops are finally granted a decisive victory with aid from the venerable elf lord Othorion Keove.

—The Vault of Sages is built in Silvermoon [897, 933].

—Civil war breaks out in Chondath.

902 DR Year of the Queen’s Tears

Sammaster [887, 905] creates the first Cult dracolich, Shargrailar. The rituals and components necessary to create a dracolich are transcribed in the *Tome of the Dragon*, a holy relic that is later used by the many cells of the Cult of the Dragon [905] to raise their own dracolich allies.

—Tchazzar [929] ascends to the position of Sceptenar of Cimbar and extends his writ along the coast of northwestern Unther.

—Zhentilar troops are attacked by Phlanite raiders, forcing Zhentil Keep to act in protection of its borders.

—Chondath formally grants independence to the Sembian city-states Chondathan and Chauncelgaunt.

—**The Rotting War:** The bitter civil war in Chondath earns its title as necromantic magic decimates the battlefield on the Fields of Nun. Plague soon sweeps throughout the land. Chondath breaks up into a nation of loosely aligned city-states.

905 DR Year of the Rotting Word

Sammaster [902, 916] finishes his principal work on the *Tome of the Dragon*, and copies begin to appear across Faerûn as the philosophy of the Cult of the Dragon [902, 916] spreads.

906 DR Year of the Plough

Driving the drow from the Twisted Tower [713, 1374], Cormyte agents seize the Ashaba Valley [796] and name the area Shadowdale.

—The Treaty of the Ride is concluded between Zhentil Keep, Phlan, and Melvaunt.

907 DR Year of Waiting

The upper city of Calimport is reclaimed and resettled by Mameluks [533] who are shut out of the power circles of Manshaka. At the secret urgings of the Twisted Rune [864, 1311], they seek to reclaim the ruined greater city beyond the walls of the port. Rysellan’s primary agent in this endeavor is Vizar Bollus el Kahdan, a half-elf wizard and warrior.

911 DR Year of Ruins Reborn

The Deepblaze: At Midsummer, Vizar Bollus el Kahdan proclaims himself syl-pasha of Calimport after attempting to eliminate the powers beneath the city by filling the ancient sewers and avenues beneath the many layers of ruins and rubble with oil and setting it all afire.

—Rise of the Morkoth Arcanum of Olleth. The First Arcane Xynakt begins his reign of terror among the morkoth and establishes the Nine Towers in Serôs.

912 DR Year of the Sudden Journey

Demons tunneling from under Hellgate Keep [890, 1221] reach the Nether Mountains.

913 DR Year of the Watching Raven

Sembia is founded under the Raven Banner, the personal emblem of Rauthauvyr “the Raven,” a human war-leader who gathered and commanded a standing army to police the roads of the fledgling human territory. Rauthauvyr forces the elves to allow a road through their forests, linking the northwestern shore of the Sea of Fallen Stars to the Moonsea, ensuring the growth and prosperity of Sembia. Hailed as the founder of the realm, he refuses to rule it, preferring to serve a succession of elected-by-merchant-council “overmasters” until he grew old and infirm—whereupon he rode off alone into the forest, never to be seen by humans again.

916 DR Year of the Sinhala

The Harpers [720, 992] and clergy of Lathander ambush Sammaster and his Cult of the Dragon entourage as they travel to visit two green wyrms in southern Cormanthyr. Sammaster and an avatar of Lathander do battle, and Sammaster [905, 1282] is seemingly obliterated.

—After Sammaster’s downfall, Algashon leads the Cult of the Dragon [905, 950] underground for the first time since its creation in the prior century. Algashon’s Cult adopts many of the revenue-generating schemes required to finance the group’s operations.

—The shalarins of the Fourth Passing and children of other generations found the new kingdom of Es’roch, further expanding As’arem in Serôs.

917 DR Year of the Winding Road

Windyn Balindre, an Impilturan merchant, pioneers the route of the Golden Way [937] to Kara-Tur.

906: Treaty of the Ride

This monograph was set to parchment by Lagodnoi, Sage and Warden of Mendor's Library in Phlan, on this third day of Tarsakh, in the Year of Risen Elfkin (1375 DR).



The Zhentilar return triumphant to the Keep

Since the city's founding in the Year of Shying Eyes (367 DR), we Phlanites have been an honest and hardworking folk. After the sinking of Northkeep in the Year of the Blue Shield (400 DR), Phlan became the sole human settlement on the northern shore of the Dragons' Sea. In time, the town grew prosperous and expanded to fill the whole Stojanow delta. Hillsafar, abandoned after the Fall of Myth Drannor, swelled our numbers further.

Few took an interest in the small mining camp founded at the mouth of the River Tesh in the Year of the Fanged Beast (640 DR). Flostren's Hold was built on that site decades later, and its walls were completed in the Year of the Dying Dwarf. In later years, rumors of a dark temple constructed in the heart of Flostren's Hold (now known as Zhentil Keep) began to spread throughout the Moonsea region. Yet we citizens of Phlan, not the type to stick our noses into the affairs of others, turned a blind eye to the rising threat in the west.

The first assault came during the Year of the Queen's Tears (902 DR), just after the first spring thaw. The heretofore unknown Zhent navy seized Thorn Island before dawn and set the harbor aflame with pitch and burning arrows. While our water brigade was dousing the flames in the southern districts, Zhentilar foot soldiers set off down the river on boats and captured Stojanow Gate without a fight.

Shocked at the unprovoked aggression by Zhentil Keep against its trade neighbor, Melvaunt sent its powerful navy west to break the Zhent blockade on Phlan's harbor. After a few hours of fighting, the Zhent flotilla abandoned Thorn Island and retreated west to safer waters.

For four long years, Zhentil Keep battled against Phlan and our sister city. Though outnumbered, the forces of the keep ultimately turned the tide against the eastern allies by employing the deadly magic of their unholy priests.

In the Year of the Plough (906 DR), Phlan and Melvaunt lost a rapid succession of battles against the Zhentilar just east of the Quivering Forest. The allies had played their last card, and all seemed lost. In the same month, however, Zhentil Keep had suffered a major setback in the south, when Cormynte agents drove the drow from the Ashaba Valley and established the settlement of Shadoudale. Overextended and seeking a greater prize in the south, Zhentil Keep drew Phlan and Melvaunt into an alliance that the two cities, weakened by war, could not refuse.

The signing of the Treaty of the Ride was not a proud moment for the citizens of Phlan. The ratification of the peace accord took place in the foothills of the Dragonspine Mountains, at the mouth the Stojanow. A delegation of barbarians from the Ride witnessed the signing, though we suspected that the Black Network had coerced the tribes into sending representatives.

The Treaty of the Ride represented the end of true freedom for the people of Phlan. In the intervening years, Zhent control over the city waxed and waned. The destruction of Zhentil Keep in the Year of the Banner (1368 DR) represented a fleeting hope for the citizens of Phlan. But when it rose anew from the ashes, our fortunes faded.

Today, I look out upon the common Zhentilar troops parading through Padol Plaza with a heavy heart. I see dark days ahead for Phlan and for all the free peoples of the Moonsea.

—BRJ

920 DR Year of Great Riches

Balindre returns from Kara-Tur laden with silks and spices. He organizes the Royal Company of Shou Lung, obtaining a charter from Lyrabar's ruler.

922 DR Year of the Spouting Fish

The Red Wizards [249, 934] of Thay, led by Ythazz Buvaar, rebel against Mulhorandi rule and sack the provincial capital at Delhumide. The conjurer Jorgmacdon summons the demon lord Eltab [202, 1367] to fight on behalf of the Red Wizards at the Battle of Thazalhar, routing the armies of Mulhorand. The realm of Thay is founded, heralding the end of the Second Mulhorand Empire.

— Crinti (half-drow) raiders from Dambrath attack Ammathlaur. The hin, led by the marchwardens, turn back the invaders after three days of fighting.

— The great black wyrm Chardansearavtrioi becomes a dracolich.

924 DR Year of the Cracked Turtle

Plague causes the death of King Peverel of Old Impiltur and his two male heirs. His sole remaining descendant, Princess Aliia, is deemed too young to rule by the senior nobles at court, and a new king is sought by way of royal marriage.

926 DR to 1097 DR

The Kingless Years: After Princess Aliia of Old Impiltur dies at sea while en route to wed her betrothed, Prince Rhiigard of Cormyr, the Elethlim Dynasty comes to an end. Impiltur remains leaderless, and the realm fractures into a seething cauldron of rival city-states as powerful nobles attempt to gain the vacant throne.

926 DR Year of the Fearless Peasant

Windyn Balindre moves his company's operations from Lyrabar to the new settlement of Telflamm and claims the title of Merchant Prince.

927 DR Year of the Red Rain

The wrath of the orc god Yurtrus falls upon the Sword Mountains, causing the Blood Plagues. An orc shaman named Wund unites the orc tribes under the leadership of the chieftan Uruth, establishing the realm of Uruth Ukrypt.

928 DR Year of the Hurled Axe

The Lord of Calandor attempts to have himself crowned King of Delimbyran, the Kingdom of Man, but fails due to a lack of support from surrounding human settlements and the active opposition of the now-independent Seomber.

929 DR Year of Flashing Eyes

Several Chessentan cities form an alliance under the leadership of the dragon-in-disguise and warlord Tchazzar [902, 953] and secede from Unther. The Alliance of Chessenta drives Unther back beyond the Riders to the Sky Mountains.

931 DR Year of the Penitent Rogue

While traveling north with a merchant caravan hailing from Baldur's Gate, Tyndal, the son of a merchant commoner, slays a group of lizardfolk near the site of ruined Morlin Castle [403, 947].

932 DR Year of Fireslaughter

First Trollwar: Gangs of trolls begin attacking Nimoar's Hold with increasing regularity. In response, the aging Nimoar leads his forces northward against the Everlasting Ones in what becomes known as the First Trollwar, burning uncounted square miles of land bare in the process.

933 DR Year of the Five Jugs

Laruth Mytersaal [1306] is slain by orc raiders and succeeded as Warlord of Silvermoon [900, 952] by his son Rayuth.

Illustration by Ralph Horsley



War Lord Nimoar's letter presaged the Orcfastings Wars

934 DR Year of Fell Wizardry

Mulmaster [1306] is founded as a trading fortress between the Moonsea, the River Lis, and the Dragon Reach.

— The orcs of Uruth Ukrypt eradicate the gnome settlements in the Sword Mountains and the surrounding foothills.

— First Thayan invasion of Rashemen. The Red Wizards [922, 955] attempt to invade Rashemen through the Gorge of Gauros but are repelled.

— Thayans arrive in Escalant demanding tribute from the city.

936 DR Year of the Sky Raiders

Orcfastings War: Led by Wund, the orcs of Uruth Ukrypt stream out of the Sword Mountains and attack Nimoar's Hold, bringing an end to several small human realms clustered in the Dessarin Valley. Many refugees flee to the safety of Nimoar's Hold, and the orcs are ultimately defeated in a series of conflicts including the Battle of Whirling Blades, the Battle of Sarcrag, the Battle of Withered Fields, the Battle of Burning Cliffs, the Battle of Westwood, and the Horderoute.

— **Town of Waterdeep:** In the aftermath of the Orcfastings War, Nimoar died of old age, and the mantle of "War Lord" passes to Gharl, his most accomplished general. Nimoar's Hold grows and prospers, and the fledgling community becomes known among ship captains as the town of Waterdeep.

— **Start of the Eleventh Serôs War:** The three sea elf kingdoms of Serôs unite under the wizard Nyratiis and try to use magic to reconquer the Inner Sea. [944]

937 DR Year of the Turning Wheel

Thesk is founded by the Alliance of the Cities of the Golden Way [917, 1360].

939 DR Year of the Vengeful Halfling

Nyratiis creates numerous powerful items for his generals and fellow elf rulers, including *Arygantor the Coral Net*, the *Chariot of Nyratiis*, the four *Unicorn Saddles*, the *Staff of the Deep*, the *Helm of the Sea Lion*, the *Swift-Swimming Anklets of Osura*, and *Aceal the Commander's Trident*.

940 DR Year of the Cold Claws

Second Trollwar: Beginning with Amphail the Just, who reigned for a year, six warriors claim the mantle of War Lord of Waterdeep during the next twelve years, only to fall in never-ending battle as the defenders of Waterdeep battle gangs of trolls throughout the Dessarin River valley.

— Facing death, the elderly and infirm first human lord of Shadowdale, the water wizard Ashaba, merges with the river that bears his name, seeking to

live on as part of the land he loves. His sentence is said to survive in the flowing waters and aid those who know how to call on him.

— The Moonsea city of Hulburg [1110] is founded.

— King Rauragh of Uruth Ukrypt plans to bring orc bands through the subterranean routes of the Underdark and then sweep on to Waterdeep, but Palarandusk the Sun Dragon destroys the orc horde before it can properly form.

942 DR Year of the Circling Vulture

Drow raiders plunder cities along the Sword Coast, enslaving many humans of the Dessarin Valley. The small realms of Harpshield and Talmost, which border the Ardeep Forest west of the ruins of Delimbiyran, are ravaged and burned.

— **End of the Eleventh Serôs War:** This war destroys the central sea elf kingdom of Keryvyr, though the wizard and would-be coronal Nyratiis escapes capture. Keryvyr's allies survive. Of the subordinate kingdoms and duchies of Aryselmalyr's golden era, only Naramyr [771] and Selu Maraar survive. [936]

945 DR Year of the Foolish Bridegroom

Tyndal, now a rich merchant and a hero among the people, marries the Duke of Calandor's only child and heir, Eleesa.

947 DR Year of the Advancing Wind

The realm of Calandor is ravaged by the battle between the silver dragon Teskulladar "Manytalons" and the white dragon Cortulorrulagalargath. In his death throes, the great white wyrm falls from the sky onto the remnants of Delimbiyran, slaying the Duke of Calandor and his retinue. Tyndal, his son-in-law, is proclaimed duke and relocates the ducal seat to the site of the old Barony of the Steeping Falls [403]. Construction of Castle Daggerford atop the ruined remnants of Morlin Castle [931] begins immediately.

950 DR Year of the Doomguard

Cult of the Dragon [916, 962] cells number near one hundred at this time, the height of Cult power across Faerûn since the organization's inception.

951 DR Year of the Empty Hourglass

Phandalin, an important farming center located southwest of Old Owl Well, falls to the orcs of Uruth Ukrypt.

952 DR Year of the Rings Royal

This year marks the end of the Second Trollwar as the Everlasting Ones are pushed back from the walls of Waterdeep. The human realms and holdings of the North unite under the leadership of Aeroth, War Captain and champion

932: first trollwar

The following excerpt is taken from a letter written by War Lord Nimoar to his chief lieutenant, Gharl.

Gharl, I write to you now in haste. My troops have been marching for days without letup, and I have allowed them only a brief rest before we continue on. I hope to reach the Stone Bridge by nightfall, in advance of the fires that we have unleashed in our battle against the Everlasting Ones. The air here is thick and heavy with smoke, and great fires burn along the horizon in every direction except across the River Dessarin. I suspect our foes are cunning enough to lie in wait for us at the dwarf-built span, so tomorrow will undoubtedly end in battle with the Everlasting Ones.

You should know that this great threat to the safety of our hold is more than mere happenstance. I believe the trolls that have attacked us in such numbers have actually been

pushed out of the foothills of the Sword Mountains. I do not yet know the reason behind this exodus, and few of my scouts have returned. Nevertheless, I learned from one recent enlistee with a trace of orc heritage that the Tusked Ones of the Sword Mountains are becoming increasingly organized and have driven all rivals from their newly claimed demesne. Apparently a shaman known as Wund has established a monastic order called the Brotherhood of the Scarlet Scourge. This organization is backed by the White Hand of Yurtrus, which forms the backbone of this burgeoning orc kingdom. I expect an attack on our hold in the next couple of years, so I beseech you to begin appropriate preparations.

— *ELB*

of Silvermoon [933, 972]; Ahghairon [1007] of Waterdeep; and Samular Caradon of Tyr and clear the Evermoors of trolls. The wizard Renwick Caradon, brother of Samular, dies in the final battles and is transformed into an archlich.

— The settlement of Phsant [1360] is founded in Thesk.

953 DR Year of the Guiding Crow

Tchazzar of Chessenta attacks the cities of the Wizards' Reach, causing the fall of the League of Samathar. Various cities are conquered by Tchazzar [929, 1018] or make a separate peace with the warlord, becoming tributary states.

955 DR Year of the Teltale Candle

Orcgates Affair: The mages of the Covenant [797, 976] gather a great, armed host from the human settlements of the North to confront an orc horde massing in the Spine of the World. In a move known as the Orcgates Affair, the Red Wizards [934, 976] of Thay magically transport the horde far to the south by means of great *portals*. The North is spared much devastation, and the failure of the orcs to appear deals a significant blow to the influence and prestige of the Covenant.

957 DR Year of the Entombed Poet

Illusk [842, 1023] repels attacks by Uthgardt [797, 1368] barbarians.

962 DR Year of the Shandon Veil

The Cult of the Dragon [950, 971] reaches farther south than ever before with the creation of a cell in, around, and beneath the city of Hlondeth in the Vilhon Reach.

963 DR Year of the Deadly Duo

Construction of Castle Waterdeep begins.

971 DR Year of the Children

The Cult of the Dragon's [962, 972] further expansion in the south is halted by the church of Tiamat when an underground Cult cell "trespasses" on a similar group worshipping the Dragon Queen in the city of Surkh.

972 DR to 995 DR

The Cult refocuses its efforts to expand in the North, creating at least ten new cells in this time period. The only known failure of the Cult to infiltrate an area during this era occurs in Silvermoon [952, 982].

972 DR Year of the Cairngorm Crown

After the recent defeat in Surkh, dissidents within the Cult of the Dragon [971, 1001] begin to openly question Algashon's leadership and the weighty influence the church of Bane has had in Cult operations in the preceding years, with the mage Tuelhalva Drakewings becoming a particularly outspoken opponent of the god of tyranny's place in the Cult.

— The scattered derro tribes of the Northdark launch a Uniting War against the duergar of Gracklstugh and succeed in slaying King Barthorn V. The newly crowned King Tarngardt VII launches a crusade to exterminate the scattered derro clans of the Northdark, and several hundred derro are brought back to Gracklstugh as slaves. [1063]

973 DR Year of the Emptied Lair

A horde of half-drow shadow marauders rides from Dambrath through the Nath Pass to raid towns in Halruaa, sparking a series of skirmishes between the two countries that lasts four years.

974 DR Year of the Haunting Harpy

The Moonsea settlement built around the stronghold of retired half-elf adventurer Sulass Drowsbane is incorporated as the city of Sulasspryn.

— Castle Waterdeep is completed. Laroun [1026], Waterdeep's first female War Lord, takes up residence therein.

975 DR Year of the Bent Coin

Telflamm is established as a royal city-state, then annexes Nyth and Culmaster.

976 DR Year of the Slaying Spells

A Mulhorandi invasion of Thay is repelled at the River Thazarim.

— Upon discovering that the Red Wizards [955, 1081] of Thay were responsible for the Orcgates Affair, the Covenant [955, 1063] begins to work subtly against the mages from the east.

982 DR Year of the Scythe

Warlord Rayuth of Silvermoon [972, 990] dies of old age and is succeeded by his sadistic and proud son Tulven.

987 DR Year of the Flaming Dwarf

Rockfire: Deep within the tunnels under the Trackless Sea [418, 1358], an expedition of dwarf miners is ambushed by drow. During the ensuing conflict a deep core fissure erupts, vomiting a deadly river of magma into the gallery. Both sides take substantial casualties with only a handful of survivors. Separated from mainland Faerûn and each believing their enemy destroyed, the drow and dwarf exiles undertake an epic journey through the Underdark to the west. When they finally emerge onto the surface, the dwarves find themselves amid the harshest desert imaginable, the Sands of Itzcala in Maztica. The drow emerge farther south, within the foothills of the Axapoztlan Range.

988 DR Year of the Meddling Avatar

Wai Fu Hong leads a group of cities in revolt against imperial taxes. Instead of reprisal, the throne negotiates, concentrating instead on not spreading the news of the revolt. Tu Lung nobles (as they think themselves now, a separate entity from the corrupt northerners) are encouraged by the perceived weakness of the imperial court.

990 DR Year of the Muster

Due to abuses of his power and position, Warlord Tulven of Silvermoon [982, 1050] is stripped of his rank and position within the city. High Mage Threskaal proclaims that henceforth the office of Warlord is to be granted only in times of military need and is not to be hereditary.

991 DR Year of the Breaking Ice

The kingdom of Sossal [331, 1319] is rocked by a series of earthquakes. The tremors create fissures in parts of the Great Glacier, unleashing several powerful demons trapped there since the fall of Narfell. Led by their ruler Londraeth, the warriors of Sossal manage to vanquish the rampaging fiends.

992 DR Year of the Watching Helm

Seeing a need for accurate recordkeeping and heraldic arbitration to "anchor" civilization and maintain clear communications, the Harpers [916, 1021] found the Heralds of Faerûn [1116]. The Harpers fight against rulers and brigands who falsely use the blazons of others to blame them for ill deeds, but the maintenance of lineages and rolls of blazonry (primarily for purposes of settling inheritances) is conducted by the Heralds, who become increasingly widespread and influential because their closely-guarded impartiality wins trust across the Realms.

— Lord Saros begins shaping Turmish into one of the strongest naval powers in the Vilhon Reach.

993 DR Year of the Slain Mountain

Prince Chelimber, descendant of Boareskyr and ruler of the Principality of the Snarling Boar, has a falling out with the Wizard of the Crag and commissions the wizard Taskor the Terrible of Irieabor to slay this mage. In the great spellbattle that follows, summoned water elementals run amok, inundating the land, destroying the Principality of the Snarling Boar and forming the Marsh of Chelimber.

— Many of the lizardfolk tribes that had long inhabited the northern Serpent Hills migrate eastward into the newly forming Marsh of Chelimber.

987: Rockfire disaster

The following is a translation of the text from two runestones that Cragwarden Samiel Tussin unearthed from the sands of Itzcala, just southwest of Trythosford, in the Year of Lightning Storms (1374 DR).

1ST DAY OF HAMMER

TODAY WE LEAVE THE ENCAMPMENT OF OUR BROTHERS, WHO ARE DEFENDING THE LOWER TUNNELS OF DENNIN'S DELVE IN THE MOONSHAES. OUR PATH LEADS WEST, BENEATH THE TRACKLESS SEA AND INTO THE DEEP EARTH OF THE UNDERDARK. XOTH JAKOLOR TELLS OF A LAND FAR BEYOND THE HORIZON WHERE A DWARF CAN BATHE IN GOLD. MAY VERGADAIN GRANT US GOOD FORTUNE AND LEAD US SAFELY TO THIS FAERN IN THE WEST.

21ST DAY OF HAMMER

GORDUL! WE HAVE FOUND AN ANCIENT OUTPOST SUBMERGED BENEATH A DUNGLOR, ABOUT A 20-DAY MARCH FROM TORGAN'S DELVE. WE RECOVERED EARTHENWARE AND OTHER SIMPLE IMPLEMENTS OF DWARVEN WORKMANSHIP FROM WITHIN THE RUINS, BUT NO CLUE AS TO THE FATE OF THESE PEOPLE. WE CAMP NOW FOR EVENFEAST.

16TH DAY OF ALTURIAK

BLAST THE TREACHEROUS DROW! A TENDAY AGO, THE BELDARAKIN KILLED TWO OF OUR REAR SCOUTS, AND THEY HAVE BEEN STALKING US EVER SINCE. THOUGH WE MOVE SWIFTLY THROUGH THE BURAKRIN, THE SPIDER-KISSERS MATCH US STEP FOR STEP. WE HAVE HAD ENOUGH. TODAY WE MAKE OUR STAND, AND MAY OUR AXES FIND HOMES IN THE BODIES OF OUR ENEMIES.

DAY 18 SINCE ROCKFIRE

(2ND DAY OF CHES)

TOL SUCCUMBED TO HIS WOUNDS 5 DAYS AGO, AND OSK THE MORNING BEFORE, LEAVING DURL TO LEAD THE ROCKJAW. CLANGGEDIN'S BLOODY AXE—I CAN HARDLY BELIEVE WHAT BEFELL US 18 DAYS PAST! AS PLANNED, WE ENGAGED THE DROW

WITH STEEL IN OUR HANDS AND MORADIN'S SONG ON OUR LIPS. THE DARK ELVES UNLEASHED THEIR SPELLS AND SENT FORTH THEIR SUMMONED MONSTROSITIES, BUT WE HELD STRONG AND SUFFERED FEW CASUALTIES.

BUT WHEN THE ROCK MOANED IN PROTEST, AN EERIE CALM DESCENDED UPON THE BATTLEFIELD. THE EARTH SHUDDERED VIOLENTLY, KNOCKING BOTH DWARF AND DROW FROM THEIR FEET. THE FLOOR GAVE WAY, AND A STREAM OF ROCKFIRE AND ASH SPEWED FROM THE GASH IN THE EARTH. THEN THE VAULT ABOVE OUR HEADS SPLIT OPEN, DUMPING THE WHOLE OF THE OCEAN DOWN UPON OUR HEADS. A QUICK PRAYER FROM THE HIGH OLD ONE TO MARTHAMMER DUIN

SHELTERED ME AND EIGHT OTHERS, BUT TWO SCORE OF MY BROTHERS DIED WITHIN MOMENTS. THE SOUL FORGER KEEP THEM; I HAVE NO MORE PRAYERS TO OFFER. I AM TIRED AND NOW MUST SLEEP.

DAY 115 SINCE ROCK-

FIRE (10TH DAY OF KYTHORN)

THE BRUTAL SUN BLISTERS OUR SKINS, BUT WE ARE THANKFUL THAT WE CAN FINALLY SEE THE SKY AND FEEL THE WIND IN OUR BEARDS AGAIN. ONLY AN INHOSPITABLE DESERT GREETED US WHEN WE AT LAST FOUND OUR WAY TO THE SURFACE, BUT WE CHEERED ANYWAY. NOW WE CAN SEE FOOTHILLS ON THE EASTERN HORIZON, SO WE TRAVEL IN THAT DIRECTION. MAY MORADIN BLESS US AND BRING US PROSPERITY IN OUR NEW HOME.

—UARUNA ROCKJAW
BLOOD OF GRYSYGONTH, DAUL OF FALLEN
AMMARINDAR

— BRJ



Clan Rockjaw emerges onto the fiery sands of Itzcala

Illustration by Steven Belletdin

The present age

1000 DR to Present

This is an age of exploration and discovery, when new continents are discovered to the west and trade is reestablished with the east. This is a time when the Great Glacier retreats, uncovering the realms of Vaasa and Damara. And it is the age of the Godswar, when the power of the gods rested firmly in the hands of their faithful.

c. 1000 DR

Pholzubbalt [-1200, 1238] lies abandoned and forgotten. The necromancers who founded the city feuded and destroyed each other.

1001 DR Year of the Awakening

Tuelhalva Drakewings encounters the exiled archdevil Gargauth [1018] trapped in a pit in Peleveran. Gargauth's words inspire him to begin plotting a break from the Sembian cell of the Cult of the Dragon [972, 1018] and its Banite leadership. [1018]

1001 DR to 1006 DR

Factionalism within the Cult of the Dragon increases, with most members joining either Algashon's reformational Bane-influenced camp or the pragmatic faction led by Tuelhalva Drakewings.

1002 DR Year of the Heavenly Rock

Durpar negotiates an armed peace with Ulgarth.

1003 DR Year of the Labyrinth

The Kamaar Slaughters: Five merfolk war parties of Clan Kamaar of Eadraal disregard the Laws of Battle and destroy an entire ixitxachitl city with their ignoble ambush. For their crimes, merfolk King Kosul I exiles the clan to the site of their massacre and in time the merfolk there form the city of Thuridru.

1007 DR Year of the Bold Barbarian

Waterdeep's city walls expand, absorbing the ruins of Halaster's Hold. Aghhairon [952, 1032] builds his tower out beyond the city's walls and places magical barriers around the ruins of Halaster's tower, preventing many dangers from escaping into the city.

1018 DR Year of the Dracorage

Rage of Dragons: A Rage of Dragons devastates the Heartlands, the lands around the Shining Sea, and the western and southern coasts of the Inner Sea.

— The deity Gargauth [1001, 1374] is freed by Tuelhalva Drakewings of the Cult of the Dragon [1001, 1222] and assists him in conquering the realm of Peleveran, south of Chessenta. When Tuelhalva subsequently breaks from the Cult of the Dragon in Sembia, Algashon musters the dracoliches of the Cult, and in their destruction of this realm, both Tuelhalva and Algashon are slain.

— Uruth Ukrypt suffers greatly in battle against the green dragon Claugiyliamatar [1303] and the black dragon Shammagar as both wyrms plunder the orcs' amassed wealth and destroy their food sources.

— The dragon-in-disguise King Tchazzar [953, 1373] of Chessenta disappears while fighting the sahuagin of the Alamber Sea. His people believe him ascended to godhood, since his body is not found.

— The dragon Sapphiraktar the Blue comes from the Calim Desert and destroys Calimport and Keltar, bringing an end to the Seventh Age of Calimshan. Beginning of the Eighth Age of Calimshan.

— The Cult of the Dragon [1001, 1222] is blamed for dragon assaults on Zhentil Keep, and the Zhents begin to first recognize this organization as an enemy.

— The blue dragon Alasklerbanbastos [1322] allies with the Cult of the Dragon [1001, 1222] cell in Mourktar [823] and is transformed into a dracolich.

— Cormyr suffers greatly from dragon attacks throughout the kingdom. Arabel, Dhedluk, Eveningstar, and a score of other settlements go up in flames. Suzail itself is set upon by three red dragons and the Purple Dragon himself, Thauglorimorgorus [-205]. High Mage Thanderahast is grievously wounded in an aerial battle against Thauglor. Brought to the ground, the dragon is finally slain by Crown Prince Azoun II and Mage Royal's apprentice Jorunhast.

1019 DR Year of the Sure Quarrel

Assassin wars in the South; many satraps killed by crossbow-wielding thieves.

1020 DR Year of Smoldering Spells

Thay develops much of its unique fire magic.

— House Extaminos, whose bloodline has become fully and completely yuan-ti, begins openly ruling Hlondeth with little opposition.

1021 DR Year of the Howling Axe

Thay strikes against the Harpers [992, 1022], and in response the Harpers go underground.

— The pirate captain Asavir of the Nelanther captures the goods of an entire season's trade from twelve Amnian merchant houses heading south to Calimshan aboard over 100 cargo ships.

1022 DR Year of the Wandering Wyvern

Refounding of the Harpers. [1021, 1065]

1023 DR Year of the Pirate's Trove

Grand Prince Galnorn of Illusk [957, 1064] fails to conquer Mirabar [812, 1276].

— King Selkarin of Estagund attempts to invade Dambrath and is slain. With the kingdom in shambles, his brother Hedgita ascends the throne.

1024 DR Year of Lathander's Light

Uruth Ukrypt unleashes the Broken Bone orc horde, which emerges from the Sword Mountains bent on destroying Waterdeep. The attacks of the dragon Lhammaruntosz, also known as the Claws of the Coast, substantially weaken the horde, allowing the armies of Waterdeep to prevail.

1026 DR Year of Crimson Magics

Laroun [1026], War Lord of Waterdeep, dies when orcs besiege the city. After the siege is broken, her successor Raurlor destroys the Black Claw orc horde at Stump Bog, shattering the strength of Uruth Ukrypt and sending it into its final decline.

— Jeradeem Seltarir, a member of the High Council of Durpar, negotiates the purchase of the throne of Estagund from financially strapped King Hedgita and places his oldest son Numambi on the throne as rajah.

— The mage Ulcaster, a conjurer of note, establishes a school of conjuration on the ruins of Hilather's [168, 1106] tower that attracts would-be mages from up and down the Sword Coast.

1027 DR Year of the Tempest

Rajah Numambi Seltarir of Estagund establishes the Maquar as both an elite military body and a public works force to aid in getting the economy moving again. He also renames the capital Chavyondat, after his first daughter.

1030 DR Year of Warlords

Aencar [1038] becomes warlord of Battledale.

— Raurlor begins to increase Waterdeep's standing army and navy to a size not seen since the fall of Phalorm. Over the next two years, he turns the city into a garrison and military encampment, brooking no dissent from the populace.

— The Zulkirs [1074] are established as rulers of Thay.

1032 DR Year of the Nightmaidens

Raurlor proclaims the Empire of the North, but Ahghairon defies him, transforming his *Warlord's Blade* into a viper that poisons its wielder. Raurlor dies at the mage's feet, and Ahghairon becomes the first "Lord" of Waterdeep. Ahghairon [1007, 1071] determines that henceforth wisdom and not armed might will rule in the city, and the Lords of Waterdeep are formed.

1033 DR Year of the Dreamforging

The half-elves of the Yuirwood take up arms to resist the humans of Velprin. Border clashes grow bitter.

1035 DR Year of Falling Stars

Filina, the queen's daughter, slays Cathyr in her sleep and assumes the throne of Dambrath.

— The system of wards comes into being in Waterdeep, initially including Castle Ward, Trades Ward, Temple (later Southern) Ward, and Dock Ward.

1038 DR Year of Spreading Spring

The Great Glacier retreats from the lands of Damara, Vaasa, and upper Narfell. Many folk from Impiltur and Thesk migrate north to the newly uncovered lands.

1018: fall of pelevaran

The following is a partial transcription of a series of *magic mouth* recordings triggered amid the ruins of Pelevaran, in the shattered rubble of a watchtower built into the Landrise. The recording was made in the Year of the Dracorage (1018 DR).

... hope that you have a quill and parchment handy to record the last words of Telmut Delegar, First Skymage of Dusktower and father of three. By the Hand of Azuth, I do swear that the following is my last will and testament.

I lie here today, pinned beneath the wreckage of this shattered spire. Upon it lies the broken hulk of a great black wyrm whose name I shall never know. Above my head, devils and dragons rage and spit their noxious streams of acid, fire, and frost, destroying what is left of fair Pelevaran. Since my family and friends are all dead and my worldly treasures have been reduced to ash, I can bequeath only their memories to the embrace of Mystra's Weave.

To my dead son Telmar, I leave my family's shattered lineage, now broken forevermore by

the fury of dragons enraged. To my dead daughter Belalara, I leave her mother's eternal beauty, ruined by the destruction that the Followers of the Scaly Way have brought upon our land. To my dead son Ithlican, I leave his parents' hopes and dreams, all of which have been betrayed by the sibilant voice from the Pit.

As a young man, I eagerly explored the ruins of lost lands seeking handfuls of coins and jewels, as well as lost magical lore. Someday far in the future, young adventurers will tread upon our bones and pick through our ashes, in hopes of finding some lost treasure. Must so many innocents die to create ruins for callow youths to explore? Might I have. . .

— ELB



Fall of Pelevaran

Illustration by Jim Paeelec

— Aencar [1030, 1044] begins to unify the Dalelands, taking the title of Mantled King.

— Arabel rebels and secedes from the kingdom of Cormyr, led by the disloyal Goldfeather [1050] noble family. Crown Prince Azoun begins a campaign to reconquer Arabel and leads the armies of Cormyr against the many mercenary bands hired by the rebels.

1040 DR Year of the Lion's Heart

Cathakay, Filina's daughter, bribes her mother's newest paramour to murder the queen, then takes her place on the throne of Dambrath.

1042 DR Year of the Reaching Beacon

Longsaddle is founded in the North by the fiercely independent Sharda Harpell, an escaped Calishite slave turned mage.

1043 DR Year of the Dark Rider

Second Coin War: The second Mulhorandi–Durpari Coin War erupts over tax rates. Wererats of Vaelan [245, 1046] attack several military caravans from both sides during the fighting.

1044 DR Year of Singing Shards

Aencar the Mantled King [1038] dies. The Dalelands is split up into independent, though allied, communities.

— Two of the concubines of the thirteenth Emperor Chin of the La Dynasty give birth within hours of each other. Otherwise childless and without heir, factions begin gathering over the succession. Southern courtiers ally with the infant Shin Gisen, while the bureaucracy and army support the “twin” Shin Lu.

1046 DR Year of the Twilight Campaign

An Illuskan garrison is sent to the Ice Lakes to rid the area of kobolds but is forced to retreat.

— Mulhorand attacks Vaelan to destroy the wererat presence there. The city is reduced to rubble, but the werereatures remain in force, mostly underground.

1048 DR Year of the Chevalier

Saed, formerly a member of the Council of Twelve in Durpar, is transformed into a vampire and flees to the destroyed city of Vaelan [1046, 1049], where he begins to assume control.

1049 DR Year of Auril's Absence

The beast-chieftains of Veldorn are united under Saed, the vampire lord of Vaelan [1048, 1369].

1050 DR Year of the Keening Gale

King Azoun II of Cormyr retakes the city of Arabel. The Goldfeathers [1038, 1216] are stripped of their rank and lands by the crown, and the few surviving family members are exiled.

— High Mage Threskaal passes away after a long reign as ruler of Silvermoon [990, 1104]. He is succeeded by Orjalun, Keeper of the Vault of Sages.

1051 DR Year of the Dogged Search

The shaman Tecco wanders the Sands of Itzcala in Maztica for a year before coming upon a cave in the heights of the Axapoztlan Range. There he is granted a visitation by the god Zaltec, who instructs him to lead the Nahuatl people south and claim the lands for their own. [1099]

1056 DR Year of the Laughing Dead

The lich Anthilar [285] of ruined Unticzar appears in Tashluta and unmasks the leading oligarch as a yuan-ti abomination in disguise. In the tumult the lich is incapacitated and imprisoned in a massively armored metal “lich's coffin.” Anthilar's body is subsequently shipped north for study by the senior priests of the Skullspire in Tulmon.

1058 DR Year of the Spider's Daughter

Indrila Demaz becomes Queen of Velprin. Under the influence of her high council, she marshals an army to invade the Yuirwood.

1059 DR Year of the Broken Pillar

Indrila's army destroys a hastily mustered militia of half-elves and drives the Yuir deep into the forest. Brindor Olóssyne [1065], the war leader of the Yuir, retreats and begins to build up his own forces.

1060 DR Year of Fantastic Spectacle

The Last Emperor of the La Dynasty in Shou Lung takes ill, but refuses to name an heir to the throne, fearing that he might meet an untimely end if he did. The southern lords in T'u Lung begin mobilizing their armies, and those southern garrisons that have remained loyal to the Shou are overthrown.

1062 DR Year of the Shattered Lance

The seventh and last Emperor Chin of the La Dynasty dies without recognizing either son as heir. The provincial army and bureaucracy favor Shin Lu, while the southern nobles and courtiers back the more malleable Shin Gisen. War breaks out, and the La castle and the new imperial capital are burned.

1063 DR Year of the Deluded Tyrant

King Tarngardt VII of Gracklstugh orders the city's derro slaves freed and grants them all the rights and privileges of the city's duergar inhabitants. The derro form the Council of Savants. [972]

— Ilyykur [673], one of the Four Founders of the Covenant [976, 1081], is slain in a great spellbattle with the archlich Ruelve, a senior Covenant member who has gone insane. The battle takes place on a cluster of islands known as Thulnath's Eyes southwest of Ruathym.

1064 DR Year of the Stranger

The wizard Melaeth Ashstaff of Neverwinter slays a doppelganger posing as Grand Prince Galnörn, the age-old ruler of Illusk [1023, 1244]. Corigan Aveldon of the fallen realm of Stornanter becomes Lord of Illusk.

1065 DR Year of the Watching Wood

Harpers in the North find the lair of the dracolich Alglaudyx and manage to destroy the undead creature, seizing its rich hoard for Harper coffers. With this newfound wealth, the Harpers [1022, 1116] invest in valuable properties and businesses in cities up and down the Sword Coast.

— **Battle of Ingdal's Arm:** The Yuir defeat Indrila's army to the last soldier. The half-elves dictate peace to the surviving settlements of Velprin, forging the new nation of Aglarond. The half-elf Brindor Olóssyne [1059, 1128] is elected Aglarond's first king.

— **The Battle of Crimson Wheat:** Shin Gisen's forces are destroyed, but the victorious Shin Lu's forces are too weak to pursue. Shin Lu returns to the old capital with the Emblems of Imperial Authority and becomes the first Emperor Chin of the Kuo (Nation) Dynasty. His first directive is to offer to supporters of Shin Gisen the Choice of Blades: Die or flee to the south to the strongholds held by Shin Gisen's nobles.

1066 DR Year of the Lord's Dilemma

Shin Gisen is made the first emperor of the Lui Dynasty, officially forming the nation of T'u Lung. Shou Lung forces invade T'u Lung but are repulsed. Shou Lung calls these invasions over the next two hundred years the Uncountable Wars, but T'u Lung refers to them as the Major Incursions of the Northern Barbarians in their texts. The writings out of the T'u Lung provinces from this point on refer to Shou Lung as a corrupt empire on the verge of internal collapse. The powerful families in T'u Lung, backing the new emperor, are the Tan, Ho, Wai, and Yang families. They extend their power over the next forty years.

1067 DR Year of the Minotaur Paladin

In order to repel the Shou invaders, Emperor Lui in T'u Lung appeals to the secret societies, declaring an amnesty for those organizations that had been previously banned by the Shou, provided they send troops to help in the First Incursion. The combined force, called The Might of the South, routes the northerners at the Battle of Feng Wa Crossing and the Stand of Ninto. The Black Leopard Cult [803, 1357], while neither the largest nor the most popular force on the field, is well represented.

THE PRESENT AGE

1071 DR Year of Lion's Roars

Noted adventurer Ranressa Shiard returns to the slopes of Mount Waterdeep on dragonback, astride a copper wyrm named Galadaeros, prompting Ahghairon [1032, 1246] to create wards deterring dragons from raiding the city.

1074 DR Year of the Tightening Fist

The Zulkirs [1030] crush the last opposition to their rule over Thay.

1076 DR Year of the Defiant Salute

Waterdeep is attacked by the Tethyrian Black Boar tribe of the Dessarin, led by Nalethra of the Winged Spear. After being repelled from the city's walls, the princess and her bodyguard slay thrice their number of Waterdhavian fighters before they fall.

1081 DR Year of the Disastrous Bauble

Another one of the Four Founders of the Covenant [1063, 1101] dies when the Red Wizards [976, 1101] of Thay kill Aganazzar [673] in their assault on the School of Wizardry in Neverwinter. By year's end, the two groups are engaged in a titanic wizardwar.

1082 DR Year of the Prancing Korred

The fortress of Emmech [1365] is built at the mouth of the Umber River in Thay on the borders of Aglarond.

1085 DR Year of the Vacant Plain

Building of the Watchwall [1369] in Aglarond by the galeb duhr of Tannath and Undergoth.

1086 DR Year of the Seer's Fires

Thay captures Nethjet and Nenthentir in Thesk, extending the tharch (province) of Lapendrar.

1090 DR Year of Slaughter

Followers of Malar mount the Great Hunt.

— **Battle of the Bones:** A horde of 200,000 goblins and orcs arises from the High Moors due to extreme drought and attempts an invasion of the North. The Battle of the Bones marks the spot of the great battle that destroys the horde.

1094 DR Year of the Crested Thrush

Cathakay engages a gold wyrm in battle above the Hills of Dead Kings, and the two slay one another. The queen's niece Melinith takes the crown of Dambrath.

1095 DR Year of the Dawndance

War-Captain Imphras Heltharn of Lyrabar unites the city-states of the Easting Reach and leads them to victory over a hobgoblin horde from the Giantspire Mountains.

1097 DR Year of the Gleaming Crown

Imphras the Great is crowned king of refounded Impiltur and establishes the Heltharn Dynasty.

1098 DR Year of the Rose

A Thayan invasion of Mulhorand fails at Sultim.

1099 DR Year of the Restless

New trade routes forged by merchants of the Shining South. First modern contact with Zakhara.

— **The War of the Broken Chains:** The grimlock thralls of Suruptik utterly destroy their mind flayer masters. In an impressive display of scorched-earth

1090: battle of the bones

The following letter was written by Lord Avaril Huntsilver to his family in Suzail.

Dear Mother and Father,

I fear that this missive may be my last for a while. In the morning, we march from Hill's Edge to meet the gathering horde. I aim to make you proud, but we face a vast horde of goblinoid scum who will put many good men in their graves before Myrkul's appointed rounds.

Our small company fights alongside many of Cormyr's finest troops, including a legion of Purple Dragon Knights sent by King Proster. And yet, the Forest Kingdom's contribution is dwarfed by the armies from the Caravan Cities along the River Chionthar.

I do have one disturbing report to make. Like any assembling army, ours has attracted a host of camp followers, including fetching ladies willing to pass a night in a soldier's company for a few coins. Quite a few of my men have succumbed to the lure of such sirens. Some have not returned at all; others have appeared the following morn lighter in the purse and nursing regrets. The most troublesome reports suggest that these women exert an almost



Camp Follower at Hill's Edge before the Battle of the Bones

hypnotic charm when they dance, and more than one soldier has spoken of a companion's scaled forearms, forked tongue, or unusual flexibility.

These reports bring to mind your warnings about serpentine assassins that have been plaguing the nobility of our western neighbors in the Chionthar and Winding Water river valleys. I fear that the serpentfolk of Najara are now targeting young nobles who seek to prove themselves in the days to come. If my suspicions are correct, they could decimate an entire generation of nobles under cover of the epic conflict that will soon unfold.

I suggest that Cormyr move aggressively to counter this burgeoning threat. If we fail to act, I fear that the minor kingdoms north and west of the Stormborns could fall away in as little as a generation. Such losses would reduce trade throughout the region and leave our western flank dangerously exposed to the dark threats that simmer unseen in the badlands unclaimed by any realm.

Yours in dutiful service, Avaril

— ELB

barbarism, they eat every illithid and burn everything that would burn. Survivors build the community of Reeshov in its place.

— Tecco's grandson Cattl, who now heads the Nahuat tribe, leads his people into the Valley of Nexal where they align themselves with the neighboring city of Tezat. [1051, 1121]

1100 DR Year of the Bloodrose

The moon elves of Loudwater and the surrounding environs withdraw to Evereska to escape the increasing human presence.

1101 DR Year of the Maelstrom

The city of Treshla, north of Saclmur and the Lake of Steam, is destroyed by a group of beholders from the nearby Thornwood.

— Presper [673] and Grimwald [673], the surviving members of the Four Founders of the Covenant [1081], leave Faerûn through a series of *portals*, drawing as many Red Wizards [1081, 1110] as possible after them into a series of magic traps and ambushes. The remaining Covenant members go underground, and the arrogant Red Wizards believe they have shattered the cabal of mages.

1102 DR Year of the Chaste

Combined forces from Durpar, Var, and Estagund drive the beholders out of Vaelantar and Assur and send them fleeing west toward the Toadsquat Mountains.

1103 DR Year of the Consuming Glory

The armies of Durpar, Var, and Estagund defeat the demons of Ormpé and scatter them northwest into the wasteland there. Humans begin to resettle the vacated cities.

1104 DR Year of the Dark Dawn

Citadel Felbarr [273, 1367] is attacked by an orc horde led by chieftain Obould, who defeats the warriors of Silverymoon [1050, 1230] at the Battle of Many Arrows. The fortress falls into orc hands and is known thereafter as the Citadel of Many Arrows.

— Szass Tam [1157], future Zulkir of Thay, is born.

— Noted explorer Lord Vanrak Moonstar returns to Waterdeep from a disastrous expedition to the Black Jungles in Chult.

— Tethyamar [-145, 1364] falls to a legion of orcs, bloodthirsty barghests, and demons summoned by the circle magic of orc adepts and an archmage claiming to be Great Hlundadim [268]. The surviving dwarves of the Iron House flee into exile in the Storm Horns and Far Hills.

1105 DR Year of the Guardian

In Luiren, a great storm from the sea nearly destroys Beluir and causes widespread damage to Chethel and Krenadir.

1106 DR Year of the Solemn Halfling

Ulcaster's school is destroyed in a spell-battle with Calishite mages who feared the school's growing power. Ulcaster [1026] vanishes during the fray.

— In order to strengthen the ties between the emperor and the barons, Emperor Shin Gisen marries his eldest daughter, Shin Do, to the scion of the Wai Clan, Wai Long Hwa. The festivities were scheduled for high summer but were pushed back by the Fifteenth Incursion, so the wedding occurred in the winter—an unlucky time, according to court seers.

1108 DR Year of the Open Chest

Shin Gisen dies in a hunting accident. His son, Shin Rokan, becomes the second emperor of the Lui Dynasty in T'u Lung. Shin Rokan proves to be a less capable commander than his father, for while he blunts the Shou attacks in the Sixteenth Incursion at the Battle of the Blood Plains, he loses a significant portion of the northern territories in the process. The various baronial clans rumble in dissent.

1110 DR Year of the Bloody Fields

Thay marches on Phsent, but the combined forces of Impiltur and the Theskian cities defeat the army of the Red Wizards [1101, 1157].

— Hulburg [940, 1306], a Moonsea city, is sacked by an unexpected giant attack.

1116 DR Year of the Empty Scabbard

The Heralds of Faerûn [992] break from the Harpers [1065, 1182].

— The Dambraithan navy corners and defeats a large fleet of pirates off the coast of Timarl. Thirteen ships filled with stolen goods go down in the waters more than two hundred feet deep.

— Shin Rokan proposes to remove the power of the armies from the barons, increase taxes to pay for the new forces, and demand of all an oath of loyalty to the Lui Dynasty. He is assassinated by Wai Long Hwa, who proclaims himself emperor. The Ho and Tan families form an alliance and secede, as does the Yang Clan. This is the beginning of the "Three Kingdoms" period of T'u Lung history. There are fewer Shou Lung incursions during this period as the corrupt northerners send diplomatic missions to first one, then the other, then the third kingdom, hoping to weaken all and eventually reabsorb them into the Shou Empire.

1117 DR Year of the Twelverule

Chessenta begins to break up into squabbling city-states. The Wizards' Reach cities regain their independence.

1121 DR Year of the Shameful Plea

Ipana murders his father Cattl before leading an invasion on the allied city of Tezat, where he sets the temple of Tezca aflame. Ipana's warriors return to their island city with many slaves to sacrifice to their bloodthirsty god Zaltec. The tribe takes the name Nexala and names its city Nexal. Ipana takes leadership of the tribe, becoming the first Revered Counselor of the Nexala. [1099]

1122 DR Year of the Rose Pearls

Princess Ilmara of Impiltur founds the fortress-city of Ilmwatch to guard against the return of the hobgoblins.

— Queen Sambral dies, and after grieving for her, Imphras I soon passes as well. Their son and eldest child Imbrar takes the *Crown of Narfell* as the ruler of Impiltur.

1127 DR Year of the Luminar Procession

King Imbrar marches into the mountains, accompanied by his Royal Guard—and Imbrar and his men are never seen again. King Imbrar's younger sister Ilmara takes the *Crown of Narfell* and begins her reign as Impiltur's queen.

1128 DR Year of the Peryton

Brindor Olóssyne [1065] passes away. His son Althon becomes king of Aglarond and rules long and well.

1134 DR Year of the Sylvan Wards

Shin Lu dies after seventy years on the throne in Shou Lung, and is given the deific name of Ying (Eagle). Shin's son becomes the second Emperor Chin.

1136 DR Year of the Shadowkin Return

House Jaezred [792, 1241] returns to Chaulssin and established the House of Hidden Masters. The Jaezred Chaulssin, as they take to calling themselves establish secret fosterages in seven drow cities ruled by followers of the Spider Queen.

1140 DR Year of the Knight

The second Emperor Chin of Shou Lung dies of old age and is given the deific name of Tz'u Wei (Hedgehog). His grandson takes the throne as the third Emperor Chin.

1142 DR Year of the Sword's Oath

Several pirates, including the notorious Redsail, scourge of the Sea of Fallen Stars, retire to Aglarond, bringing with them much wealth. They carouse and forcibly "broaden" local society, but also invest widely and covertly in local merchant shipping, businesses, and property, shifting mercantile dominance of Inner Sea trade away from southern coastal lands.

THE PRESENT AGE

—**Rage of Wizards:** After centuries of somnolence, the pureblood yuan-ti arcane spellcasters of the Coiled Cabal attempt to take Sammaresh as the first stage of a plan to reconquer the Cities of the Seabreeze. Two dozen Tash-lutan and Lapaliyan archmages engage the yuan-ti in a season-long orgy of spellbattles along the Tashtan Coast. This so-called Rage of Wizards inflicted wanton destruction on the cities of Lapaliya [671, 1147] and the Tashalar.

—Distaste over the events of the Rage of Wizards elevates the respect with which Lapaliyans treat the clergy, leading to the rise of civic faiths.

1144 DR Year of the Giant's Maul

The Halruaan archmage Ootheraum Deirin slays the ancient blue dragon Thoklastees in an aerial battle over the Shining Sea east of Ortil.

1146 DR Year of the Tardy Guests

The necromancer Akhlaur [1372] opens a *portal* to the Elemental Plane of Water, releasing magic-absorbing creatures known as larakens into the swamp where his tower sits.

1104: The fall of the Iron House

The Black Hammer of Adlon is on display at Twilight Hall in Berdusk. Its message rune still endures, allowing us to hear the words of the last dwarf king to hold fallen Tethyamar.



The final assault on the Mines of Tethyamar

Illustration by Jim Paiveler

I am Arcrown Ghelarn of the Iron House of Tethyamar, and I send salutations to Haraxlorl Isinghar “Firebeard” Darkfell of Iritasker in the Far Hills. As you know, my lord, this hammer is a symbol of the oath your forefathers swore to defend the bloodline of Maegar, as well as the kin and holdings of his progeny. For more than a dozen winters we have resisted the *sargb* filth that have laid siege to our halls, and we have driven them away more times than I have taken an orc’s head in battle.

But although we have always prevailed against these foes before, they now slaughter us like beardless striplings. The *sargb* have allied with a sorcerer of dark power, and their shamans

have gathered into *ûlarim* of fearsome might. From out of the nether mists they have summoned fiends capable of turning the tide of battle. In the last three moons alone, we have lost Iraunlor Helmaer and six Axes of the West Shield, and my sister-son Belgin fell in the battle for Blackrock Gate along with an entire Hammer of the South Shield.

Old friend, I call on you now to rouse the axes of the Far Hills, gather the clans, and march for the runegate at Dorn’s Needle. My youngest son Ghellin and the North Shield will join with you at Helgrinn’s Arch. March swiftly—our *kuldars* grow weary and our need is dire.

— GK

1147 DR Year of the Glad Tidings

A union of the ruling houses of Sheirtalar [656] and Lushpool leads to the installation of Haliim, the first Overking of Lapaliya [1142, 1260].

1148 DR Year of the Angry Sea

The Three Kingdoms of Shou Lung are reunited. Wai Long Hwa is officially recognized as the third emperor of the Lui Dynasty. The Ho and Tan families are defeated in the war, though still powerful. The Yang family is given autonomous control of its lands in a diplomatic settlement. The Maki Clan, a group of upstart barons, gains power during this time by supporting Wai.

—The necromancer Shradin Mulophor [1184] takes up residence in the ruins of Sargauth Enclave [-339], establishing a small trading settlement that will soon become known as Skulport [1166], Port of Shadows. The Lord of Bones, as Shradin comes to be known, encourages trade with other Underdark powers by linking the River Sargauth with subterranean waterways and creating *portals* leading to distant seas.

c. 1150 DR

Choñdath regains power, lending its considerable mercenary power to foreign conflicts, most noticeably the internal struggle in Chessenta.

1150 DR Year of the Scourge

The mohrg Borran Klosk [1370], servant of the Stalker, marches his undead armies against the cities of the Vilhon Reach. The druids of the Emerald Enclave [717, 1370] and the dwarves of the Alaoreum [227, 1220] aid the Reach in its time of need. At the Battle of Morningstar Hollows, druids cause the Alaoreum River to rise, flooding invading armies. Although unable to destroy Klosk, priests of Eldath imprison the mohrg beneath Alaghôn.

—Ibun Rensha of Calimshan and a group of family members lead a force of mercenary warriors and take control of Loudwater, laying claim to much of Delimbiyr Vale.

—A great plague sweeps the Sword Coast, coupled with increased attacks by troll and orc tribes. Worship of Talona and Loviatar soars.

1142: Redsail's Retirement

The following text is taken from a contemporary account in *Skorlorn's Scandal*, a handwritten broadsheet delivered daily to more than a dozen taverns in Velprintalar by the anonymous local "venom-quill scribe" Skorlorn the Masked.

It seems that King Althon is not well pleased with his newest subject. The notorious Redsail is arguably the greatest pirate (or the darkest, depending on one's viewpoint) ever to infest the seas at our gates. But now he claims to have "retired from all that, to safe dry soil at last" here in fair Velprintalar. If this assertion is true, Redsail will no longer imperil shipping from our wharves, can freely spend and invest the vast sums he has amassed, and will stand within easy reach of royal justice. Some say it's better to have the foe clasped smiling to one's bosom than the enemy lurking unseen in the darkness—but is it really?

Just how truly retired Redsail is—and intends to remain—is the beating heart of the matter. Pirates take what they want by force and guile. Can the mere act of setting aside a ship change habits of lawless larceny? And can simply living on dry land make a man a good neighbor?

One must assume that Redsail is armed with plenty of magic that he has seized during his years of piracy, and the murderous ruffians who for so long have made up his crew are much in evidence when he's out and about. What happens if Redsail takes a dislike to a nearby resident, or becomes too insistent with a Velprin woman who'd rather not yield up her charms to him? Are we prepared to stop him?

Can we stop him?

These questions are not empty whimsy—several witnesses attest that Redsail tore the bodice right off a passing lady "for a better look."

Although he tossed her coins for a new garment afterward and offered an apology embroidered with leering compliments, he hesitated not a moment to commit this vile deed—and no citizen stood forth to defend his victim, or even cried out for his arrest.

Moreover, Redsail seems to enjoy watching brawls while he sips his wine. Recently, he has been taking his wine at establishments where he can pay the serving lasses to fight each other on the tables instead of dancing on them.

His appetites and habits aboard his own ships were his own affair, but now he pursues his pleasures in our cabins and on our decks. Furthermore, he encounters no opposition and seems to expect none. In fact, courtiers have been seen dining amicably with him, and men thought to have been members of his crew now wear bright new jerkins at court, marking them as employees of one office or another.

I wonder, is this most accomplished of pirates fitting his swelling head for a crown? Think well on this possibility, citizens, and decide whether to continue keeping silence.

— EG



*Few care to dispute
Redsail the Pirate's claiming of the best
table in any establishment*

Illustration by William O'Connor

THE PRESENT AGE

—Khelben “Blackstaff” Arunsun the Elder [875, 1179] arrives in Waterdeep and builds Arunsun (later Blackstaff) Tower.

1152 DR Year of the Portentous Waters

Durpar makes its first attempt to reopen the trade route with Mulhorand by sending an expeditionary force to clean out the monsters of Veldorn. The attack fails as every monster power comes to the aid of the others.

1153 DR Year of the Remembering Stones

The Twenty-Ninth Incursion of the Shou Lung into T'u Lung. During this conflict, the city of Balanzia is attacked and its walls breached for the sixth time. After provoking an ancient curse, the inhabitants of the city go mad and abandon the place.

1154 DR Year of the Sun Underground

Ch'Chitl [1250] is founded by a cult of illithids that plan the settlement to serve as an adjunct to Skullport.

—Siege of Cimbar by the lords of Akanax and Soorenar. The king of Chessenta is unable to get assistance from his allies and is forced to sign a pact imposing harsh limits on his power. Akanax refuses to sign, recognizing its lord as the true king.

1157 DR Year of the Wizeden Mage

The Zulkir of Necromancy Nyressa Flass, known as “the Vampire Zulkir,” is slain by a cabal of Red Wizard [1110, 1194] foes led by Szass Tam [1104, 1159], who is named her successor.

1158 DR Year of the Blood Tusk Charge

Wai Long dies in his sleep and is succeeded by his son, Wai Long Sun, the fourth emperor in the Lui Dynasty of T'u Lung.

1159 DR Year of the Cloven Stones

Szass Tam [1157, 1159], Zulkir of Necromancy in Thay, becomes a lich after an abortive invasion of Rashemen.

1161 DR Year of the Quiet Earth

In Chessenta, the Karanok Clan takes over as the Lords of Luthcheq under suspicious circumstances. Although all records of the events have been destroyed, it is likely that assassination was involved, since no known descendants of the old noble family survive today.

—Merith Strongbow, eldest of the Knights of Myth Drannor [1348], is born in the woods of Cormanthor.

1183: flight from the river of swords

The following is a campfire tale about a phantasm that, so the story goes, mysteriously appears every decade among the ruins of Sekras.

“Come, wife, we must leave this place,” said the bald man wearily. “It is no longer a home.” He looked haggard, despite the glistening muscles bulging under the skin of his bare chest. He was wet with swamp water, and algae clung tenaciously to his weather-worn skin.

“But this *is* our home,” growled his wife, a bestial undertone adding depth to her words.

“Enough, wife,” he hissed, snapping his jaws shut. “Call the children. Do what you must. We leave before the sun’s light fully bathes our waters. We shall skirt the coast around Unther and Mount Thulbane and make for the Bay of Chessenta. Bloody Teeth Sebestopis says we will find a place there.”

“The paladins of the hated Osiris are upon us,” he continued, emitting a deep grunt. “They lay siege to our walls. I myself have sent three of their number to their god for judgment. They slay young and old alike, offering no quarter. So we will flee through the bayous to the River of Swords, where we can be safe. The paladins don’t dare attack us there: Sekras is lost.”

The woman stood before the thatched hut and emitted several short, high-pitched calls that were answered in moments by similar sounds. Soon three red-eyed, crocodilian shapes appeared and changed into human children. After packing their belongings in waterproof bladders, they and their parents melted into crocodilian form and slid into the water to flee.

—TC.

Despite slaying one of his paladin foes, a wèrecrocodile fights a losing battle at the River of Swords



Illustration by Michael Philippi

1162 DR Year of the Prancing Centaur

Queen Enchara of Esparin marries Cormyr's Crown Prince Palaghard. The kingdom of Esparin is annexed into Cormyr.

—Members of the Skeletal Finger invade the lair of Iryklathagra [367, 1271] in hopes of stealing some of her legendary hoard, but they succeed only in awakening the blue wyrm from a long sleep.

1164 DR Year of Long Shadows

The pirate Immurk the Invincible [1180] raids a merchant ship of Procampur, capturing the fabulous crown intended for use in crowning Cormyr's new king, Palaghard I. This event marks the rise of piracy in the Inner Sea. The nations of the Inner Sea begin building their own warships, seeking to defend their merchant fleets and hunt the pirates in their own lairs.

—Human clearing of formerly elf-held forests south of the Moonsea continues, marked by the founding of the farming community of Voonlar.

1166 DR Year of Countless Scribes

The Keepers (a group of wizards led by the Halruuan archmage Gideon) arrive in Skullport [1148, 1174] and take control of providing access to and from the port.

1167 DR Year of the Parchment Heretical

Queen Ilmara of Impiltur takes a husband half her age, one Rilaun of Sarshel.

1169 DR Year of the Earth Shaking

Imphras II is declared king of Impiltur at birth, and his father Rilaun takes up arms to seize the throne. He is defeated, and Ilmara rules as Queen-Regent.

—Jo He Ting, a potter of Chedoru, creates a set of magic bowls for the imperial court of T'u Lung. These eight bowls bestow clear thought on those who eat from them, but only for an hour after they are used.

1173 DR Year of the Fledglings

The bowls created by Jo He Ting provide no protection from poison, and Emperor Wai Long Sun dies after eating poisoned rice from one of them while seeking an answer to the problem of what to do about ambitious relatives. Wai Long Sun's cousin, Wai Chu Doang, becomes the fifth emperor of the Lui Dynasty in T'u Lung. He uses the oath of loyalty to raise large, powerful armies, both to contain the baronial clans and to fight Shou Lung. His heavy-handed military solutions to domestic problems earn his reign the name "The Law of Fists."

1174 DR Year of the Agate Hammer

Dambrath conducts a series of raids along the coast of the Great Sea, attacking and plundering the coastal cities of Estagund, Durpar, and Veldorn.

—The Lords of Waterdeep construct the hoist, a massive system of blocks and tackles capable of lifting and manipulating seagoing vessels into or out of the locks leading to and from Skullport [1166, 1369].

1177 DR Year of the Majesty

Princess Delile Balindre renounces her loyalty to the throne of Impiltur and declares Telflamm an independent city-state.

1179 DR Year of the Stalking Satyr

Malaugrym [1182] attack Arunsun Tower but are turned back by Khelben [1150, 1256], Elminster [851, 1222], and an assortment of Waterdeep mages.

1180 DR Year of Sinking Sails

Sembia loses its fleet in the Pirate Isles to the depredations of the pirate Immurk the Invincible [1164, 1201].

—The third Emperor Chin of Shou Lung dies and is given the deific name Pao (Panther). He is succeeded by his wife, who rules as the fourth Emperor Chin until his son comes of age two years later.

1182 DR Year of the Tomb

Beginning of the Harpstar Wars [1222] between the malaugrym [1179, 1358] and the Harpers [1116, 1222].

—The fourth Emperor Chin of Shou Lung steps down and retires to a monastery. Upon her death thirty years later, she is given the deific name Yeh Ying (Nightingale). Her son becomes the fifth Emperor Chin.

1183 DR Year of the Grisly Ghosts

Paladins of Osiris level the city of Sekras [-425] for a second time and clear Sebek's followers from the River of Swords. Wererocodiles relocate to the Adder River delta.

1184 DR Year of the Howling Hourglass

The blue dragon Anwir Dupretiskava slays the Supreme Potentate of Var. Disguised as a human, the dragon claims to be a distant cousin of the old ruler and gains the throne.

—After an expedition into the Underhalls, Shradin Mulphor [1148, 1369] returns a changed man, unstable and unpredictable. Although he retains the mantle Lord of Bones, he no longer commands the fear and respect he once did.

1185 DR Year of the Immoral Imp

Imphras II, upon reaching age sixteen, is crowned king by Impilturan law.

1188 DR Year of the Soft Fogs

Cormyr and Sembia formally establish Thunder Gap as the border between the two nations.

1189 DR Year of the Lynx

Althon the Old dies; his son Elthond becomes king of Aglarond.

1194 DR Year of the Bloody Wave

Battle of the Singing Sands: Aglarond repels the first invasion of the Red Wizards [1157, 1248] of Thay, but Elthond perishes in the fighting. His younger brother Philaspur becomes king of Aglarond.

1197 DR Year of the Sundered Shield

Battle of Brokenheads: King Philaspur of Aglarond dies repelling another Thayan attack. His daughters Thara [1239] and Ulae [1245] share the throne and become known as the Gray Sisters.



On the walls of Glarondar, first night of Brokenheads

Illustration by Steve Prescott

1197: The battle of Brokenheads

The following excerpt is taken from *Tireless Slaughter: The Military Campaigns of Thay*, written by the "military sage" Ambrouzas of Alaghón and published in 1202 DR.

For years, the nation of Thay has sought to conquer Aglarond and the Wizards' Reach in order to subsume that peninsula. The numerically superior Thayan forces have attempted invasion by four different land routes: via the River Umber, through the Shyvar Pass, across the Umber Marshes and along the southern edge of the Tannath Mountains, and across the River Lapendrar to penetrate the Yuirwood. On a map, the last route seems easiest to use and most difficult for defenders to hold, but the Yuirwood has proven so deadly that only fools now dare it.

The other routes are hemmed in by terrain and the battle-magic of Aglarond to such an extent that superior numbers can seldom be brought to bear against defenders. The most vulnerable land flank of Aglarond has always been guarded most heavily, with the only entry point closed off by the Watchwall, which stretches from high-impassable mountains in the south to the fortress city of Glarondar, hard by the Yuirwood. Experienced Thayan commanders know that despite the probable cost in Thayan lives, breaching these fortifications is their best chance for military success—unless Thay achieves decisive magical superiority, or manages a surprise naval invasion around Altumbel from the south.

A united, mustered Thay with all *zulkirs* fighting in a unified, disciplined manner could easily overmatch the Gray Sisters, making victory certain. Yet Thayan archwizards seem unwilling to risk themselves in battle, and true cooperation among them seems a ludicrous impossibility.

Lacking magical supremacy and a better invasion route, many Thayan forces have slogged through the Umber Marshes and hurled themselves against Glarondar and the Watchwall. Some Thayan commanders even prefer such frontal assaults, expressing distaste for having to seek out foes, as opposed to "smiting and smashing all who dare stand against us," in the words of the now-deceased Tharchion Ommenas of Tyraturos.

The Umber Marshes are not without perils, and the fortifications are formidable indeed, so any such assault costs many lives. The four-day-long conflict now known as the Battle of Brokenheads was no exception to this rule. It has become fashionable in Thay to claim this particular engagement as a great victory wherein valiant and outnumbered Thayan forces seized and "cleansed" much former Aglarondan territory (slaying King Philipspur of Aglarond in the bargain) through brilliance of leadership and strength of swordarm.

Such accounts are sheer piffle. As one who fought at Brokenheads, though of tender years at the time, I know better. Read herein the truth of that engagement.

The weather was fair and had been dry for months, so the marshes were not as great an obstacle as usual. Sucking bogs, horrible insects, and clawing mud still abounded, but it was easy enough to find ways around such perils. Fortunately for us, the shrinking waters had forced the worst swamp

monsters into contained areas.

The soldiers in the Thayan slave armies had shields, spears, and daggers, but no armor and precious little training. Undisciplined and largely untested in battle, they were trained only to obey signals from the war horns for charging, stopping, turning left or right, and retreating.

The slave armies arrived at the Watchwall in low spirits but relatively unscathed, though most feared the foe less than a return to the marshes. They had no preparations for breaching or scaling fortifications, and their leaders had no tactical plan beyond a brutish full-frontal assault, which the troops would carry out at the appropriate signal from the war horns. The soldiers knew nothing of Aglarond beyond wild tales of flesh-eating, forest-dwelling harpies and the "wild women" they ruled, who were rumored to maintain vast hoards of food. Their commanders took advantage of these tales, hinting that a victorious army could feast for "days and days" upon such a storehouse.

At last the horns sounded (forewarning the Aglarondans), and the Thayans trudged forward in a huge mob. When the Watchwall proved unyielding, impatient Thayan commanders signaled the troops to turn south along the wall, which caused the northernmost soldiers to turn and try to walk through their fellows. Much trampling and confusion ensued, and Thayan began fighting Thayan while the Aglarondans peppered the milling invaders with rocks from their catapults and volley after volley of arrows. Meanwhile, rather than hurling spells at the Aglarondans, the lesser Thayan wizards in attendance used their magic to force fleeing Thayan soldiers back into the fray.

The slaughter continued as the Thayans slowly moved south along the wall. The survivors hurled themselves vainly against the fortress city of Glarondar until nightfall, when the horns called them back from the walls to camp. Aglarondan catapult volleys twice forced the encamped Thayans to retreat farther east, until they were out of range. So ended the first day.

The next morning brought the first (and last) astute use of magic by the Thayan wizards. They animated their battle-dead and used them to form corpse-ramps against the walls of Glarondar, raising so many at once that the defenders could not destroy them all. The Thayans took the walls, then rushed down into Glarondar to loot and destroy. Once inside the city, they scattered to perish in vicious individual swordfights—and yes, the King of Aglarond fell in one of these battles.

The Thayan wizards forced their soldiers on into this butchery until few were left, then fled in disarray when the Aglarondans rode forth. The city's troops harried the fleeing wizards for the next two days, slaying as many as they could. At last, a handful of wizards returned to Thay to boast of glorious victory.

— EG

1201 DR Year of Embers

An invasion of Aglarond by a Thayan alliance of wizards is narrowly defeated. The failure of this invasion sees Szass Tam [1159, 1222] slay the Zulkir of Illusion, Nymor Thrul.

— The pirate lord Immurk the Invincible [1180] dies in battle against Sembian warships at the helm of his ship, *Sea Scorpion*.

1202 DR Year of the Dragon Altar

The dracolich Chardanscaravitril's physical form crumbles into dust from the baleful influence of the god Myrkul. Followers of Myrkul travel to the Mere of Dead Men to see this supposed miracle of their god, and the Ebondeath Sect [1358] slowly forms.

1204 DR Year of Private Tears

Lasheela, wife of King Imphras II of Impiltur, dies of a wasting disease. Imphras II marries his longtime mistress Rebaera Osterhown within months of his first wife's death. He soon begins to exhibit the first signs of madness.

— Urdogen the Red [1209] claims the Dragonisle and rule of the pirates of the Inner Sea. Raids against ports and coastal towns begin.

1206 DR Year of the Sarune

The fifth Emperor Chin of Shou Lung distinguishes himself in battle against the pirates of the Celestial Sea, sacking several havens of the pirates, including the one located on Akari Island. Wa, also hurt by pirate raids, recognizes Shou Lung claims to small islands in the Celestial Sea.

1208 DR Year of the Gamine

Crown Prince Talryn of Impiltur attempts to have his father declared unfit to rule, but his brother Prince Lashimbrar betrays the crown prince, forcing Talryn into exile.

1209 DR Year of the Blazing Banners

Rebaera Osterhown, second wife of King Imphras II, dies giving birth to their fourth son Fylraun.

— Impiltur and Aglarond contribute warships to an allied fleet that defeats a great pirate flotilla led by Urdogen the Red [1204] near the Dragonisle.

1211 DR Year of the Crimson Crag

Dhalmass [1216] assumes the throne of Cormyr.

1212 DR Year of the Blazing Banners

Crown Prince Talryn returns to Impiltur upon hearing the news of the death of his father, Imphras II. The king's death, however, is a ruse engineered by Prince Lashimbrar, who succeeds Talryn as crown prince when his brother is executed for treason and has Talryn's name stricken from the royal records.

1213 DR Year of the Night's Peace

After a series of mishaps results in numerous defeats at sea, Queen Melinith of Dambrath recalls her navy and institutes a policy of isolationism for the nation that continues today.

1215 DR Year of Starlight

Queen Melinith of Dambrath dies of old age, and her daughter Ausitil assumes the throne. This event marks the first peaceful succession in the history of the nation.

— The House of Wonder, a temple dedicated to Mystra, is established in Waterdeep.

1216 DR Year of Green Wings

The last Goldfeather [1050] noble is executed for treason by King Dhalmass [1211, 1227] of Cormyr.

1219 DR Year of Prideful Tales

The School of Wonder [1266], a mage's academy, is built in the hills northwest of Hillfort Ishla by the mages Myrdon and Salasker.

— In the Forty-First Incursion recorded by the historians of T'u Lung, Wai Chu Doang leads his troops in the Battle of Tan. They are routed, and the

emperor is chased into the T'hai Salt Flats and slain by Shou assassins. Wai Chu Cor, the emperor's only son, turns back the incursion but dies of wounds suffered in the Battle of Steaming Horses before he can ascend the throne. Wai Chu Doang's grandson, Wai Juku A'ti, becomes the sixth emperor of T'u Lung.

1220 DR

Turmish begins to wage war against the dwarves of the Alaoreum [1150, 1241].

1221 DR Year of the Frozen Flower

The demons of Hellgate Keep [912, 1356] link the catacombs beneath Ascalhorn [883] with the deep tunnels of Ammarindar.

1222 DR Year of the Horn

The Harpstar Wars [1182] end, and the surviving Harper veterans who return to Faerûn find the organization under the sway of the self-styled Harper King, the lich Thavverdasz, and also in conflict with the Cult of the Dragon [1018, 1225]. The final battles see the death of the Harper King at the hands of Szass Tam [1201, 1359], Zulkir of Thay, who is in turn defeated by Elminster [1179, 1350] of Shadowdale, bringing the Harpers [1182, 1236] into conflict with Thay for the first time.

1225 DR Year of the Winged Worm

A Cult of the Dragon [1222, 1254] cell forms in the city of Elversult and the nearby port town of Pros. This cell worked with Hethcypressarvil, better known as Cypress the Black, a rare black dragon with psionic abilities. Although he eventually becomes a dracolich, nominally under the control of the cell leaders, Hethcypressarvil circumvents the controls used to "manage" a Sacred One and comes to dominate the cell as its leader.

— King Imphras II of Impiltur dies, and the *Crown of Narfell* passes to Crown Prince Lashimbrar.

1227 DR Year of the Wall

Dhalmass [1216], the Warrior King of Cormyr, seizes the port city of Marsember. He and his queen Jhalass die under mysterious circumstances on their return to Suzail; the Fire Knives are suspected.

1229 DR Year of the Carrion Crow

Manshoun, future Lord of the Zhentarim, is born in Zhentil Keep.

1230 DR Year of the Long Watch

High Mage Orjalun retires as ruler of Silvermoon [1104, 1232] and appoints his apprentice Sepur as his successor. Orjalun mysteriously vanishes after his confirmation of Sepur as High Mage while walking across the Silvermoon Bridge.

1232 DR Year of the Weeping Wives

The rulers of Archendale accuse the "Dusk Lord" of Sessrendale of evil sorcery. The two Dales fight, with casualties heavy on both sides—in part due to powerful magic used by the Dusk Lord. Archendale was the victor, salting the earth of its enemies and burning their homes. The widows and children of Sessrendale disperse into Cormyr, and Sessrendale ceases to exist.

— High Mage Sepur of Silvermoon [1230, 1235] abandons the city, and his departure sees over two dozen wizards slain while vying for his position. The city populace elects a Silvermayor to rule and a Warlord to command the city's military, respectively, by year's end.

1233 DR Year of Many Monsters

In the hope of creating an ideal slave race, drow of House Mylyl travel from Ched Nasad [689, 1372] to the lands beneath the Far Forest and begin a magical breeding program. Over time, their efforts culminate in the creation of the chitines [1305].

1235 DR Year of the Black Horde

The largest orc horde in history masses in the North and besieges countless settlements on its march south through Amn, Tethyr, and Calimshan.

THE PRESENT AGE

— Warlord Khallos Shieldsunder seizes control of Silvermoon while it is besieged by the orcs of the Black Horde and has his rule usurped in turn by the mage Shallos Ethenfrost. A Harper army led by Alustriel [875, 1357] and Storm Silverhand [762] destroys the besieging orcs at the Battle of Tumblekulls with the unlooked-for aid of the archmage Tulrun of the Tent. Alustriel slays the self-proclaimed High Mage Shallos Ethenfrost in spellbattle. Alustriel is unanimously chosen by the people of Silvermoon [1232, 1361] to rule as High Lady Mage.

1236 DR Year of the Struck Gong

The Harper [1222, 1321] stronghold known as Moongleam Tower is built near Everlund by Storm Silverhand [1235, 1355] and other builders and artisans including the dwarf master stoneworker Gwuildeth Throck.

1237 DR Year of the Grotto

Thesk and Aglarond form an alliance around the marriage of Elthar Mindosel of Milvarune, eldest son of Jholnareer, and Queen Thara [1197] of Aglarond.

1238 DR Year of the Lone Candle

A lich named Ulpharaz rediscovers the Underdark city of Pholzubalt [1000].

1241 DR Year of the Lost Lady

Using information acquired during the Harpstar Wars [1222], Clan Malaug attacks Chaulssin [1136, 1358] and kidnaps a pregnant concubine of the Patron Grandfather.

— A well-respected Tethyrian noblewoman is captured and slain by orcs. In her memory, orcs are wiped out throughout the South in a genocidal slaughter. Orcs call this the Year of Pushing Too Far.

— The dwarves of the Alaoreum [1220] bring the mountain down upon their own city, Ironfang [1297], removing themselves from the conflict with Turmish.

1242 DR Year of the Yellow Rose

The Monastery of the Yellow Rose [1373] is founded in Damara.

— Anaglathos, a venerable blue dragon, arrives in Turmish and assumes control.

1244 DR Year of the Defiant Keep

Prince Elphras of Impiltur raises a castle near the Great Barrow; the castle is mysteriously abandoned soon thereafter, and he is not heard of again.

— After a nine-year siege, Illusk [1064, 1301] finally falls to the orcs of the Bloody Tusks tribe. The orcs reside in ruined Illusk, using it as a secure base from which to raid nearby human settlements.

1245 DR Year of Pain

Worship of Loviatar gains great popularity. Most of the modern temples to Loviatar in the North are founded.

— The Talonmist family of Westbridge first comes into conflict with the Harpells of Longsaddle in the North when the arrogant Ordrar Talonmist is slain in a spell duel by Darntal Harpell.

— Spell-Prince Elthar, heir to the throne of Milvarn and husband to Queen Ulac [1197, 1257] of Aglarond, is slain by unknown assassins.

1246 DR Year of Burning Steel

First recorded use of bombard by Lantan.

— Kerrigan, a wizard and hidden Lord of Waterdeep, attempts to seize power for himself. He manages to fell three of his fellow Lords and a score of innocents before being slain by Ahghairon [1071, 1256].

1247 DR Year of the Purple Basilisk

The paladin Corwin Freas, leading a band of adventurers, defeats the dragon Anaglathos. Corwin Freas [1248] is declared the new Lord of Turmish.

1248 DR Year of the Cockatrice

Verovan, last king of Westgate [734, 1312], dies in a shipwreck near The Neck after challenging the Red Wizards [1194, 1260] of Thay to a boat race. Fed up with the excesses of the monarchy, the noble merchant families of Westgate establish the “new” position of Croamarkh, an elected head of state whose term of office lasts four years. House Vhammos occupies the former royal palace

shortly thereafter and renames the building Castle Vhammos.

— Lord Freas [1247, 1254] dissolves his own monarchy in Turmish and establishes the Assembly of Stars, a ruling council of free citizens.

— Guilds are formed in Waterdeep. The Lords of Waterdeep recognize the merchant gentry, marking the formal beginnings of the Waterdhavian nobility.

1249 DR Year of the Bold Knight

The death of Jholnareer brings a final end to the realm of Milvarn, which has existed in name only since the founding of Thesk. The empty title of King of Milvarn passes to Jholnareer’s second son Khalreer, who rules in truth as one of the Oligarchs of Thesk.

1250 DR Year of the Riven Skull

A plot to enslave nearby Waterdeep is derailed when a surprise attack by githyanki leads to the mortal injury of the elder brain of Ch’Chitl [1154].

— The fifth Emperor Chin of Shou Lung dies in a hunting accident. His grandson becomes the sixth Emperor Chin. The deceased emperor is given the deific name Yeh Tu (Hare), giving rise to speculation that he was assassinated by a jealous relative.

1253 DR Year of Beckoning Death

Plague wracks the northern Inner Sea coast from Cormyr to the Great Dale.

— The dracolich Daurgothoth, also called the Creeping Doom, claims the abandoned subterranean city of Dolblunde [698] for his lair.

1254 DR Year of Silent Steel

Corwin Freas [1247], former Lord of Turmish, is assassinated. Operatives of the Cult of the Dragon [1225, 1279] are suspected.

1255 DR Year of the Raging Flame

Marune the Masked helps found the Shadow Thieves, a guild based in the heart of Mount Waterdeep.



Storm Silverhand completes her magical guise for investigating Lantan

Illustration by Ron Spencer

—The famed adventurer Daeros Dragonspear seizes a fortune in gems from a beholder lairing in the lost, subterranean city of Kanaglym, in the depths of what was once Phalorm's Duchy of Hunnabar, and decides to retire. The bearded half-dwarf chooses the lair of the copper dragon Halatathlaer as

the site of his castle. Dwarves are welcomed at Dragonspear Castle [557, 1290], and soon the outer ward fills with small stone cottages and delvings beneath them.

1246: The first bombards thunder

The Harper "seer" Aumarra Kethtan was for years a secret of Twilight Hall. Deep in its inner rooms, she lay in a harness of hides and leather straps that resembled a spiderweb, receiving spell-messages from distant Harpers and describing them aloud. Those few who knew of her said that she whispered in her trances as eloquently as if she actually stood at the locations she described. Aumarra lived for almost a century, and in the end she simply faded away, leaving her web empty. In her younger years, however, she had traveled Faerûn like many a young Harper, eyes and mind alert, with a sword at her hip.

Early in 1246 DR, Aumarra attended the private meeting at which Elminster first revealed to Storm Silverhand that the folk of Lantan were using "bombards" (huge battlefield cannons with neither wheels nor carriages). The following text is part of her account of that meeting.

"That," said Elminster gruffly, "was no spell-blast."

He waved his hand again, and the sparks spun up once more to form a bright scene that floated in the air before us. We watched the events unfold as if we were gods regarding small and puny mortals from on high.

As before, we beheld a green meadow with tiny folk clustered around an object the size of a small cart. It resembled an open-ended cask barrel fashioned from black and oily metal rather than wooden staves, with hoop-rings as thick and mighty as the bars of castle gates. Some timbers had been piled under it to elevate its mouth.

Watching the movements of the tiny folk a second time, I noticed certain details I had not seen the first time. Events unfolded swiftly—a wick or fuse at the lower end of the great metal flask was lit, the Lantanna hastily scattered, and then the gun rocked and emitted a flash, scattering the wood beneath it. Finally, a cloud of dust rose around the bombard and smoke billowed from its maw in the wake of whatever had streaked out of it.

"Yes, I see," Storm said calmly. "Castle keeps, city walls, massed armies—enough of these devices, fired often enough, could savage them all. Once again the wheel turns and everything changes. So they're calling these bombards?"

Elminster nodded. "This scene was but a test done in Lantan against a point target, not a foe. But before the year is out, these devices will be in use in Faerûn proper."

"And every ruler will send mages to slaughter the Lantanna bombard-makers and crews—or capture them," Storm agreed. "Do I slay them first?"

Elminster shook his head. "Mystra forbids it. I asked."

Storm smiled. "Of course," she said, spreading her hands. "So I go there, see and learn all, and . . .?"

"Defend the Lantanna against all those murderous capturing mages," Elminster told her, returning the smile.

"And how much should I . . . meddle?"

He shrugged. "Meddlings usually do more harm than good, but your wits are as good as mine, lass. Take Aumarra here with you."

Now that I had been named, I dared to speak. "Neither of us is Lantan. Won't we be noticed?"

Elminster's smile deepened, and he waved at Storm.

I turned in time to see her complete the last flickering gestures of a complicated and unfamiliar casting. The air whirled into silver sparks that hid Storm from me for a breath or two. When they faded, a striking but quite different woman stood before me, mantled in green, with a scabbarded sword at her hip.

"Subtle," Elminster said sardonically. "Very subtle."

Storm shrugged. "This is what Orparra Lyraven looks like."

"Orparra Lyraven?" I asked.

"She's a telbront," said Storm by way of explanation. But she must have seen by my expression that the word wasn't explanation enough.

"The telbront are entertainers," she continued. "Most of them are Lantanna, but some are adopted outlanders. They dwell in Lantan and spend their time dancing, singing, carrying on colorful affairs, and arguing with—or romancing—important Lantanna."

"And the Lantanna are going to let a beautiful, scantily clad entertainer get near their new weapon—a secret that bids fair to make them rich?" I asked incredulously.

Storm sighed. "Lantanna revere their telbront," she said. "They lust after them, bet on their doings, and avidly follow their words and smallest deeds. Indeed, the Lantanna view the telbront as daily—and nightly—entertainment."

"And isn't the real Orparra Lyraven going to be just a bit infuriated when you show up pretending to be her?" I persisted.

"No," said Storm sweetly. "The Lantanna don't know yet that certain Harpers have jailed Orparra because of some recent events hereabouts." Storm struck a pose that allowed the green mantle to fall away, revealing much smoothly swelling skin beneath. "I'll not tell you what she tried to do, but you can probably guess how she tried to do it."

Elminster rolled his eyes. "I begin to discern hitherto unnoticed depths to the Lantanna. Just when I thought they were merely madheaded inventors bent on turning life in Faerûn on its head every season for the greater glory of Gond, I discover an interesting fact."

"Uh," I managed to ask, "where do I come in?"

Storm's smile widened, and I decided I would like facing the maw of a bombard rather better.

— EG

1256 DR Year of the Dusty Throne

Ahghairon [1246] dies, and the Guildmasters begin seizing power in Waterdeep. Khelben the Elder [1179, 1311] disappears from the city, though his tower remains occupied by his apprentices. The Council of Guildmasters grows to govern the city.

1257 DR Year of the Killing Wave

The Gray Sisters [1197] pass away within a few days of each other. Halacar, the son of Ulae [1245], takes the throne of Aglarond.

1260 DR Year of the Broken Blade

Battle of Lapendrar: Halacar of Aglarond launches an invasion of Thay, advancing along the Lapendrar. The Red Wizards [1248, 1323] destroy his army.

—Lapalliya [1147, 1371] attempts to invade Halruaa through the Talath Pass and is repulsed.

1261 DR Year of Bright Dreams

Manshoun claims his seat on the Zhent council. He then founds the secret organization of the Zhentarim.

—Halacar of Aglarond dies of poisoning. His sister Ilione, an accomplished sorcerer, becomes queen.

—Wai Juku A'ti dies when an evil spirit steals his soul. Shou Lung wu jen are suspected, and Shou natives are persecuted, though later evidence indicates that a rival family or cult in T'u Lung was responsible. The eldest son, Wai Chi Con, dies in a sailing accident soon afterward, and the second son, the weaker Wai Lo Yan, becomes the seventh emperor of T'u Lung. Wai Lo Yan is young and sickly, taken to fevers and fits for most of his reign. Court politicians and baronial clans prosper through intrigue during this period.

1262 DR Year of the Black Wind

Zalathorm [1263], the current wizard-king, ascends the throne of Halruaa.

—**Second Guild War:** Six years of self-interested squabbling among Waterdeep's Guildmasters erupt into bloodshed. All but two of the city's Guildmasters die in the next few months. The two surviving Guildmasters agree to rule together as Lords Magister, although their continued bickering prevents any effective governance of the city.

—The Shadow Thieves, previously a minor band of thieves openly tolerated as a recognized guild, grow in strength and influence throughout Waterdeep.

1263 DR Year of the Tressym

Netyarch Zalathorm [1262, 1355] moves the capital of Halruaa from Halagard to Halarahh for defensive purposes.

—Fzoul Chembryl [1368] steps forward in Zhentil Keep to take up the reins of authority for the Dark Shrine of Bane.

1264 DR Year of the Shattered Altar

The druid Voolad Espiral, with the help of dark trees and other monsters, sacks Thruldar, an Estagundan community on the edge of the Lluirwood. Marchwardens and local ghostwise halfings slay Voolad and contain his spirit inside the ruins with magic.

—The tombs of King Strohm IV and King Samyte the Martyr in Tethyr are desecrated. The *Shield of Silvam*, the *Royal Masque Blades*, and many other items are stolen by unknown thieves.

1266 DR Year of the Leaping Frog

The School of Wonder [1219] is destroyed by tanar'ri and power-mad students after four long-forgotten *Demonsields* [132] are recovered from an ancient barrow in the Fields of the Dead and brought back to the School of Wonder for study.

1267 DR Year of the Groaning Cart

A bountiful harvest year throughout Faerûn.

1269 DR Year of the Moat

The half-orc bandit lord Thaugrog builds Thaugrog's Keep [1294] on the site of what is now Nesmé.

—The ambush of a hunting party by sahuagin devastates Eadraal as the beloved merfolk Prince Aldem and Prince-Consort Kran die to protect Kosul, the king's heir.

1271 Year of the Shattered Wall

The Ahlors Protectorate is ravaged by an attack from an unexpected quarter. Iryklathagra [1162, 1362], exploring a saline environment wholly unlike that in which she was born by means of an iridescent *ioun stone*, plunders the trade city of Otanyn. In addition to seizing a fortune in pearls, she makes off with *Kayas the Krakenscourage* and the corpse of the weapon's last triton wielder in her claws. The *Krakenscourage* [-106] has since lain unused in her hoard.

1273 DR Year of the Wagon

Joadath [1297] takes the reins as Lord of Shadowdale.

—The Lords' Rule revives with Baeron and Shilarn Silmaeril, two long-hidden Lords of Waterdeep, who slay the Lords Magister. Baeron becomes Open Lord of Waterdeep. The houses of Zoar and Gildeggh are outcast, and the Shadow Thieves are outlawed.

1275 DR Year of the Blade

Prince Salember is declared regent for his young nephew after the death of his brother Azoun III, king of Cormyr.

—Queen Ausitil of Dambrath dies in her sleep. The country is without a queen for thirteen days while Yenandra, the recognized heir to the throne, is magically unreachable at sea. Upon her return, Yenandra [1356] slays two cousins who are also active contenders for the throne and is immediately crowned queen.

—Zhentil Keep grants independence to Yûlash. Though officially a free city, it is still quite secure in the grip of the Zhents.

—The Eldreth Veluuthra [757, 1277] establishes a presence among the elves of the Forest of Tethir.

1276 DR Year of the Crumbling Keep

Imphras III, elder son of King Lashimbrar and Thelmara Rorntarn, is born in Impiltur.

—The powers at Zhentil Keep meet with representatives of the other Moonsea cities and suggest that a joint force man the Citadel of the Raven [-18000, 1355]. The cities of Hillsfar, Phlan, Mulmaster, Voonlar, Melvaunt, Thentia, Sulasspryn, Yûlash, and Zhentil Keep send forces to repair and occupy the citadel. Some of these cities use criminals, prisoners, and malcontents to make up their forces.

—Duergar from Gracklstugh establish an outpost beneath Illusk to probe the underground defenses of Mirabar [1023].

—Waterdeep expands the city's borders to include North Ward and Sea Ward.

1277 DR Year of the Beholder

King Errilam of Tethyr is killed in a hunting accident—the work of assassins of the Eldreth Veluuthra [1275]—and many whisper that the elves are responsible for his death. The king, who dies without issue, is succeeded by his first nephew, King Alemander III, who begins persecuting the elves of Tethyr.

1279 DR Year of the Snarling Dragon

A Cult of the Dragon [1254, 1340] cell near Luskan destroys itself when the dragons and dracolich involved with the cell do battle over treasure hoards.

—In response to the destruction he wreaks on Battledale, Tasseldale, and Featherdale, the green dragon Dretchroyaster of Cormanthor is attacked and grievously wounded by an adventuring band known as the Crossed Swords. After being unable to find his hidden lair, they slay him outright.

1280 DR Year of the Manticore

Rilimbrar, younger son of King Lashimbrar and Thelmara Rorntarn, is born in Impiltur.

1262: war among waterdeep's guilds

The following selections are taken from the diary of Sorlyn Bellekho, apprentice roofer in the Carpenters', Roofers', and Plasterers' Guild, and house servant to Guildmaster Marlevo Windwinter. Now kept in the closed part of the library in Piergeiron's Palace, the diary was found after Bellekho's death in late summer. The apprentice was murdered in his room at the Windwinter mansion, almost certainly by the "Redcloak" he mentions.

Another attack occurred just last night. The Harrendyn mansion burned to the ground, and all within either perished in the flames or were downed by the arrows of the hireswords ringing the house while trying to flee.

This conflict is now known in the city as the Guild Wars—and no wonder. Guild after guild has been openly hiring bullyblades, and the wealthiest families are outspending each other in a mad rush to build larger armies than their rivals have. Deaths happen in alleys every day, and even in the clubs now—Tatbryn Delloshar was killed two nights ago, and Helver Landarkho the night before him. And all this violence is for what? So that the winner can rule a city of corpses? When will it end?

In these last few days, the Master has begun to scare me even more than "Blackjaw" Barrak of the Cellarers or Muskull of the Bowyers ever did. The Master ordered Tanther, Uldusk, and me to build a new stone chimney on the back roofslope of Windwinter House, between the main hearthstack and the new wing's head chimney. Though it's only a sham designed as a hiding place for guild coins and gems, we built it well, and it looks quite real. Tanther's dead already—the Master said

he was killed in a fight with rival guild 'prentices, but none of the maids saw any such fray. Now I have to wonder how long my own neck will feel the sun of fair Faerûn.

Then there's Redcloak—a fellow with eyes like two cold clams and a mouth as cruel as a shark's. The Master hired him to slay his pet foe, Q'orl of the Dungsweepers. After completing that assignment, Redcloak dropped out of sight, and the real killings started. Old Reltaer in the stables says Redcloak smells like a 'ganger—a doppelganger, that is, who can shift its shape. If he's right, then it's pretty clear what's happened—Redcloak has slipped the Master's leash and is now playing its own game, slaying and impersonating every wealthy merchant it fancies. When it's had all the coins, bedwarming, and other niceties it wants, it moves on and simply lets the rotting corpse be found.

I'm trapped, here in my enspelled collar. It lets me walk a certain distance from the Master, but no farther. I'm nowhere near a city gate, and I don't fancy drowning myself in the harbor. So I wonder who will get me first—Redcloak or the Master?

— EG

Illustration by Franz Vobwinkel



The Guild Wars come to Ravendarra's Fine Tomes, Trades Ward

—The zulkirs of Thay launch an invasion of Mulhorand that ravages Murghôm and the northern districts of that land. The city of Sultim is nearly overrun.

1281 DR Year of the Cold Soul

Durpar and Estagund make a second, joint attempt to clear Veldorn of monsters. The march into Veldorn territory lasts only three days before the Durpari are forced to turn back.

1282 DR Year of Many Mists

A lich calling itself Sammaster [916, 1285] appears in the Desertsmouth Mountains [1368] and begins gathering humanoids, undead, and dragons into an army.

1285 DR Year of the Blacksnake

An adventuring group of paladins, the Company of Twelve, attack Sammaster's stronghold. Nine are killed, but the lich's physical form is destroyed. Survivors confirm that this creature indeed was Sammaster First-Speaker [817, 1282, 1373].

1286 DR Year of the Rock

Salember, the Red Dragon King, refuses to abdicate the throne of Cormyr to Crown Prince Rhigaerd II. The young prince gathers an army, the Purple Dragons, under his standard to fight the Red army. During parlay, Salember attacks the crown prince but is himself slain by Jorunhast. Thankful for his life, King Rhigaerd II nonetheless exiles his High Mage for regicide.

1276: Rebuilding of the citadel

The following excerpt is from *One Bard's History of the North*, a chapbook written by Launcelara "Longhair" Aundle and published in 1299 DR.

Long abandoned to stone-shattering winter weather, lurking monsters, and murderous human and half-orc raiding bands, the ancient Citadel of the Raven was rebuilt in 1276 DR.

Its refounding was long overdue. The "beast men" (ogres) and their orc hirelings had retaken Thar from failing human hands and were raiding human steadings and travelers at will everywhere north of the Moonsea. Even mining caravans under heavy guard weren't safe because what the barbarians of the Ride weakened, the brutes of Thar could overcome—and what the barbarians savaged, the forces of Thar could slaughter.

The rebuilding was undertaken jointly by Hillsfar, Melvaunt, Mulmaster, Phlan, Sulasspryn, Thentia, Voonlar, Yûlash, and Zhentil Keep. All these realms sent armed forces to purge the citadel of its unwanted inhabitants, then rebuild it, garrison it, and ride forth from it to keep order in the Moonsea North.

The cleansing and rebuilding process was not easy—beasts as fearsome as young dragons had laired in the vast string of linked fortresses. To make matters worse, some signatories of the Moonsea Pact had sent their unwanted—malcontents, prisoners, and street criminals—to serve as rebuilders.

Yûlash had been granted independence by Zhentil Keep mere months before the pact was negotiated,

and Voonlar has been covertly under Zhent control. So although the Captain of the Citadel hails from Hillsfar, Zhentil Keep has dominated the fortress complex more and more openly as the years have passed. Be warned when you journey there.

— EG



The hard part—reaching agreement among the rebuilders

Illustration by Wayne Reynolds

1287 DR Year of the Smoky Moon

The white marble Palace of Waterdeep, commonly known today as Piergeiron's Palace, is built.

1288 DR Year of the Roaring Horn

The gray dwarves of Underspires wage a five-decade-long war with their surface kin.

— The human kingdom of Thar is established.

1281: Drowning in Monsters

The following excerpt is taken from *The March into Monsters*, written by the scribe Relldveir Mraztar and published in 1281 DR.

The Durpari had long been reluctant to “shed blood to win soil not our own, that we cannot hope to hold, when our aims and strivings lie elsewhere,” as the wealthy merchant Arndeem Karnlar put it. But so dreadful had the monster raids become that the Durpari were finally convinced to “rise in red war again.”

The advisors of Estagund had been urging a “cleansing march” into Veldorn for some seasons, and at length they persuaded their rajah to write and then personally speak to the High Council of Durpar. The rajah spoke eloquently about the defeat and subsequent ousting of the eye tyrants from Assur and Vaelantar in the Year of the Chaste Maiden, and the cleansing of Ormpé a season later, reminding the *nawabs* of these and other great successes won by “riding to war together.”

More than one *nawab* was openly reluctant to spend time and coin to “wade into the endless monsters” of Veldorn on what seemed to be a hopeless task. “How can one exterminate what is teeming, swift-breeding, beyond counting, and beyond the sword-strength of both our lands?” asked the *nawab* Jaedra Esparma, gesturing dramatically while her spell-stirred, ankle-length hair whirled around her. Then she reminded her peers of the Durpari failure to reopen the overland trade route in the Year of Portentous Waters, when “the beasts of Veldorn overwhelmed us more than a score to one, and kept coming when our swords were broken and our sword arms too weary to swing them any longer.”

The rajah politely reminded Esparma that the defeat she spoke of was an expedition that Durpar had undertaken alone to cleanse Veldorn. “Therefore,” he pointed out, “it cannot rightly be compared with the joint successes of our two fast-friendly lands, which are far stronger together than when each walks alone.”

He then began to describe all that might be won by such a joint venture—the cities that could stand tall and proud again once the fell beasts infesting them were gone, and the farms beyond measure that would stand betwixt them and “our own lands that we hold so dear.” He spoke of security that both peoples would enjoy when the deadly monster raids were no more, and the wealth that tamed and farmed monsters could bring as meat, as beasts of burden, and as suppliers of raw materials for dyers and alchemists.

Much excited by his eloquence, the High Council of Durpar voted to undertake “a foray of war” into Veldorn. The combined forces of Estagund and Durpar would take one city, slaying as many beasts as needed to do so, then meet to decide upon their next actions.

The rajah departed, much pleased, and the army of Estagund crossed the Lio tongue three tendays later. West of Old Vaelen, the warriors of Durpar joined them. The united forces moved past the Wood of Dark Trees into Veldorn, vowing to march far and fast, slaying every monster that dared to stand against them.

Many beasts fled before them, or simply flew overhead and glared until driven away by arrows. The warriors traveled a goodly way, leaving dozens of monster corpses in their wake. Weary but well satisfied, they made camp before sunset, building large fires to keep the darktime beasts at bay. The night seemed alive with calls and staring eyes, but the camp was not attacked.

Just after dawn, the warriors resumed their march, confident that the fearsome tales of the dragons and worse dwelling in Veldorn were much overblown, and that few monsters would dare to come against them. Many wondered aloud why they had not undertaken this “easy butchery” years before, claiming the verdant grasslands for their grazing herds, and the small dells where springs rose for farms.

By highsun, the warriors no longer gave tongue to such musings. The monsters of Veldorn had come against them in scores, then hundreds, then thousands—wave upon wearing wave of fangs, talons, barbed scales, poison, and acid spittle. The beasts that had fled on the first day had clearly spread the news of the army’s intrusion, and the monsters that most enjoyed battle had come to challenge the intruders.

The troops faced no dragons that day, nor did they encounter any illithids, eye tyrants, wyverns, or spell-hurling creatures. Yet long before dusk, the army halted to make a defensible camp upon a hill where clear springs rose from the ground. Clearly, Veldorn had no end of monsters, but the strength of the warriors of Durpar and Estagund would end all too soon.

The army’s war captains, still afire with the dream of cleansing and claiming Veldorn, were loath to leave off the advance, even in the face of such odds. At dawn, they ordered their warriors on, pointing to distant hills and recalling cities upon them that would surely be captured—and readily defended—before nightfall.

So the army marched onward that third day, fighting for every inch of ground. By dusk, the soldiers were barely out of sight of their previous camp. They fought all that night for their very lives, and with the dawn, they turned and fled for home, harried and savaged all the way. The Durpari vowed never to pit themselves against the beasts of Veldorn again, no matter how sweet the rajah’s tongue.

— EG



Unfriendly meetings marked every moment of the march into Veldorn

1290 DR Year of the Whelm

Dragonspear Castle [1255, 1305] succumbs to the depredations of a Calishite mage named Ithtaerus Casalia. The wizard binds Daeros's dragon companion Halatathlaer in magical slumber, and then tricks Daeros into sacrificing his life and activating a portal that leads to Avernus, first of the Nine Hells of Baator. While Daeros's followers battle an incursion of devils, Ithtaerus loots the dragon's hoard and then lures three young and ambitious dragons to the castle by having them think that Halatathlaer and his hoard are vulnerable. The dragons destroy Halatathlaer and much of Dragonspear Castle before slaughtering each other. The only survivor, a black dragon named Sharndrel, enraged at the deceit perpetrated against him, seeks out and slays Ithtaerus. He then flies away, leaving the castle a shattered ruin. It is eagerly raided by goblin and trolls from the High Moor as well as other evil spellcasters and brigands, until all the dwarf followers of Daeros are dead or gone.

— The famed warrior Elfrin builds and fortifies a small keep along the High Road west of present-day Kheldell. He then proclaims himself ruler and “king” of all lands within a day's ride of his holding.

1293 DR Year of the Talking Skull

The sixth Emperor Chin of Shou Lung dies of old age and is given the deific name Ch'uan (Dog) for his faithful service to the memories of his forbears. His son becomes the seventh Emperor Chin.

1294 DR Year of the Deep Moon

In Impiltur, King Lashimbrar, Queen Thelmara, and Crown Prince Imphras III are assassinated. Prince Kuskur, elder son of Imphras II, is named regent until King Rilimbrar comes of age. Prince Thaum, only child of Regent Kuskur and Elthinda Balindre of Telflamm, was behind the assassinations.

— Throg, son of Thauroug, is slain by human adventurers out of Waterdeep. They in turn are attacked by wyverns, which thereafter claim Thauroug's Keep [1269, 1307] for their lair.

1295 DR Year of the Ormserpent

Prince Thaum gathers a mercenary army and sacks the city of Sarshel. He then marches on the Tower of Filur and seizes the throne of Impiltur. Regent Kuskur and King Rilimbrar flee into exile. Kuskur requests aid from Queen Ilione of Aglarond, who sends her mysterious apprentice, known only as the Simbul [762, 1320], to dispatch Thaum. With Thaum dead, his son Imphras (later Imphras IV) attempts to hold the throne.

— The dark naga Ebaranje ascends to the throne of Najara.

1296 DR Year of the Black Hound

King Rilimbrar is restored to the throne of Impiltur. Kuskur never returns to Impiltur, choosing instead to live out his remaining years in self-imposed exile in Velprintalar. His grandson Imphras is placed under house arrest in the royal tower of Filur.

1297 DR Year of the Singing Skull

Massacre on Watcher's Knoll of Tyrists by Joadath [1273, 1300].

— King Rilimbrar of Impiltur marries Ilbritha Eirlthaun.

— The noble families of Yülash begin a bitter quarrel among themselves for the lordship of the city.

— The son of Malice and Zaknafein Do'Urden, Drizzt of House Daermon Na'Shezbaeron, is born in Menzoberranzan [−3864, 1328]. Using the power of the birth of Drizzt [1328], his mother Malice was able to create a spell capable of defeating House Devir, and as a result House Do'Urden became the Ninth House of Menzoberranzan.

— The dwarf city of Ironfang [1241] emerges from its self-imposed exile.

1298 DR Year of the Pointed Bone

Lhestyn, the “Masked Lady,” infiltrates the outlawed Shadow Thieves in Waterdeep and exposes their continuing activities. This act precipitates a bloody tending of fighting between the guild and the City Watch that culminates in the death or flight of the guild's members.

1299 DR Year of the Claw

Princess Sambryl [1336], eldest daughter of King Rilimbrar of Impiltur, is born.

1300 DR Year of the Starfall

Joadath [1297] of Shadowdale dies. Aumry and Syluné [841, 1356] become Lord and Lady of Shadowdale.

1301 DR Year of the Trumpet

A mercenary army sponsored by merchant interests in Waterdeep and Neverwinter rides against orc-ridden Illusk [1244, 1302].

— A cult of Tiamat becomes active in Unther.

1302 DR Year of the Broken Helm

Illusk is retaken and rebuilt with aid from Neverwinter, then renamed Luskan. Duergar beneath Illusk [1301] retreat to the Underdark.

— Khelben “Ravenscloak” Arunsun the Younger [1321] is born to Lhestyn and Zelphar Arunsun [1311] in Waterdeep.

— In Waterdeep, the practice of exiling criminals to the depths of Undermountain begins.

— Two noted adventurers from Waterdeep, Durnan and Mirt the Merciless, emerge from Undermountain bearing great wealth.

Illustration by Jason A. Engle

1297: The doom of Yûlash

Before the chilly dawn of a day late in Uktar of 1297 DR, more than sixty identical copies of this note appeared as if by magic, pinned with daggers to doors all over Yûlash.

The Zhentarim are behind all this treachery—they and the blackhearts of Hillsfar. Be warned, my fellow citizens! Be warned, as your proud nobles were not. Their folly, which I share, may also be your doom. For the love of our fair city, be warned!

It was the Zhents and the Hillsfarrians who set us against each other. Yet the greed and pride of my kin and all the proudest families of our city—the Baranasques, the Houns, the Kromrors, the Margrests, and the Vaotors—brought the killings to our streets in open strife to claim the Lordship of Yûlash. And what is that lofty position worth? What joy does it bring to rule a city divided against itself—a cauldron of feuds and hatred, of ceaseless armed vigilance and scheming—a city where corpses lie rotting in the streets to feed rats and nightbirds because none dare venture out to bury them?

Know, my fellow citizens, these truths:

1. The arrogant fool who calls himself Lord Margrest caused the crypt of his ancestors to be opened, and the dead therein made undead and sent against my family. These foul creatures slew my father, my mother, and all my brothers. Only I now remain alive because I fled Yûlash for the wild forest, where I have survived by gnawing and scrabbling at the trees.
2. The so-called Lord Kromror did not die of a chance fall from his balcony. He was torn apart by the metal blades and claws of his own constructs—lurching creatures that he purchased from outlander archwizards but never learned to control. The Kromrors now keep these striding slayers locked up in their cellars and send them forth against noble foes whose untimely deaths they desire.
3. “Lord” Houn dabbles in all manner of foul sorceries. He has visited upon more than a dozen nobles—myself included—a magical curse of liquescence that betimes causes us to collapse into watery helplessness. Once so affected, we can regain solidity only through day-long, agonizing struggles.
4. “Lord” Baranasque keeps hidden a veritable menagerie of chained and caged monsters, rivaled only by that of “Lord” Vaotor. Baranasque unleashes these creatures by night against foes of his own choosing—or against random citizens.
5. All these “lords,” and scions of many lesser families as well, are hoarding magic—both hired spellcasters and items—to gird themselves for the long strife ahead.

Citizens, you must guard and defend our city, or Yûlash will be lost! Such deliverance comes too late for me. The last of the Evarlaur, I live now only to avenge.

Amauritorla Evarlaur

—EG



Amauritorla Evarlaur contemplates bitter revenge

1303 DR Year of the Evening Sun

The Zhentilar force an army of ogres from Thar eastward, away from the Citadel of the Raven. The ogres soon overrun the unprepared city of Phlan [400, 1340], which leads to the fall of the human kingdom of Thar.

— The green dragon Claugyliamatar [1018, 1305] establishes a lair in the Deeping Cave in the depths of the Kryptgarden Forest.

1305 DR Year of the Creeping Fang

Allied hobgoblin tribes seize Dragonspear Castle [1290, 1315] and use it as a base to raid the Trade Way and surrounding lands.

— The chitine slaves of Yathchol are emancipated from their drow masters. [1233]

— Claugyliamatar [1303] destroys the small realm of Elfrin after its king and namesake dies of fever.

— Wai Lo Yan proves to be one of the most long-lived and competent emperors of the Lui Dynasty in T'u Lung, lasting forty-four years before dying from a particularly vicious fever. His only direct descendant is a daughter. Under tradition dating back to Shou Lung, the daughter would be made emperor, but the T'u Lung nobles bristle at the thought. Instead, the daughter is made regent until Wai Gada Sinzu, Wai Lo Yan's nephew (through a younger sister), comes of age. The daughter was named Wai Yeh Ying, but is remembered officially as only Wai Lo Yan's Daughter in texts. Her reign is called The Regency.

1306 DR Year of Thunder

Moonsea War: Hulburg [1110, 1347] and Sulasspryn are defeated by Mulmaster [934, 1317]. Mulmaster is later vanquished by an alliance between Sembia, Phlan, Hillsfar, Melvaunt, and Zhentil Keep.

— **The Thunder Blessing:** The great dwarf god Moradin bestows a new blessing upon his people. Miraculously, the birth rate of the dwarf race begins to soar. The new dwarf generation is commonly referred to as the thunder children. Nearly one-fifth of dwarf births after the Thunder Blessing result in identical or fraternal twins.

— Vangerdahast [1324] of Cormyr founds the War Wizards.

— Chansreena (Princess) Maerildarraine of Lapaliya, foster daughter of High Suikh (King) Askulder, slays her father, who was known as the Hand of Tiamat. After proclaiming herself queen, she orders her knights to set the royal temple of the Dragon Queen afire.

— **The Dragon Run:** An invasion of dragons and their armies sweeps down from Thar and besieges Phlan. The city's Moonsea allies, still recovering from the Moonsea War, are unable to come to its aid. The citizens of Phlan are quickly massacred, and the city is reduced to ruins.

1307 DR Year of the Mace

Azoun IV [1324] of Cormyr is born.

— The Moonsea city of Sulasspryn suddenly and inexplicably collapses on itself, dropping into a large sinkhole. An entire city, and 7,500 people, are crushed in less than ten minutes. Sulasspryn is promptly abandoned for all time.

— Algraetha the Enchantress slaughters the resident wyverns of Thaurag's Keep [1294] and rebuilds the settlement, which becomes known as Nesmé.

1308 DR Year of the Catacombs

Wai Gada Sinzu, the nephew, takes the throne as the eighth emperor of the Lui Dynasty in T'u Lung. Wai Yeh Yin disappears soon after. Diplomatic overtures with Shou Lung are made, stabilizing the border and ending the major incursions (though armed forces of the Shou continue to invade, usually seeking criminals of the state who flee south to sanctuary). The Shou consider these wars to be uncountable, but T'u Lung official histories identify no fewer than seventy-four separate invasions (Shou Lung scholars dispute these figures).

— Lord Baeron dies of fever, and his wife Shilarn immolates herself on his funeral pyre. Their daughter Lhestyn, a Hidden Lord herself, becomes Open Lord of Waterdeep. Construction begins on the Palace of Waterdeep.

1310 DR Year of Storms

A vast pirate fleet from the Nelanther Isles attacks and conquers Luskan. The leaders of the pirate fleet (Taerl, Baram, Kurth, Suljack, and Rethnor) declare themselves the new rulers of the city, each taking the title of High Captain.

1311 DR Year of the Fist

Rezim becomes vizier of Mulhorand. He begins to persecute the church of Anhur. Chessentan mercenaries replace Anhur worshipers as guards of the city.

— The mage Arklem Greeth comes to Luskan and bypasses the ancient magic wards that Laeral Silverhand [875, 1337] placed around the Host Tower [806]. He forms the Brotherhood of the Arcane with the aid of the Old Ones—powerful liches who were once members of the legendary Grand Cabal of Illusk. Arklem names himself Archmage Arcane of the Brotherhood.

— Zelfhar Arunsun [1302] is crushed to death by a sorcerous hand of force. The perpetrator remains unknown to the Lords to this day (in truth, he was murdered by a lich of the Twisted Rune [907, 1333] as a favor to the Shadow Thieves). Khelben the Elder [1256, 1345] secretly returns to Arunsun Tower after the death of his son. Over the next ten years, he trains his grandson and namesake.

— The seventh Emperor Chin of Shou Lung dies mysteriously in his sleep. He is given the deific name Hsiao (Owl). His son becomes the eighth Emperor Chin of the Eighth Dynasty.

1312 DR Year of the Griffon

Darkhold is seized by the Black Network as Manshooon slays its lich-queen.

— The city of Teziir is refounded on the Dragonmere by the Mlaerae, merchants from Westgate who disapprove of that city's wickedness, and see no way to break the power of the Night Masks and corrupt cabals ruling Westgate [1248, 1335]. The Mlaerae want a Dragonmere port under their control, and Tazaiir Bay (the best natural harbor at the western end of the Sea of Fallen Stars) is theirs for the taking, as earlier pirate ports on the site had been sacked and burned repeatedly by various Inner Sea city navies. "Tazaiir" was the name of those earlier cities, "Teziir" a more modern corruption. Tazaiir is believed to have been a long-ago human female pirate leader.

— Thongameir "Stormspells" Halagoth of Halruaa acquires a young bronze dragon as a mount and afterward is frequently seen flying to and from his secluded mountainside keep, known as Narthtowers.

— Durnan, a hidden Lord of Waterdeep, founds the Red Sashes to serve as his personal agents.

1313 DR Year of the Shattered Oak

Valraxaxath, a black dragon dwelling in the Great Swamp, rises and terrorizes the countryside for four days and nights before vanishing again.

1314 DR Year of the Shadowtop

Lhestyn passes away, and Piergeiron Paladinson [1355] becomes Open Lord of Waterdeep.

1315 DR Year of Spilled Blood

War of the Returned Regent: Nanathlor Greysword, a native of Nimbral, becomes the Green Regent. He attempts to overthrow the rule of Pasuuk Rensha and free Loudwater, thus beginning the War of the Returned Regent.

— Armies from Waterdeep and Baldur's Gate clear out Dragonspear Castle [1305, 1354] and establish an armed temple of Tempus, the Hold of Battle Lions.

1316 DR Year of the Gulagoar

Teshendale becomes part of the Zhent lands.

1317 DR to 1323 DR

The Plague of Dragons: A plague sweeps through the Vilhon Reach. It becomes known as the Plague of Dragons in the area due to its visible effect of causing the skin to flake and the madness brought onto its victims. The plague also takes a huge toll in Chessenta and Unther (not ending there until 1324 DR).

Mulhorand is largely unaffected. The Thayans withdraw from the Wizards' Reach to escape the disease.

1317 DR Year of the Wandering Wyrm

The first High Blade, Amdrauth Telsnaer, takes power in Mulmaster [1306, 1348], beginning a ruthless and efficient rule that would end with his death in 1324 DR, when he was poisoned by several rivals. Thereafter, six High Blades rule over a score of years, all dying violently. The last, Rualph Blackbuckler, was falsely denounced, challenged, slain, and replaced by Selfaril Uoumdolphin in 1348 DR.

— Nanathlor Greysword becomes ruler of Loudwater after defeating Pasuuk Rensha and his followers at the battle of Tanglefork.

1319 DR Year of the Fallen Throne

The rule of kings in distant Sossal [991] ends in bloodshed with the death of its last monarch, Thelessar, at the hands of his twin sons Norlith and Baldraeth. They are banished from Sossal by the land's spiritual leader, the Great Druid Ulthorkh, and rulership of the realm passes to the Circle of the Frozen Sun, the druid conclave led by him.

1320 DR Year of the Watching Cold

As a result of the Thunder Blessing, the gold dwarves' burgeoning population forces them to seek out new caverns to claim and settle across the South, upsetting the long-held status quo of the southern Underdark.

— Ilione, the last member of Aglarond's royal line, dies of plague. She leaves no child but names her apprentice, the Simbul [1295, 1367], as her heir.

— Akonhorus II becomes Pharaoh of Mulhorand.

— Resurgence of the Cult of Set, as Seti [1350], an incarnation of the deity, appears in Mulhorand.

— The indiscretions of the merfolk Prince Vhaemas lead to the illegitimate birth of Vhaemas the Bastard, as he is called by his mother and her clan, Kamaar of Thuridru.

1321 DR Year of Chains

King Zaor [652] of Evermeet [857, 1344] is murdered by agents of Kymil Nymesin [1361], a gold elf traitor to Evermeet.

1317: great plague of the inner sea

The following is the high guardian's account of the Wandering Wyrm. This text is kept in the ecclesiastic archives of the Tower of the Eye in Procampur.

For many a tenday, we have watched the wyrm wander westward along the coast, toward our fair city in the misty waters of the Eye. The cities of Impiltur are beset by plague, and a quarantine has been declared in neighboring Tsurlagol.

We are next, I fear, and the *thulyrl*

has wisely activated the temple corps to help defend the city.

I hear that King Rilimbrar dispatched a legion of knights mounted on pegasi to kill the wyrm, but before they could even close with the beast, the skins of the attackers erupted with maggots. More than half the knights returned to Lyrabar as maggot-ridden undead horrors, stalking the citizenry they had set out to defend. Reports from Aglarond suggest that an entirely different plague has spread there since the wandering wyrm visited those shores, and a third scourge has been unleashed along the northern coast of Chessenta.

Some blame the Red Wizards of Thay for these disasters, but I stand with those who believe that the Mother of All Plagues is feeling scorned anew.

Throughout the Inner Sea region, new adherents are flocking to the Church of Talona in the desperate hope they will be spared.

But the Mistress of Disease is notoriously ill-tempered and fickle, and she is unlikely to protect those who join her faith in desperation.

So today we watch and wait, in the desperate hope that the wyrm will bypass fair Procampur and afflict our neighbors instead.

Tomorrow we gird for battle, having pledged our lives in defense of the elderly, the infirm, and the young—those most likely to succumb to Talona's disease-ridden touch.

— ELB

Illustration by David Hudnut



The Wandering Wyrm

1325: year of great plenty

The following is a coded letter written by Shamress Tarlunt, assistant undercook to Lord Silverbow of Silverbow Hold, to her brother Teldam, of the wealthy Tarlunt gnome family of Darromar.

Teldam, you should come at once. The people here have been glooming for so long over the fell weather the gods will undoubtedly send, and heaping so many coins on the altars of Talos, that no one can really believe the harvests are coming in now. And they're coming in such profusion that everyone who isn't out in the fields is busy building barns and grain-cellars, or cooking for those who are.

I've never seen the Elf Lord look upon worked fields with such favor before! The grapes, hops, and barley are all far superior to any I've ever seen. The vintners and brewmasters are amazed—we'll be building new kegs soon!

In the meantime, prices have dropped to near nothing here. For just one copper piece, you can get two tankards of the Lord's best, a long loaf of dark bread sliced deep and drenched in garlic butter, and a goodly pot of my fowl soup.

Try this recipe at home, and see if you can come close to it for that price. You'll not be able to, I swear. Then bring yourself and all the younglings out here to fill their bellies and earn some coins building kegs!

Take one chicken, wring it, scoop it, pluck it, bone it, and cut the flesh into bites. Boil the chicken in a pot of water, then skim off the foam and put the pot to the side of the

hearth to simmer. Peel and dice an onion, throw it in, and add a pinch of salt. Then crush a large bunch of strong-grass [dill] and two hotleaves [bay leaves] and add them to the pot. Half-cover it and let the mixture simmer for two bells [three hours]. Strain and skim the broth, pick out any stray bones or feathers, season to taste with salt and pepper, and bring back to a boil. Then in a bowl, break and froth [whisk] together four chicken eggs, plus a finger of grated strong, old cheese [about a quarter-cup Parmesan or another sharp yellow cheese], a pinch of nutmeg, and a palmful of diced parsley. Pour this mixture into the boiling pot and let it stand while you count out a score-and-four more [count to 24; about 30 seconds]. The eggs will set in the boiling water while you count. Then break them up with a fork and serve forth.

They say that such abundance is unfolding all over the Heartlands, but I can personally swear that it is happening here. Come swiftly!

*All love,
Shamress
— EG*

*Lord Eluan Silverbow had never seen
Silverbow Hold so lush*

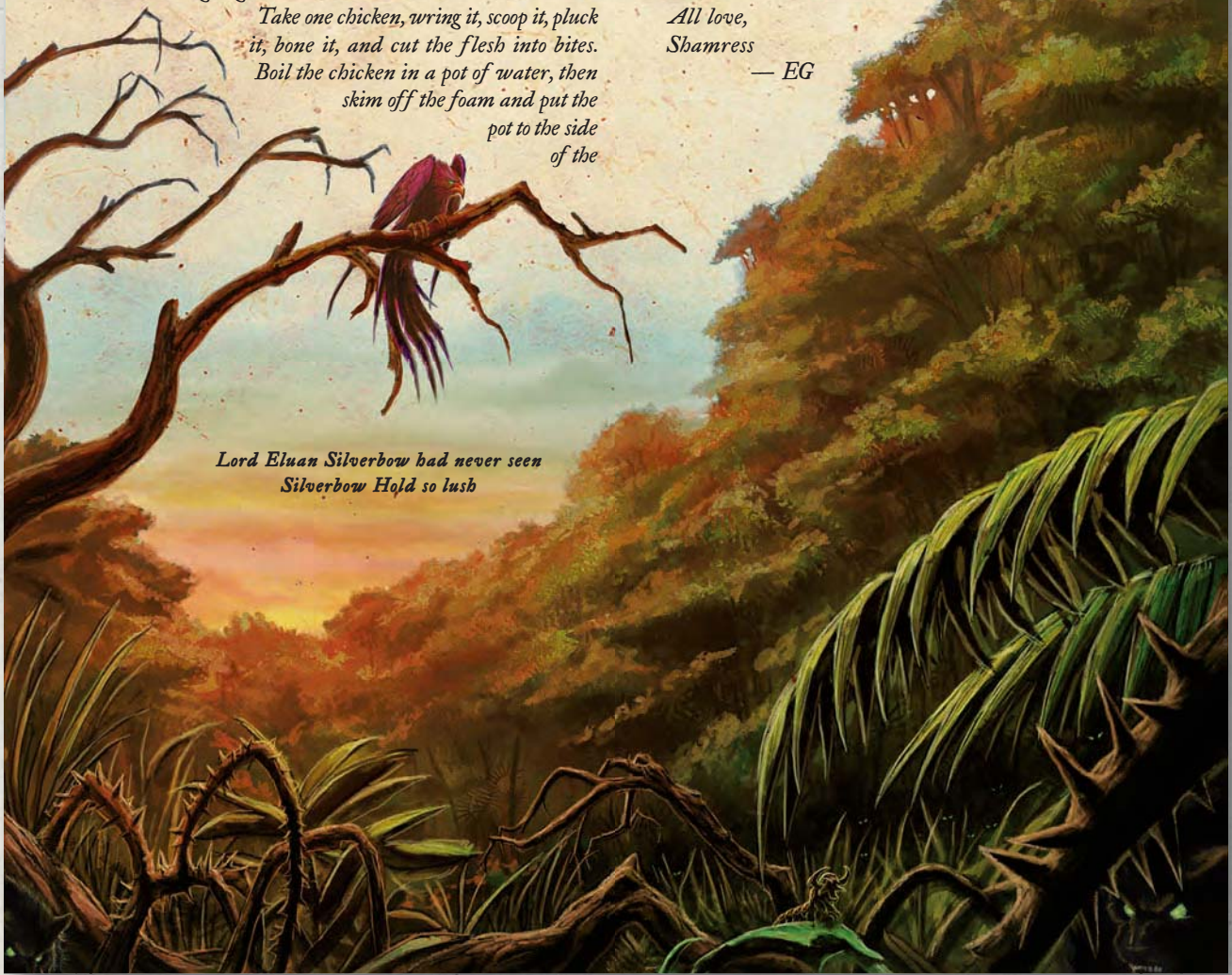


Illustration by Michael Philippi

—The Harpers [1236, 1349] are reorganized. Twilight Hall is founded in Berdusk. From this time forward, the so-called Harpers of Twilight Hall are more regimented and hierarchical in behavior and organization. Previously, Harper activities were more independent and decentralized.

—Khelben the Younger [1302] departs Waterdeep for another world, leaving his grandfather to assume his guise.

—Darsson Spellmaker, later renowned for creating numerous spells, is born.

1322 DR Year of Lurking Death

Alasklerbanbastos [1018, 1365], the Great Bone Wyrn, emerges from the Riders of the Sky and begins a summer-long reign of terror in Chessenta.

1323 DR Year of Dreamwebs

In Thay, the Zulkir of Enchantment leads an attempt to control the minds of influential people through their dreams. The efforts of the Red Wizards [1260, 1351] are eventually thwarted.

1324 DR Year of the Grimoire

Luthcheq invades Mordulkin, then loses the war. The loss is blamed on wizard-spies in the service of Mordulkin. Luthcheq then begins persecution of wizards.

—Traveling through Cormyr as Balin the cavalier, young Crown Prince Azoun IV [1307, 1336] drives a weretiger from Goldfeather Manor, with Vangerdahast [1306, 1355] at his side.

1325 DR Year of the Great Harvests

The Lords' Alliance is established in Waterdeep, with membership coming from most of the cities and settlements of the Sword Coast North. It is founded to oppose the mercantile aggression of Amn and to benefit from increasing trade flowing from the North into the Heartlands.

1328 DR Year of the Adder

Drizzt Do'Urden [1297, 1338] flees from his homeland of Menzoberranzan [1297, 1357]. Drizzt survives the next ten years of self-imposed exile in the Underdark by embracing a more savage side of his psyche he calls "The Hunter."

1329 DR Year of the Lost Helm

Morkoth, at the behest of Great Arcane Aodk, kidnap merfolk Queen Wylla, Princess Diera, and Princess Aeda, and magically change them into monstrous forms that mindlessly attack Voalidru. Their deaths are avenged with the attacks on Olleth later this year and the death of Aodk and his Arcounts.

1330 DR Year of the Marching Moon

Lizardfolk and troglodytes join the grimlock population of Reeshov after being freed from mind flayer control.

1331 DR Year of the Leaping Dolphin

Numerous high-ranking wizards among all the Guilds Arcane of Calimport, Almraiven, Volothamp, Memnon, and Keltar mysteriously abandon their homes and positions to depart on some mysterious mission within the Marching Mountains. More than thirty in all, they abandon their holdings and responsibilities for this unknown calling.

1332 DR Year of the Sword and Stars

Numerous goblin and hobgoblin tribes are reported on the move among the western Marching Mountains. Some reports have numerous wizards at the heads of these hordes—the same wizards who went missing late last year under some mysterious calling.

—Hansardrar Ilmeth, an archmage of Halruaa, creates the Mighty Rune of the Master, a magic "spell tome" of Deneir.

1333 DR Year of the Striking Falcon

Amnian Trade War. Founding of the Council of Six [1362], unification of Amn.

—Mulsparkh is founded along the northern bank of the River Memnon in the Duchy of Teshylal near the end of this year by Calishite mercenaries and monsters at the secret instigation of the Twisted Rune [1311, 1369].

1334 DR Year of the Blazing Brand

Mulsparkh's army destroys Crown Price Rythan of Tethyr, the brother of King Alemander IV, and his army in the Battle of Nightflames. The armies of Calimshan destroy Mulsparkh itself shortly thereafter.

The *Sword of Starlight*, a Tethyrian sword of state and a powerful magic item, is secreted away by Yuzas Nur yn Yusuf el Tiagar, a military officer who has greater ambitions than abilities.

—Hyarmon Hussilthar becomes Huhong of Rashemen.

1335 DR Year of the Snow Winds

The Evereska Charter claims the Greycloak Hills for the elves.

—Alusair Nacácia, future Steel Regent of Cormyr, is born.

—Three Rangewatchers are slain in battle against a marauding red dragon. The human ranger Montolio Debrouchee, blinded in the attack, retreats to his grove and falls into despair.

—Yamun Khahan [1358] becomes chieftain of his own tribe in the Hordelands.

—Erevis Cale [1348], future Chosen of Mask, is born in Westgate [1312, 1348].

—Rhigaerd II of Cormyr dies in the waning days of this year.

1336 DR Year of the Highmantle

Azoun IV [1324, 1360] takes the throne of Cormyr.

—The Zhentarim conquer Daggerdale.

—King Rilimbrar has his daughter, Princess Sambryl [1299, 1338], wed her second cousin Imphras, though the marriage is never consummated. Imphras IV, although still considered a traitor and confined to the royal tower at Filur, becomes Crown Prince.

—Matasuuri Nagahide becomes the new shogun of Wa. Foreign traders are ordered to leave the country. Unauthorized interaction with foreigners is declared illegal.

1337 DR Year of the Wandering Maiden

Yülashi nobles agree to abolish the lordship and instead rule by council.



Lord Eremantul
contemplating his last letter

Illustration by Ginger Kubie

1333: RUIN IN AMN

This bloodstained letter was found among the papers of the murdered Tarjtan Eremantul, a member of the wealthy Athkatlan merchant family that bore that name. Three young daughters were the only Eremantul survivors of the conflict that sages now call the Great Amnian Trade War. One girl fled to Scornubel, another to Zazesspur, and the third to Westgate. Charella was murdered in Tethyr by sons of a rival family, but Roanele and Ambriya are thought to be living still, under other names.

To Tarjtan, my beloved son and heir, on this third of Alturiak,

I write to you as the one, the Watching Gods willing, who shall in time be lord of our blood. Make the Eremantuls proud of you, both during your days on Faerûn, and when you are but a memory. May our line prosper and endure—and even more importantly, may our fair land endure.

Be warned, Tarjtan! This conflict is more than wares despoiled, wagons tumbled, drovers beaten, or horses lamed. Make no mistake, my son—this is war.

Some families hold themselves greater than the rest of us because their coins buy them pride and liveried darkblades to feed their hauteur. Seeing their chance to crown themselves, scions of these houses now fall over each other to seize the throne. The wiser of them hide behind royal pretenders, but none of them care what they do to our fair land in their striving.

Mark my words well, Tarjtan: All who are now presented to Amn as "royal" are false. I have spent good coin on diverse altars to confirm this suspicion, when I could find priests inclined to listen harder to divine guidance than to the jingling of proffered purses. So you will not be choosing between proper and not proper when you select which pretender to support. You will be choosing the best beast to carry Amn forward on his or her shoulders. For all our sakes, choose well.

And be careful, my son. Words said cannot be unsaid. Facts made must not be broken, lest the name of Eremantul be stained in trade after these troubles are past. Tread carefully when deciding with whom to stand and from whom to draw away, else the Eremantul name will carry no repute once peace returns.

I write these words, as unguarded and blunt as any I have ever penned, in case I do not return from a moot I am bound to attend with some of these ambitious and powerful lordlings. I take with me my best magic and poisoned weapons, yet still I do not expect to see the morning after the moot.

Share this missive with your mother if you think it will do her more good than harm. And see that she is provided for, or I will rise and haunt you.

May prosperity shower and shield you,
Balakh, Lord Eremantul

— E4

—The adventuring band known as The Nine, led by Laeral Silverhand, acquires the *Crown of Horns* [1357]. Laeral [1311, 1357] dons the headpiece and descends into madness. The band fragments into three warring factions, and their lair, known as the Stronghold of the Nine and located along the banks of the Unicorn Run, becomes a battleground.

—Charles Oliver O’Kane becomes mayor of Ravens Bluff.

—Government forces slaughter thousands at Juzimura Castle, which has been seized by a coalition of displaced ronin and radical worshippers of Chauntea. After the siege is broken, the shogunate of Wa denounces Chauntea as an illegal deity. Worship of Chauntea is declared an offense punishable by execution.

1338 DR Year of the Wanderer

The Windblown Goat is built near the old stone markers at Bezentil. Other folk follow, giving rise to a small town at the site.

In Impiltur, King Rilimbrar, Queen Ilbritha, Prince Verimlaun, and Crown Prince Imphras IV die in a mysterious fire at Filur. The infant Prince Soarimbrar the Younger, a descendant of Velimbrar, is crowned king but Imphras’s wife Sambryl [1336, 1351] takes the throne as Queen-Regent, moving the royal court to Lyrabar.

—Drizzt Do’Urden [1328, 1340] arrives in Blingdenstone [–690], where he befriends the svirfneblin Belwar Dissengulp. Drizzt and Belwar later team up with Clacker, a pech that was turned into a hook horror by an evil wizard.

—The Wandering Wyvern is built in Sevenecho.

1339 DR Year of the Weeping Moon

Aumry is slain; Jyordhan [1345] becomes lord of Shadowdale.

—The Eighth Emperor Chin of Shou Lung announces the Gathering of Pearls as a goal of his reign. Plans are set in motion to recover lost artifacts and books. Excavations begin in cities that have been noted as capitals. Old territories to the north and west are brought back under imperial control. Contacts with Wa and Kozakura are expanded. The port city of Akkaido on Wa sees an increase in foreign trade, as restrictions limiting interaction with foreigners are somewhat relaxed. The nobles of T’u Lung fear that this effort is an attempt to isolate their nation in the world. In response, T’u Lung opens its doors to traders and establishes its own diplomatic missions to Tabat, Wa, and Kozakura.

—Samas Kul becomes Master of the Guild of Foreign Trade in Thay, a minor post at the time.

1340 DR Year of the Lion

Tyranthraxus, the Possessing Spirit, claims the *Pool of Radiance*. From the corrupted body of a bronze dragon, Tyranthraxus assumes control of the Ruins of Phlan [1303, 1375], and rules from beneath Valjevo Castle until he is defeated by adventurers.

—Drizzt Do’Urden [1338, 1341] begins his life on the surface.

—The Battle of the River Rising in Featherdale pits the forces of the Sembian military against the Sembian cell of the Cult of the Dragon [1279, 1357].

1341 DR Year of the Gate

The Golden Griffon Eyes, an all-female adventuring band from Selgaunt, is chartered by Azoun’s hand.

—Montolio Debrouchee, Mooshie to his friends, invites Drizzt Do’Urden [1340, 1347] into his grove. There he teaches the drow the Common tongue and the ways of a ranger in service to the goddess Mielikki. Mooshie dies peacefully in his sleep as the first snows of winter descend over the grove.

—In Serôs, Sylkiir celebrates as the High Mages Taranath Reefglamor and Yrlimn Tidark announce the first acceptance of students for High Magic study in over two hundred years. Their current student Pharom Ildacer of Naramyr becomes a tutor and High Mage.

1344 DR Year of Moonfall

The Retreat: After years of thought and meditation, the leaders of the elf nations agree to withdrawal from the increasingly human controlled lands of mainland Faerûn. Most, though not all, elf communities begin a Retreat [342, 1355] to the Green Isle of Evermeet [1321, 1368].

—Mintiper Moonsilver reportedly scatters the three *Nether Scrolls* [580] from the Hall of Mists to other locations.

—Samas Kul arranges the concession of a small Thayan Quarter in the city of Procampur, creating the first of the Thayan enclaves.

1345 DR Year of the Saddle

The Coast Plague afflicts Murann, Athkatla, Purskul, and Crimmor in Amn, killing thousands of people. The plague spreads by caravan, infecting folk in Beregost and Zazesspur.

—Jyordhan [1339] is slain by Khelben Arunsun [1311, 1348] of Waterdeep, bringing about the Time of No Lords (until 1348 DR) in Shadowdale.

—The Lord of Murder, Bhaal, corrupts one of the Earthmother’s Moonwells of the Moonshae Isles. From this Darkwell, Kazgaroth the Beast attempts to destroy the Earthmother and ruin the Moonshaes.

—Religious strife breaks out in Waterdeep between the church of Shar and the churches of Lathander, Selûne, and Tempus.

1346 DR Year of the Bloodbird

Rumors of 80,000 dark elves living in the Forest of Mir lead some to panic in Calimport, with many entering the Muzad beneath the city with thoughts of exterminating all they find below. Others more pragmatically arrange slave-trade agreements with known drow agents, lining their pockets with Underdark coin. Most sensibly laugh at the unfounded rumor and at the panic it causes Tethyr and many Calishite holdings.

—The Sword Herald’s refuge in Cormyr, Dawninghunt, is discovered by adventurers. Within lies a chest holding more than a thousand large and splendid emeralds as well as four big, extensive spellbooks and several items of minor magic.

—Of seven students chosen by the High Mages of Selu’Maraar, three are marked for great destinies. The youths Keryth Adofaer, Talor Vurtalis, and Jhanra Merlistar excel at the basics of High Magic. They privately learn more about High Magic in an unorthodox manner—Taranath unveils three *selu’kaira* and places them upon their brows, sending the students into comas while the gems force-feed the knowledge of millennia into their brains. All High Mages and students remain behind closed doors in their estate on the outskirts of Sylkiir.

—Bhaal’s avatar, the Ravager, is banished from the Moonshae Islands. Tristan Kendrick becomes high king of the Moonshaes.

—After centuries of silence from the Dragon Queen, the few remaining followers of the Nemesis of the Gods successfully summon an aspect of Tiamat known as the Dark Lady to Unther, an event that had been heralded centuries before by Ochir Naal, prophet of Tiamat.

1347 DR Year of the Bright Blade

Hulburg [1306] is obliterated by an onslaught of Zhentish forces combined with a horde of orcs. Only a few people remain in the area, mostly in the outlying lands.

—Drizzt Do’Urden [1341, 1356] arrives in Icewind Dale [–2100, 1351] for the first time.

—**The Ten Black Days of Eleint:** King Alemander IV and the rest of the Tethyrian royal family die during the conflagration that destroys Castle Tethyr. Crown Prince Alemander—the late Prince Rythan’s younger brother and second son of King Alemander IV—and General Sharboneth die in the fires of their own making. From the 13th to the 22nd day of Eleint, hysteria grips Tethyr, causing the destruction of Tethyr’s nobles and many castles and temples. Hundreds of innocent people who have any ties to the royalty are also murdered.

—Zhengyi the Witch-King [1357] rises to power in Damara.

1348 DR Year of the Spur

In Cormyr, Azoun charters the Swords of Eveningstar. By year’s end they have been knighted by Queen Filfaeril and taken the name Knights of Myth Drannor [1161, 1374].

—Khelben [1345, 1357] gives the *Pendant of Ashaba* to the Knights of Myth Drannor. Doust Sulwood [1353] is chosen to be the next Lord of Shadowdale.

—Erevis Cale [1335, 1373] is recruited by the Night Masks in Westgate [1335, 1353].

—Selfaril [1356] kills his predecessor and becomes High Blade of Mulmaster [1317, 1354].

1349 DR Year of the Bridle

The Puissant Department of Joyful Rediscovery in Shou Lung charges the Ko family with the task of turning Akari Island into a maritime colony and forward base for his Magnificent and Just Majesty's Fleet.

The Harpers [1321, 1360] succeed in breaking the Runderen trade monopoly in Chult and disrupting their activities in Calimshan after slaying three Runderen leaders and nearly fifty lesser agents.

1350 DR Year of the Morningstar

Elminster [1222, 1357] retires to Shadowdale.

—The evil god Bane, in an attempt to increase his own power, tries to draw a group of Moonsea cities into the nether regions. The Heroes of Phlan, who vanquished Tyranthraxus a decade earlier, foil the plot and the cities are returned. The *Warhammer of Tyr* [1372] is stolen by Bane.

—The Cult of Set gains control of Sampranasz in Mulhorand, though this fact remains hidden. Seti [1320] forms the Fangs of Set.

1351 DR Year of the Crown

Warlock's Crypt [–339], the home of the terrible Larloch, is discovered on the Sword Coast by explorers, and the few survivors bring plague to the city of Baldur's Gate.

—King Soarimbrar the Younger of Impiltur and his entire retinue are slain at the hands of unknown assassins while riding through farmlands outside Lyrabar. He is succeeded by his infant nephew Imphras V, and Sambryl [1338, 1363] remains Queen-Regent.

—The apprentice wizard Akar Kessel discovers *Crenshinibon the Crystal Shard*, hidden for centuries beneath the snow in Icewind Dale [1347, 1372].

—The Red Wizards [1323, 1360] obtain a concession in Telflamm. This site grows into the largest of the Thayan enclaves, since it is a distribution center for Thayan goods throughout much of northern Faerûn.

—The shogunate of Wa orders daimyos to raise the moral standards in their provinces. Known and suspected adulterers are executed, waitresses are banned from teahouses, and luxury items are forbidden to the lower classes.

1352 DR Year of the Dragon

Pasha Balik begins his rule in Zazesspur with the hidden aid of the Knights of the Shield.

—Gondegal raises an army of mercenaries and launches many raids within Cormyr. Gondegal is crowned "king" for eight days before the Purple Dragons, and the combined forces of neighboring kingdoms, scatter his forces. Gondegal flees the country.

—Barbarians of The Ride destroy a large Zhentarim caravan en route to Glistar.

—After the birth of two daughters (who cannot take the throne, except as regents), Wai Gada Sinzu's wife gives birth to twin sons, named Wai Anku and Wai Soreti. Various factions, families, and cults in Tu Lung begin taking sides, sending gifts to one son or the other.

1353 DR Year of the Arch

Doust Sulwood [1348] retires to Arabel. Mourngrym Amcathra [1355] becomes Lord of Shadowdale.

—Randal Morn [1369], of the Morn family of Daggerdale, kills Malyk, a minor Zhentarim mage installed by Zhentil Keep as ruler of Daggerdale, in an attempt to free the dale from Zhent occupation. Folk of Daggerdale join Randal Morn in a roving band of warriors, fighting Zhent mercenaries for control of the dale.

—The Night Masks become secret rulers of Westgate [1348, 1368].

1354 DR Year of the Bow

The House of the Lady (a temple of Tymora) is established in Shadowdale.

—Maalthiir [1357] becomes the ruler of Hillsfar [673, 1355].

—Mulmaster's [1348, 1356] fleet is destroyed in a large naval battle with ships of Zhentil Keep.

—Devils claim Dragonspear Castle [1315, 1356].

—The High Captains of Luskan come fully under the sway of the Arcane Brotherhood, cementing its secret rule over the city.

1355 DR Year of the Harp

Zhentil Keep attacks its Moonsea allies and takes the Citadel of the Raven [1276, 1357] as its own.

—Civil war breaks out in Yûlash. Zhentil Keep and Hillsfar [1354, 1357] move troops to Yûlash.

—Retreat [1342] of the elves from Cormanthor reaches its peak.

—Shaerl Rowanmantle [1358] is sent by Vangerdahast [1324, 1372] to Shadowdale. Shaerl and Mourngrym [1353, 1358] wed.

—Dwalimar Omen, an agent of Zalathorm [1263, 1357], departs Halruaa in the *Realms Master*, a special skyship equipped with the *Astrolabe of Nimbral*, to collect dangerous artifacts across Faerûn.

—Helm Dwarf-friend becomes the sixth Ruling Master of Sundabar.

—Amril Zoar, scion of the exiled Waterdhavian family of the same name, slays two secret Lords of Waterdeep and badly wounds Open Lord Piergeiron [1314, 1369]. After being apprehended, he is spared execution by the intercession of Storm Silverhand [1236, 1372] of the Harpers.

1356 DR Year of the Worm

Drizzt Do'Urden [1347, 1357] and Wulfgar [1364] kill the white dragon Icingdeath.

—Bruenor Battlehammer slays the shadow dragon Shimmergloom [–634], formerly of Chaulsin, and drives out the great wyrm's servant duergar. Bruenor proclaims himself the Eighth King of Mithral Hall [1357].

—Artemis Entreri [1357] kidnaps Regis and flees to Calimport. Drizzt and the Companions of the Hall journey to Calimport, rescue Regis, and destroy Pasha Pook's guild. The Companions return to Mithral Hall, while Regis remains in Calimport to run the former pasha's operation.

—The Dalelands, Cormyr, and the cities of the Moonsea are devastated by a Flight of Dragons. Syluné [1300] of the Seven Sisters is slain defending Shadowdale from a great red wyrm.

—Cormyr seizes Tilverton [1372], installing a Lady Regent to rule it. The Forest Kingdom does this, in the wake of the weakening of the Dales (particularly Shadowdale), to expand its influence into the Dales, and prevent Zhentil Keep from gaining control over the Dales and the trade route through Tilver's Gap.

—Princess Alusair Nacacia of Cormyr runs away, vanishing from the royal palace in Suzail.

—Lashan of Scardale attempts to take over the Dalelands and fails. He vanishes amid the ruins of Myth Drannor.

—Lyrán the Pretender attacks Shadowdale.

—Queen Yenandra [1275] of Dambrath, suffering the ravages of old age and disease, is willingly transformed into a spectral guardian by her wizard daughter Hasifir and several drow sorcerers. Hasifir assumes the throne.

—Selfaril [1348, 1366] of Mulmaster [1354, 1366] and the Tharchioness of Thay, also known as the First Princess of Thay, exchange gifts.

—Demons tunnel from Hellgate Keep [1221, 1365] to the Nameless Dungeon [–4300, 1374].

—Ruathym [–69, 1357] attacks and sinks a Luskanite caravel after persons unknown (at the time) stole the *Tome of the Unicorn* from the Green Library. Luskan responds by destroying much of Ruathym's fleet and invades the

1352: proclamation against false gondegal

The following missive was sent by Alaphondar the Sage to the "signet list" of senior Crown servants throughout Cormyr.

To All Who Serve the Dragon: Know and Heed This Message,
But Let Not Eyes of the Unsworn Peruse It.

Fair greetings in the name of Azoun, Fourth of That Majesty, to the Greater Glory of the Realm.

To thy ears may by now have come talk of one Gondegal, who styles himself "the Lost King" and seeks to refound what he calls his rightful kingdom, centered upon the loyal Cormyrean city of Arabel. Though some have long memories of fallen realms and may desire to raise those vanished thrones again, such sentiments must not be considered to confer legitimacy on the claims of the man Gondegal.

Court and temple records have been diligently examined for any shred of proof regarding his claims of lineage, but such documents yield no support to him. Certain elves, dwarves, and dragons whose life spans and familiarity with the lands in question furnish them with expertise on past human deeds have been questioned in the presence of High Heralds, whose testimony is above influence or reproach. Not one of these creatures admits knowing anything about the claims of Gondegal.

As far as we can ascertain as of this writing, Gondegal is not directly descended from any former ruler or noble, and he has no Blood Royal, of House Obarskyr or any other. Even should this assumption later prove false, the Crown refutes

any brazen and lawless bloodshed or wanton bringing of war to our fair kingdom.

We therefore declare this Gondegal to be an outlaw, and his life to be forfeit on sight for the murders he has visited upon the fair folk of Cormyr. Also declared outlaw are these persons who ride with Gondegal or espouse his cause:

Arth Tembroar, of Tembroar's Fine Saddles, Dalarn Lane, Arabel

Azunt Haelcloak, Herbalist for Hire, late of Mother Jessa's, Bottle Alley, Arabel

Baerendros "the Blade", hiresword out of Sembia, wanted for diverse robberies and slayings

Culdath, condemned thief, formerly Bresk Thrattul, clothier, of Five Fine Cloaks, Telvurr Street, Arabel

The Crown desires all these persons delivered into its custody, dead or alive.

A royal proclamation regarding Gondegal will soon be forthcoming. Purple Dragons are mustering.

Do not hesitate to report any suspicious activities to any Wizard of War. Such persons can also communicate any questions that you or citizens who treat with you may have to those who can provide answers.

Set down this eleventh of Ches by the hand of Alaphondar Sage Royal to the Court of the Dragon — EG

Illustration by David Hudnut



Gondegal arrayed for battle (as his magic rings made him appear)

island itself. After months of fighting, Ruathym's defenders drive the High Captains of Luskan back to their ships.

— **The Dragonspear War:** Armies from Waterdeep and Baldur's Gate besiege and set fire to Dragonspear Castle [1354, 1363], defeating the devils within.

1357 DR Year of the Prince

In this year, on an alternate Material Plane world known as Earth, Ed of the Greenwood assembles various travelogues, maps, and other works from Elminster of Shadowdale into the first publication of the FORGOTTEN REALMS campaign setting.

— Artemis Entreri [1356], disguised as Regis, arrives at Mithral Hall [1356, 1358]. Artemis and Drizzt [1356, 1364] fight. Artemis is defeated and left to die.

— Later in the year Artemis is rescued by Jarlaxle of the Bregan D'aerthe band of drow mercenaries and taken to Menzoberranzan [1328, 1362]. Drizzt and Catti-brie enter Menzoberranzan. Artemis joins the two when escaping the drow city.

— **Salamander War:** A Thayan army reinforced by fire elementals takes Escalant and Laothkund. Most of the Wizards' Reach is under Thayan control.

— The forces of Luskan attack Ruathym [1356, 1358], successfully plundering much of the island and sinking that realm's ships. They establish a presence there and subjugate the local population and shipping. Aumark Lithyl, a Knight of Myth Drannor, leads the fight against the invaders.

— King Virdin of Damara is killed in battle with Zhengyi the Witch-King [1347, 1359].

— Moander, god of corruption, is accidentally woken from a magical slumber deep beneath the ruins of Yulash. He causes much devastation before being banished.

— The *Tome of the Unicorn* is stolen from the Green Rooms of Ruathym by Shond Tharovin [1358], a Calishite wizard. Unlike those who preceded him, Shond manages to both summon Shoon's skull from the *Tome* and communicate with the spirit of the former qysar, Shoon VII [450, 1358].

— Netyarch Zalathorm [1355, 1372] goes briefly mad while divining the Time of Troubles and is replaced on the throne of Halruaa by Gabrela for a period of two weeks.

— The Chansreena (Princess) Alabhansree Alanasker disappears from Ormpur, along with a large quantity of saffron and many magical blades, while traveling with her lover, the pirate Cairak Redbeard, to the Moonshaes.

— Shaliim, the Prince Royal of Lapaliya, and his adventuring band of Waterdhavian wildblades escape capture by a band of black dragons.

— Maalthiir [1354, 1374] overthrows the council of Hillsfar [1355, 1370] and assumes control of the city.

— The Pharaoh of Mulhorand is assassinated by the Cult of Set. Horustep III takes the throne of Mulhorand at age eleven.

— Gauntlgrym [153] is rediscovered by a group of adventurers known as the Company of the Gryphon.

— Khelben [1348, 1361] steals the *Scepter of the Sorcerer Kings* from the Harper vault known as the Catacombs of Ordulin and replaces it with an illusory duplicate.

— Laeral [1337, 1361] is freed from the influence of the *Crown of Horns* [1337] by Khelben and Alustriel [875, 1358] and slowly nursed back to sanity over the next three years in Blackstaff Tower [1374].

— Shandril Shessair, a young maiden from Deepingdale, is pursued across the Dalelands and into Cormyr by both the Zhentarim and the Cult of the Dragon [1340, 1361]. Aided by the Knights of Myth Drannor and shielded by Elminster [1350, 1358], the Seven Sisters [762, 1369], and Mirt of Waterdeep, she succeeds in fleeing from her pursuers into the Heartlands and slaying the dracolichs Rauglothgor, Aghazstamm, and Shargrailar. When hunted down soon after by more Zhentarim and Cult of the Dragon agents, she immolates herself in a conflagration of *spellfire*.

— Waterdeep negotiates a truce between Ruathym and Luskan, but it backfires when Luskan, Ruathym, Tuern, and the Whalebones forge an alliance to raid settlements along the Sword Coast.

— An outpost of the Black Leopard Cult [1067] is found and destroyed on Akari Island. This is believed to be an offshoot of the sect founded by the high priest who escaped down the Fenghsintzu river. When the news arrives in Pendar Chao and H'sin-to, massive parades and demonstrations are organized by followers of the Black Leopard.

1358 DR Year of Shadows

Lord Mourngrym [1355, 1374] and Lady Shaerl Amcathra [1355] of Shadowdale have a son, Scotthgar ("Scotti").

— Giogi Wyvernspur and Flattery Wyvernspur battle for control of the legendary family heirloom known as the *Wyvernspur* in Cormyr.

— The Jaered Chaulssin [1241, 1372] learn of the existence of Nurvureem, the only female "drow-dragon" and the daughter of the Patron Grandfather's kidnapped mate.

— **The Time of Troubles:** Cast out from their otherworldly domains by the overpower Lord Ao, the gods of Toril wander the Realms as mortals. They seek the stolen Tablets of Fate, which are the key to their return. During this dark period, known as the Time of Troubles, magic becomes unpredictable and the prayers of the faithful go unanswered. By its conclusion, Faerûn's pantheon of gods witnesses the ascendancy of Cyric, Midnight (Mystra), and the Red Knight, the death of Bane, Bhaal, Ibrandul, and Myrkul, and the death and rebirth of Torm.

— Accompanied by fire from the sky, Bane's spirit falls from the heavens, directly on top of the Black Altar, his dark temple in Zhentil Keep. This event is remembered by the Zhents as The Arrival.

— Waukeen places her divinity in trust with a fellow goddess, Lliira, and escapes the Realms to the Astral Plane with the aid of a god from another world. Soon afterward, the Merchant's Friend is betrayed by the Demon Prince Graz'zt and imprisoned in the Abyss.

— A large force of malaugrym [1182] enter Faerûn hoping to take advantage of the Time of Troubles and slay Elminster [1357, 1374]. They also seek to infiltrate Faerûnian society in preparation for the killing and replacing of many important personages. Most of the malaugrym are defeated and slain, but several escape to unknown locations.

— The god Moander returns to the Forgotten Vale and takes control of this saurial settlement, but is driven back into the planes by Alias [1367] and friends. Finder Wyvernspur, The Nameless Bard, destroys Moander and becomes a demipower.

— The soon-to-be deity known as the Red Knight defends strife-torn Tethyr from an army of monsters that threaten to surge forth from the Forest of Tethir.

— The avatar of Sseth appears briefly above the water of the Lupal Sea before battling the dinosaur avatar of Utao on the eastern edge of the Jungles of Chult. The sarrukh of Okoth approach the divine minions of the deity Set and agree to bind their god Sseth into eternal slumber if they are granted spells and aid in their ancient battle against the khaasta.

— The Lords' Alliance of Waterdeep expels Luskan's forces from Ruathym [1357, 1361] by applying combined diplomatic and military pressure. Luskan and the allied island realms of the Trackless Sea join to form the Captain's Confederation. Ruathym becomes a battleground for the deities Clangeddin Silverbeard and Labelas Enoreth when their avatars confront each other.

— The visitations of Sekolah, Anhur, and other lesser water powers cause much disruption in Serôs. Umberlee ravages the Pirate Isles of the Inner Sea with hurricanes and storms, destroying more than two-thirds of the pirates' fleets. Appearing also in the Trackless Sea, the Bitch Queen adopts the kraken Slarkrethel as her seraph.

— Tiamat slays the deity Gilgeam, and Unthalass [731] is heavily damaged during their battle. Assuran (Hoar) also slays the deity Ramman, bringing the Untheric pantheon to an end. Riots erupt throughout Unther, and the empire falls into chaos.

1358: A Red knight for Tethyr

The Fall of the Gods brought avatars in plenty to Faerûn, to stride among mortals in what has become known as the Time of Troubles. During this time, magic went wild, order was shattered, gods died and new gods rose, and heroes held Faerûn together through their strivings. One such hero received the ultimate reward, yet is little lauded for it. The sage Terithus of Athkatla has set about addressing that neglect in his 1364 DR chapbook *Red Her Valor*. The following passages are taken from that text.

Few in Tethyr realize that they owe the very existence of their realm to the valiant strivings of one woman. Though the Lord of Battles raised her to godhood for her valor, even some of her priests seem unaware of the glory that she won for herself in strife-torn Tethyr while the Time of Troubles raged.

With magic going wild or failing utterly, it was a time of the sword—a time when brigands ran rampant, people nursing feuds or grudges demanded redress, and tyrants indulged their natures. Law, order, and peace reigned in few places, but in the small locales where such ideals did hold sway, they were staunchly defended by folk we should see as the true heroes of Faerûn.

She whom we now know as the Red Knight was one such hero. Leading her small Company of the Red Falcon, she rode hard over Tethyr to defend its people against goblin and beasts more fell by far.

These raiders poured forth from the Forest of Tethir and moved south into Tethyr proper, seeking to butcher and despoil. Most sages now agree that the Godstrife somehow awakened the evil in ruined Myth Rhynn, causing it to erupt with all the

wild savagery of fell nature and imbuing nearby creatures with a desire to maraud and despoil. Band after band of monsters rushed forth, undisciplined yet compelled to venture together, even though their disparate natures would normally have caused them to turn on each other or scatter.

But the Red Knight was waiting for them, deadly and seemingly tireless. She took little rest—in fact, Boltborm of Tulmene attests that at times she literally slept in her saddle, lashed to its high cantles.

Time and again her Red Falcons routed beasts and rallied local Tethyrians to stand against more organized raiders. The Red Knight swung her blade as mightily as the strongest warrior, yet she always remained coldly calm and observant, planning where next to take her loyal and determined company. Her followers were always outnumbered by the marauders surging forth from the Wealdath, yet they always emerged victorious.

The realm of Tethyr still exists because of the Red Knight's brilliant leadership, and that fact must never be forgotten.

— EG

Illustration by Jason A. Engle



*The Red Knight
battles through wild
magic to slay a fell foe*

THE PRESENT AGE

— Malar attempts to enter the confines of the Gulthmere Forest [200] to destroy the druids residing there but is battled by Nobanion and driven northwest toward the Sword Coast in what sages later call the Roar of Shadows.

— Silvanus is seen roaming in Winterwood and the heart of the Chondalwood. He also reportedly provides his special blessing to the island of Ilighôn [724], home of the Emerald Enclave and his Chosen.

— A great battle in Waterdeep sees Myrkul destroyed, Shar and Selûne do battle, and Cyric and Midnight (Mystra) ascend to godhood from the summit of Mount Waterdeep.

— Ao dissolves the Imaskari planar barrier, allowing the manifestations of Mulhorandi deities to leave Toril and rejoin their divine essences.

— The Ebondeath Sect [1202] in the Mere of Dead Men collapses with the destruction of Myrkul.

— The Shadow Thieves of Amn lose the entire membership of the Shade Council and two-thirds of their assassin members with the death of Bhaal. In response, they undergo a sweeping reorganization.

— In the months following the Avatar Crisis, the goddess Leira is slain by Cyric and Mask, though followers of the Lady of the Mists claim she is very much alive, having perpetrated the grandest illusion of all.

— House Oblodra, its psionic power unaffected by the disruption in magic caused by the Time of Troubles, attempts to seize control of Menzoberranzan. Upon the conclusion of the Godswar, House Oblodra, is destroyed by the ruling House Baenre.

— **Battle of Keeper's Dale:** House Baenre leads an army of drow, goblins, and kobolds out of Menzoberranzan to attack the dwarves of Mithral Hall [1357, 1370]. The dwarves are aided by svirfneblin, local barbarians, troops from Nesmé and Silverymoon, and even the mysterious Harpells of Longsaddle and Lady Alustriel [1357, 1361] herself. The drow are ultimately defeated and driven back to their homeland.

— Shond Tharovin [1357] unleashes the demilich Shoon VII [1357] on Zalanora Argentresses, a young female moon elf wizard, and the spirits of the undead qysar and the young elf switch bodies.

— The realm of Erikazar is attacked by the goblin hordes of the High and Kuldin Peaks, east of present-day Tethyr, but successfully defends its lands.

— Mulhorand launches a fleet of ships to capture the island of Alaor [1369] from Thay. More than half their fleet sinks in storms or due to sahuagin attacks, and the mission is a failure.

— Tuigan Horselord Yamun Khahan [1335, 1359] unites the barbarian tribes of the Hordelands.

1359 DR Year of the Serpent

Not content to be emperor of the steppe, Yamun Khahan [1358, 1360] leads his vast army to the conquest of Semphar and Khazari, then breaches the Dragonwall and invades Shou Lung. After months of fierce battle, a cessation of fighting is declared and Yamun turns his attention to the west.

— The Tuigan Horde invades Thay. Although a small scouting force of Tuigans was defeated by Thayan magic, General Batu Min Ho proved a far worthier

foe. Thousands of gnolls and the vaunted Griffon Legion are defeated at the mouth of Shar's Pass. Zulkir Szass Tam [1222, 1362] arranges peace with the Tuigans and builds a great *portal* to transport them north to Rashemen.

— Soon after arriving in Rashemen, the Tuigans besiege and destroy Citadel Rashemar, with the main force moving across the High Country to attack forces rallied by the witches at the Lake of Tears. Pinned by the Thayan army south of Lake Mulsantir, the largest force of Rashemi berserkers is unable to support the witches, who can only delay the immense horde.

— Thousands of refugees stream across Lake Ashane fleeing the Tuigan Horde. A few of the more determined head toward Uthmere and settle along the Great Road. To this day, the people of the Great Dale refer to these people as "the newcomers."

— Zhengyi the Witch-King [1357, 1373] is destroyed in Damara.

— Gareth Dragonsbane [1373], future king of Damara, and his adventuring companions return from an expedition to the Abyss, having stolen the

Wand of Orcus, shattered it in the blood of an avatar of Tiamat (checking her plans once again), and returned to Damara with the blessing of Bahamut. Gareth brought with him the *Tree-Gem*, which, once planted, represented Bahamut's covenant to protect Damara against the influence of demons as long as the kingdom of Damara allied itself with the forces of good.

— Myrmeen Lhal, Lady of Arabel, confronts and exposes The Night Parade [-681] in Calimport.

— Large numbers of Leiran (Cyracist) priests settle in Samarach after the Lords of Nimbral ban the practice of any state religion or organized priesthood in their realm.

— Ixixtachtli temporarily conquer some areas of northeastern Hmur Plateau (beneath the Fangrocks), but are ousted from their redoubts within a year.

— The high priests of Gilgeam, driven from Unther by the populace of the city, flee along with Unther's military elite to the Citadel of Black Ash [731, 1372].

— Mount Ugruth [257] briefly awakens with a few rumbles. This minor volcanic activity is sufficient to briefly open a *portal* to the Elemental Plane of Fire. Dozens of magmins are released into the volcano's steaming heart.

1360 DR Year of the Turret

Many mercenaries depart Tethyr to participate in the crusade of King Azoun IV of Cormyr against the Tuigan Horde.

— Zhentil Keep sends orcs to Thesk in defense against the Tuigan Horde.

— Winter snows hold the Thayan army in place, allowing the berserkers to move north again and attack the unsuspecting Tuigans in their camps. The Battle of the Lake of Tears forces the Horde to fall back. The Red Wizards [1351, 1362] part the waters of Ashane to allow the Tuigans to retreat. The Rashemi do not pursue.

— Having been defeated in Rashemen the previous winter, Yamun Khahan [1359, 1363] turns his attention west, along the Golden Way [937, 1361]. People of many nations rally to the cry of the Council of Thesk. Their combined forces defeat the Tuigans at Phsant [952, 1362]. King Azoun IV [1336, 1369] defeats Yamun Khahan in individual combat.



Ravaged Tuigan camp the morning after the battle

Illustration by Franz Vohwinkel

—The ancient fang dragon Nartheling moves into the peak of Umbergoth in Aglarond.

—Through the efforts of a Harper hero named Lander and the witch Ruha, the Harpers [1349, 1361] manage to put a good dent into Zhentarim caravan operations in the Anauroch Desert.

—The *Wyrmskull Throne* [–6150] of Shanatar is discovered by pirates in the Bay of Skulls in the sheltering lee of Hook Isle, before it is once again lost to the world.

—At the behest of Talona, Castle Trinity in Erlkazar begins its campaign of conquest.

1360: The Lake of Tears

The following excerpt was taken from *Battles Glorious*, a treatise penned by the sage Ravildus of Telflamm and published in 1366 DR.

What humans like to think of as “civilized” Faerûn has faced many an orc horde through the years. Whenever a mountain cavern grows too overpopulated for peace, a charismatic tusker arises and gains the support of his starving, restless, and overcrowded fellows. Soon thereafter, yet another army of brawling orcs sweeps forth in search of easy food, foes to savage, warmth, and riches for all. Many such hordes have come and gone, but only one has earned the title “*The Horde*.”

The Grand Army of the Tuigan, led by Yamun Khahan, the self-styled “Emperor of All the World,” invaded many lands and defeated many armies. It was shattered at last in Thesk by the Army of the Alliance under the leadership of King Azoun IV of Cormyr, who slew Yamun Khahan in single combat.

A long and bloody road led to that slaughter-field ending. Among the most dramatic frays involving the Horde was the Battle of the Lake of Tears, which took place on 29th Alturiak. The Tuigan were encamped on the shores of Lake Ashane, waiting for the spring thaw so that they could cross the grinding ice floes in boats they were building. But while winter’s icy grip still held them back, they were attacked by berserkers of Rashemen. Though greatly outnumbered, the Rashemi caught their foes in the open, unprepared and disorganized.

After the Tuigan had rallied, the witches parted the ice and sent crewless “witchboats” down the lake. These craft served as foci for their spells, so it appeared that the boats themselves were hurling fire, ice, and summoned monsters at the Tuigan.

The Red Wizards of Thay then parted the lake waters to hurl aside the witchboats, so that the panicked Tuigan could cross dryshod into Ashanath. But the witches shattered those spells, and many Tuigan drowned when the waters rushed back. By the time the battle ended, one in four warriors of the Horde had died.

The following is an excerpt from the eyewitness account of a young Rashemi lass who wanted to become a witch but lacked the Art. But still she dared to accompany the warriors of her people to this battle, masked and garbed as a witch.

Then did the outlanders rally to their leader’s standard. For the first time in that battle, they mounted an assault against our Fearless Ones, who were weary from the rigors of nigh-unopposed butchery. Tuigan commanders shrieked ceaseless orders, and the outlanders closed ranks and drove forward. The frigid waters served as a protective wall behind them, and their spears thrust in all other directions to hold our forces at bay. The snow turned crimson with the blood of the first fallen *araunjar* when our enemies began to drive us slowly back with their sheer numbers.

Then, from out of the darkening north over Ashane, whose waters have for so long held Thay at bay, came a groaning sound. The ice began to move aside, revealing the weapons of the Othlor.

Long, low black ships with bare decks and no one aboard slid serpentlike over the night-black waters. In silence they spewed lightning, long lances of fire, and sleeting arrows of ice at the outlanders along the shore. Many Tuigan died without knowing what had slain them. When their fellows turned and beheld what had ravaged their forces, they moaned in fear of magic, rolling their eyes and crying out to their unheeding gods.

Then did the first of the beasts that the Hathran had sent—owlbears and great leaping winter wolves—appear amid the outlanders. The Tuigan fell upon them, seemingly relieved to face mere jaws and brawn.

The *araunjar* charged the foes’ broken lines with renewed vigor, forcing some back into the chill waters and butchering many of the rest. The Tuigan wept and screamed in panic, blubbering like pleading children. But they had come to conquer and despoil, so we spared them not.

Then our age-old foes of Thay showed why none can trust them, and why their cruel lives should not continue on Faerûn a moment longer than it takes to exterminate them all. With foul magic, they thrust back chill Ashane to lay bare its bottom, pushing walls of dark water north and south to give the Tuigan a way to escape from our *araunjar* into Ashanath.

Our blades pressed the outlanders anew, and our warriors sought to encircle them. The Tuigan numbered too few to hold a spear-line on so many fronts, so they began to give way, and we pressed them harder. They could stand fast and be overwhelmed, or retreat into what had been cold, deep Ashane. So they ventured onto the dry lake bottom, shouting in panic the whole way because magic terrified them.

We harried them until the Hathran sent out warning spells to bring our *araunjar* back to shore. Then, with the outlanders in full flight and our own forces safe, the Wychlaran broke the spells of the prouder but lesser Red Wizards and brought Ashane thundering back into its bed.

I saw Tuigan impaled by ice, dashed between grinding floes, and driven under the surface. With a sharp crack as loud as thunder, the ice of Ashane leapt together, tearing free of the shores to form a great armor sheet over the roiling waters.

And then we saw the Tuigan who were left—far fewer than had camped with such arrogant carelessness—shivering on the Ashanath shore.

— EG

THE PRESENT AGE

— A volcanic eruption created by magic buries the Semphâri city of Solon [-6422], in the Raurin Desert, under magma.

— The lich Tan Chin, former Emperor of Shou Lung, gathers an army of undead at the fallen Imaskar city of Solon. Wielding powerful magic from that ancient empire, Tan Chin (masquerading as the Raja Ambuchar Devayam) marches his undead armies east easily conquering Ra-Khati and settlements within the Katakoro Plateau.

1361 DR Year of Maidens

Four Cult of the Dragon [1357, 1364] archmages arrive outside Silverymoon [1235, 1367] and unleash spells to draw Alustriel out. She and Taern "Thunder-spell" dispatch two of them easily, but Taern and other Spellguard members are soon kept busy with a dracolich unleashed on the southern walls. Alustriel [1358, 1371] defeats another Cult mage, but only the timely arrival of Kheiben "Blackstaff" Arunsun [1357, 1367] and Laeral Silverhand [1357, 1371] saves Alustriel's life against the final archmage.

— **Discovery of the New World:** Cordell [1364] and the Golden Legion discover The New World, Maztica. The native city of Ulatos is taken over by Amnian forces, and Helmsport is founded.

— Word reaches Tethyr and Calimshan of the discovery of the western lands of Maztica.

— **The First Banedearth:** The First Banedearth, an inquisition launched by Cyric [1358, 1368] through his agent Xeno Mirrormane, begins as a holy war in Zhentil Keep. Xeno leads the followers of Cyric through the dark, twisted streets of Zhentil Keep in an attempt to cleanse the city of all Banite worship. The Banites are given two choices: worship Cyric or explain to him in person why he is not worthy of worship.

— When the followers of Cyric take control of Zhentil Keep, Manshoun quietly makes plans to relocate the Black Network's main base of operations to the Citadel of the Raven [1357, 1366], secretly and gradually shifting supplies, personnel, and other resources to new quarters there.

— The Harper Assassin plagues the North. Danilo Thann and Arilyn Moonblade [1368] discover that the assassin is really the gold elf Kymil Nimesin [1321, 1371]. Danilo becomes a Harper [1360, 1362].

— Waterdeep, along with the rest of the Lords' Alliance, is forced to threaten war when Luskan once again conquers Ruathym [1358] to the west.

— Tuigan bandits occupy Tammar in Thesk. They terrorize merchants traveling the newly reopened Golden Way [1360, 1362] for months.

— Tan Chin and his undead armies push eastward into Shou Lung. Weakened by the Horde invasion two years prior, the Shou make feeble stands at Shih Tuh and Yenching but are easily overrun. Turning his army northwest, Lo Tu is next to fall, followed by the realm of Khazari by year's end.

1362 DR Year of the Helm

Maligor, Zulkir of Alteration of the Red Wizards [1360, 1365] of Thay, attempts to wrest control of the nation from the Council of Zulkirs. His plan might have worked were it not for the intervention of agents of the Harpers [1361, 1369] and the lich Szass Tam [1359, 1367], Zulkir of Necromancy.

— The Council Schism in Amn results in the deaths of Amn's Meisarch, Thayze Selemchant, and the Namarch and Pomarch of the Council of Six [1333, 1366], who are soon replaced. The death of the Meisarch, an ally of Syl-Pasha Ralan of Calimshan, stalls his plans to conquer Tethyr.

— The Edificant Library in Erlkazar is destroyed. Construction of its replacement, the cathedral Spirit Soaring, begins.

— The Knights of the Black Gauntlet [1370] seize power in the city-state of Mintar on the Lake of Steam.

— The Rotting Man [1371], a monstrous servant of Talona, appears in the Rawlinswood.

— Helmsport is declared the capital of New Amn. The clergy of Helm in the South declare that the year marks the beginning of blessed works for the faithful.

— Thay attempts to invade Rashemen by moving forces through Thesk along the Golden Way [1361, 1366], but those forces are overwhelmed by water

elementals summoned by the witches. The Thayans retreat after using magic to scorch the western shore down to bare rock. The witches spend a month repairing the damage.

— The Merchants' Council of Phsant [1360, 1368] takes action, sending to Tammar an army of one hundred of the best orc warriors the Zhentarim left behind. The Tuigan bandits cannot match the savagery of the orcs, and these remnants of the Horde are hunted down to the last man.

— King Bruenor Battlehammer abdicates his throne in favor of Gandalug Battlehammer, First King of Mithral Hall, saved from the clutches of House Baenre of Menzoberranzan [1357, 1371] four years previously. Gandalug is now both First and Ninth King of Mithral Hall.

— Iryklathagra [1333, 1369], now a great wyrm blue dragon, occupies the chapter house of the Skeletal Finger thieves' guild in the depths of the Small Teeth. She transforms the trap-filled citadel into a nigh-impregnable lair.

— Wielding the ancient *Stone Scepter of Shib*, adventurers slay Tan Chin in the catacombs beneath Skarou.

1363 DR Year of the Wyvern

Zhentarim forces cause the disappearance of Bron, Lord of Iriaebor, in the cold, stormy previous autumn, and openly replace Bron in mid-Hammer of this year with their own puppet ruler, "Lord Cutter" (an ambitious female Zhentarim wizard using a male guise). Her rule over Iriaebor is harsh but shaky, and daring adventurers bring about her downfall by mid-Marpenoth; the imprisoned Bron is then restored to lordship over the city.

— **The Battle of Daggerford:** Devils entering Toril through portals in Dragonspear Castle assemble an army of ogres, hobgoblins, orcs, bugbears, goblins, and kobolds, bolstered by a black dragon. These "Hordes of Dragonspear" overwhelm and destroy the Way Inn and then attack Daggerford, but are defeated by a hastily assembled force of dwarves, elves from the Misty Forest, paladins of Ilmater, mercenaries, local militia, and a troop of the City Guard of Waterdeep.

— The ancient city of Mezro [863] reappears in Chult. The *Ring of Winter* [163] is discovered within by Harper agent Artus Cimber.

— King Imphras V dies of a wasting sickness before he can properly claim the throne of Impiltur. He is succeeded by his younger brother Imbrar II (age five). As before, Sambryl [1351, 1373] remains Queen-Regent of the kingdom.

— An unusually cold winter in Rashemen allows a large number of cold-loving creatures to move southward from the Icerim Mountains into the North Country and beyond.

— **The Second Dragonspear War:** The Way Inn, near the High Moor, is destroyed by hordes from Dragonspear Castle [1356].

— A large number of surface-world shipwrecks descend upon the Hmur Plateau and the Lost Lands this year.

— The pirate Vurgrom "the Mighty" challenges and defeats his main rival Teldar, driving him into exile in Thesk. Vurgrom becomes the leader of the pirates of the Inner Sea.

— Tammar in Thesk is rebuilt and restored to its former status. The surviving residents who were brave enough to return hail the orcs as heroes and welcome them into the community.

— The yuan-ti abomination Zstulkk Ssarmn and the priest of Loviatar Quinan Varnaed establish the Iron Ring slaver consortium in Skullport.

— Hubadai, son of Yamun Khahan [1360], declares himself khahan and founds the nation of Yaïmmunahar.

1364 DR Year of the Wave

The Sembian Cult of the Dragon [1361, 1365] cell steps up its activities against the Zhentarim, attacking caravans and attempting to usurp control of various trade routes.

— Long feared dead, the barbarian Wulfgar [1356, 1372] is released from his imprisonment by the demon Errtu and returned alive to Faerûn. Drizzt [1357] and the Companions of the Hall (Bruenor Battlehammer, Catti-brie, Wulfgar, and Regis) banish Errtu back to the Abyss once more.

— Drizzt and companions start out toward the Spirit Soaring, in hopes that the priest Cadderly can destroy *Crenshinibon the Crystal Shard* once and for all.

— The Harper Caledan Caldorian is corrupted by the evil of the shadowstone and begins a transformation into the Shadowking. He releases three shadevari servants into Faerûn that are destroyed by his former adventuring companions. They succeed in saving Caledan and preventing the return of the Shadowking [323].

— An agent of the Knights of the Shield assassinates Pasha Balik in his bed.

— Lord Uthlain inherits his position from his father, Lord Uthrain. The elder lord is killed in a hunting accident initially blamed on the rangers of the Forest of Lethyr. A group of adventurers tracks down the real killers, servants of the Shadowmasters [1366] who had hoped to destabilize Uthmere.

— A second Amnian colony is founded farther inland from Helmsport to create a trade link between New Amn and native tribes to the west. Cordell's [1361, 1365] estate forms the core of the new settlement, whose garrison protects New Amn's frontier. The colony is called Qoral, after an old native town near the site.

— First non-Amnian ships arrive from Faerûn at Helmsport. The mercenaries lose over two-thirds of their complement to failed explorations and wild Maztican elf attacks. The Flaming Fist [1366] mercenary company later establishes Fort Flame, a small embattled fort north of Kultaka and the coastal islands just off the Bay of Balduran.

— Shieldmeet in Waterdeep is disrupted by bard and ex-Harper Iriador "Garnet" Wintermist and the green dragon Grimnoshtadrano, the Riddling Dragon of the High Forest.

— The Sharkjaws, a flotilla of pirate vessels under the corsair lord Evgruth the Red [1366], descend on Telflamm and make the city their home port. Evgruth extorts massive bribes from the merchants' council to spare Telflamm's own trade.

— Borlin, blood of Ghellin, musters an army of Stout Folk known as the Mithril Legion, which fails to reclaim Tethyamar [1104, 1369] for the dwarves of the Iron House.

1365 DR Year of the Sword

The Thayan army marches on Emmech [1082]. Aglarondan griffonriders spot a second Thayan force moving toward the Shyvar Pass. Forces from Glarondar meet the southern Thayan army and force it back, then come around through the Tannath Gap and take the Thayans at Emmech from behind.

— The Sembian Cult of the Dragon [1364, 1373] cell convinces Malygris, a blue dragon of Anauroch, to become a dracolich. This dracolich then attacks, kills, and replaces the ruler of the Great Desert's loose society of blue dragons.

— Alasklerbanbastos [1322] and the young chromatic wyrms who follow him seize control of Threskel, Thamor, Mordulkin, Mount Thulbane, and the Watcher's Cape.

— The Lord-Governor of New Amn refuses to allow twelve ships from Waterdeep to trade at Helmsport because of the council's restrictions on transoceanic trade. The ships head north to land at Maztapan Island, off the jungle coast north of Mount Plutoq. Within two months, a small colony called New Waterdeep forms farther west, off the Gulf of Kultaka; these colonists trade and negotiate with the Kultakans, despite the displeasure of Governor-General Cordell [1364, 1366] of New Amn. New Waterdeep marks the northernmost extent of New Amn's influence; the former is one mile north, on the eastern side, of the river marking Kultaka's allied territory.

— With the aid of some rangers and more wizards than the Amnians' usual wont, the Waterdhavian contingent forges north and establishes a second colony called Trythosford [1369], named after the expedition's paladin leader. It lies at the mouth of a river due west of the offshore Zilhatec Island. Both new settlements are protected by log palisades and defensive ditches that enclose most of each settlement's buildings. By year's end, eight of twelve ships head for Waterdeep, laden with new trade for the northern Sword Coast; three ships sink during the return voyage.

— Tlincalli diviners from Maztica complete their ritual and *gate* more than a thousand of their kind into the caves and tunnels beneath Amn. This expe-

ditionary force quickly descends deeper into the Underdark and infests the abandoned dwarf kingdom of Xothaerin, where it establishes Oaxapupta.

— Grinthaerke, the demon leader of Hellgate Keep [1356, 1369], is slain by elf adventurers, and a trio of marilith demons seizes control of that dark city.

— Thay invades Rashemen from the east, while the Red Wizards [1362, 1368] melt glaciers in the Icerim Mountains, causing severe flooding in Immilmar and Mulsantir. While the hathrans are distracted, the Thayan forces cross the foothills of the High Country but are driven back by angry elementals.

— The god Talos acts to supplant the worship of the Earthmother of the Moonshaes with the gods of Faerûn. The legendary "Elf-Eater" [1371] is defeated. Alicia Kendrick becomes high queen of the Moonshaes.

1366 DR Year of the Staff

By the beginning of this year, the relocation of Zhentarim resources from Zhentil Keep to the Citadel of the Raven [1361] is complete. (When Zhentil Keep is razed during Cyric's downfall in 1368, the Black Network suffers minimal loss of power, for the leadership and a significant portion of its infrastructure remains intact in the citadel.)

— After two years, the Flaming Fist [1364] mercenary company receives reinforcements at the embattled Fort Flame. The fledgling garrison and colony grows to about three hundred. Newly arrived elves in the group hope to negotiate peace with local wild elves.

— New Waterdeep is warned by Cordell [1365, 1370] not to trade weapons with the Kultakans, because the Council of Six [1362, 1374] wants to slow the trade between these newcomers and their military allies. Cordell sends a regiment of his Golden Legion north to monitor New Waterdeep and subtly threaten military action should New Waterdeep disobey his or the council's wishes. The priesthood of Helm sends twelve missionary priests inland along with New Waterdeep's explorers; they return in three months with new Maztican converts and inland survey maps.

— The First Princess of Thay, Dmitra Flass, travels to Mulmaster [1356] to be in the company of High Blade Selfaril [1356, 1368].

— Thesk offers to improve part of the road along the Golden Way [1362, 1368] to facilitate traffic. The witches of Rashemen accept the offer under certain conditions of construction, and the building begins in late summer.

— The Shadowmasters [1364, 1372] of Telflamm drive out Evgruth [1364] and his pirate fleet with a bloody night of murders and arson.

— Waterdhavians refound the city's old bardic college and name it New Olamn.

1367 DR Year of the Shield

Beginning of the Reclamation Wars in Tethyr as Zaranda Star [1368] begins to gather support from various cities of that realm and from its people.

— A major earthquake destroys much of Eltabbar in Thay as the Zulkir Szass Tam [1362, 1369] releases the demon lord Eltab [922, 1373] from his centuries-long imprisonment. Szass Tam's plans to bind the demon lord to his service are thwarted, and Eltab flees to a demoncyst beneath Thaymount.

— The Simbul [1320, 1371] disappears from Aglarond for three months during the spring. Councilors begin to jockey for position, many hoping to be named the new ruler by acclamation. When the Simbul finally returns, she makes clear arrangements to notify the council in the event of her death.

— Thesk road builders complete the stretch from Mulsantir to Tinner.

— Dwarves of Clan Warcrown, bolstered by troops from Silverymoon [1361, 1370], attack the Many Arrows orcs and seize the citadel. King Emerus Warcrown is enthroned in triumph in the citadel, restored to its old Dwarven name of Felbarr [1104].

— Bold Faerûnian pirates descend to the Hmur Plateau, seeking treasure. After plundering a dragon turtle's cave amid the plateau cliffs, many pay for their invasion with their lives, though some pirates escape with magical treasures.

— Khelben "Blackstaff" Arunsun [1361, 1369] un masks himself and resigns as a Lord of Waterdeep, to the surprise of the populace and his fellow Lords.

THE PRESENT AGE

—The wizard Shoundra establishes herself as Sceptra of Mirabar and rules the city in union with the Council of Sparkling Stones and Marchion Elastul Rqurym.

—Aeron Morieth becomes the Stormwalker of Maerchwood in Chessenta.

—In Halruaa, Pryce Covington discovers his old friend murdered, then is mistaken for the great mage Darlington Blade. Pryce soon finds he is both investigator and murder suspect.

—Kourmira [1369], capital of Yaimmunahar in the Hordelands, is founded.

1368 DR Year of the Banner

The Second Banedead: The Church of Cyric [1361, 1369] launches inquisitions in Yülash, Darkhold, Teshwave, Zhentil Keep, and the Citadel of the Raven to cleanse the Zhent holdings of non-Cyricist priests.

—Iyachtu Xvim [734, 1369], godson of Bane, attempts to deceive Lathander into rejoining Tymora and Beshaba back into Tyche. The kender Emilio Haversack is *gated* to Sigil. He joins Joel, the Rebel Bard, and his companions in thwarting Xvim's plans.

—Baylee Arnvold discovers the Lost Library of Cormanthyr.

—Sarevok, spawn of Bhaal, plots with the Iron Throne to start a war between Amn and Baldur's Gate by "poisoning" the iron mines above the Amnian town of Nashkel. In the conflict, Scar of the Flaming Fist mercenaries and Grand Duke Eltan of Baldur's Gate are killed and have to be resurrected.

—Seeking vengeance against his people, Joneleth "The Exile" orchestrates a conflict between the drow of Ust Natha and the elf settlement of Suldanes-sellar. Joneleth unleashes Bhaal's avatar, the Ravager, upon Suldanes-sellar while he taps the powers of the Tree of Life, seeking immortality. Abdel

1365: The hidden might of Aglarond



The Silent Chosen leads Mystra's shadowstaves against the Red Wizards

It was in Shyvar Pass that Mystra first opened my eyes. The Simbul was at Emmech, winnowing the ranks of our apprentices and those newly come into their bloodcows.

I felt the power of my circle as I shaped the Weave and prepared to hurl Glarondar into ruin. I would unleash our main army into the Yuirwood, and Aglarond would be ours at last. But ere I could complete my weaving, a single dark smudge appeared on the horizon. Barely a breath later, the sky overhead was dark with shadows. My wards were sundered, and the circle faltered. Then spells rained down upon us in a cloudburst of deadly Art, and my fellow Red Wizards died by the score.

As I stood helpless, I saw a brightness rush forth from the shadows above. A cry went up from my men as they turned

to run. "The Simbul is come! We are doomed!"

While my army melted away around me, I raised a spellshield and prepared to test my mettle against the Witch-Queen to win glory for Thay. Suddenly the brightness lanced out at me in a flurry of flashing assaults, and my Art was stripped from me in the blink of an eye. Unmoving, I waited for the slaying stroke—but I heard only an impish giggle.

"I am Alvaerele Tasundrym," the brightness breathed. "We who are sworn to Mystra defend this realm always. Strive on to defeat us. Craft ever greater magics to hurl against us. Selemvarr, the Lady hungers for your very best." And then she and her shadows were gone.

—GK

Illustration by Lucio Parrillo

THE PRESENT AGE

Adrian and his companions confront Joneleth, known to them as the mage Jon Ironicus. As the battle rages and the elf city burns, Queen Ellesime and a few survivors flee to Myth Rhynn.

—The city of Saradush is briefly occupied by Calishite forces before being besieged by a mercenary army under the command of the fire giant Yaga Shura. The giant commander is defeated by the Bhaal-spawn Abdel Adrian, but Saradush is left a smoking ruin in the wake of the conflict.

—Walinda, priestess of Bane, attempts to restore the dead god to life by retrieving the *Hand of Bane*, a lost artifact of evil. Ultimately her plans are thwarted by Joel, the Rebel Bard, and the *Hand of Bane* is destroyed.

—A strange plague sweeps through the Forest of Lethyr, destroying the minds of many treants and reducing them to mere trees.

—This year signals the opening of major trade routes to and from Maztica. After eighteen months of frosty negotiations, the ports of Helmsport and New Waterdeep are opened to all parties, Maztican and Faerûnian alike. Qoral has become a small, thriving, agricultural town that feeds the Amnian trade back east. New Waterdeep and Helmsport found rival shipbuilding industries to improve trade and profits.

—Waterdeep's ships still sink on voyages to and from Maztica. Amnian sabotage is suspected. The Lords' Alliance quietly builds evidence to censure Amn for illegally interfering with lawful trade and violating its trade agreements.

—The Cloakmaster Teldin Moore travels to Toril from the heavens and is granted an audience with Queen Amlaruil [623] of Evermeet [1344, 1371].

—High Blade Selfaril [1366, 1369] of Mulmaster [1366, 1369] is slain by his twin brother Rassendyll, who assumes his identity. The disguised Selfaril then marries the Tharchioness Dmitra Flass of Eltabbar, a Red Wizard [1365, 1369]. They has maintained a noticeable presence in the city ever since. (Dmitra is unaware that her husband has been replaced by Rassendyll, and this state of affairs is unlikely to change since she spends the majority of her time in Eltabbar.)

—The Red Wizards open an enclave in Phsant [1362]. The place is an instant hit with merchants up and down the Golden Way [1366, 1369].

—Alias [1358] and Dragonbait defeat Victor Dhostar (The Faceless) and the Night Masks of Westgate [1353, 1369].

—Thay causes chaos in Rashemen by igniting the western portion of the Ashenwood, driving its fell creatures eastward into civilized areas. During the confusion, gangs of cutthroats teleport to Mulsantir and Immilmar to slay important Rashemi but are cut down by berserkers.

—Thay places enclaves in Cimbar, Phsant, Proskur, and Tsurlagol. The zulkirs increase the production of magic items for export.

—A fad for *dream spheres* sweeps the City of Splendors, appealing to the increasing ranks of those who dream of a better life but despair of ever achieving it. Members of Waterdeep's nobility war with each other behind the shadows. Danilo Thann [1361] joins forces with Arilyn Moonblade to uncover the source of the conflict. Lord Thesp's son and heir, Oth Eltorchul, is left a babbling husk after dabbling in the creation of the *dream spheres*.

—The lich Velsharoon ascends to godhood with the sponsorship of the deity Talos.

—*Car's Gate* [-489] is unearthed from the sands along the Desertsmouth Mountains [1282]. The *portal* is seized by agents of Iyachtu Xvim.

—The Tree Ghost Uthgardt [957, 1369] tribe rediscovers the site of its ancient ancestor mound known as Grandfather Tree [883] in the High Forest.

—The Font of Knowledge, a temple dedicated to Oghma, is established in Waterdeep.

—Waterdhavian youths enlist in Prince Haedrak's Reclamation Army to restore Tethyr's monarchy.

—The long-hidden Crown Prince Haedrak of Tethyr arrives in Waterdeep and rallies an army to his cause. He sails for Tethyr with his armed host intending to join with the loyalist forces of Zaranda Star [1367, 1369].

—**Fall of Zhentil Keep:** In the last three days of the year, Fzoul Chembryl [1263, 1369] reads aloud from the *True Life of Cyric*, revealing the dark god's betrayal of his faithful at Zhentil Keep. Xeno Mirrormane, High Priest of Cyric, is struck by powerful divine fire from Mask. The flames devour Xeno, then proceeded to do likewise to the temple of Cyric. Fzoul flees the falling city to Teshwave as Cyric-summoned giants, dragons, and other monsters sack much of Zhentil Keep.

1369 DR Year of the Gauntlet

Iyachtu Xvim [1368, 1372], the demipower and son of Bane, frees himself from his prison under the ruins of Zhentil Keep, his acolytes raising his status to a lesser god.

—**Start of the Twelfth Serôs War:** Led by Iakhovas, denizens from under of the sea plague the Sword Coast, resulting in attacks on Waterdeep, Baldur's Gate, Calimport, and other random ports on the Outer Sea.

—Fzoul Chembryl [1368, 1370] is temporarily possessed by Xvim, who sets Fzoul on the path to rule Xvim's church. Fzoul allies with the High Blade of Mulmaster [1368] in exchange for the whereabouts of the two Imperceptors of Bane in his city. Khelben [1367, 1370] and Fzoul meet secretly in Voonlar, where Khelben provides Fzoul with information about Lord Orgauth, and Fzoul vows to limit the Xvimlar's eastward expansion for 10,000 days.

—Thay launches its latest invasion attempt against Aglarond in the winter. Szass Tam [1367, 1373] creates a vast army of undead to cross the frozen Umber Marshes. The animated corpses crash like waves against the Watchwall [1085, 1370] but fail to overcome the fortification.

—**War of Gold and Gloom:** A large group of crusading gold dwarves leaves the Great Rift [316] to reclaim the lost caverns of Deep Shanatar [-1800]. The duergar of Dunspeirrin march on Deep Shanatar as well, and war soon rages between the two armies of the Stout Folk.

—The dwarves of Mirabar destroy the Kreeth goblin tribe in the Craggs with the unlooked-for aid of the crystal dragon Saryndalaghlottor. They form the House of the Axe in alliance with this wyrm.

—Piergeiron [1355] destroys the dracolich Kistarianth the Red on the slopes of Mount Waterdeep during Halaster's Harvestide. The transformed red dragon was slain in life by Piergeiron's father, Athar the Shining Knight.

—Led by the Mistmaster, the Harpers [1362, 1370] destroy Hellgate Keep [1365, 1370] through use of an artifact known as the *Gatekeeper's Crystal*. Tanta Hagara and the Blue Bear Uthgardt [1368] tribe are also destroyed.

—The Seven Sisters [1357] thwart a plan involving drow and the Red Wizards [1368, 1370] of Thay orchestrated by a Shar-tainted Halaster [680, 1375] of Undermountain to steal the secrets of silver fire from Mystra and her Chosen.

—**The Trades Conflagration:** This blaze in Calimport engulfs over 60 percent of Emerald Ward and 50 percent of Grand Ward. Marekh Sabban is destroyed by the fires, along with numerous areas in the Muzad beneath it.

—Randal Morn [1353] reclaims the throne of Daggerdale.

—Iakhovas, He Who Swims with Sekolah, instigator of the Twelfth Serôs war, finds an artifact in the long-ruined undersea coral city of Coryselmal and uses it to shatter a large section of the Sharkbane Wall [656, 1370]. The explosion destroys the sea elf city of Akhanmyr, seat of those who defended the Wall against the sahuagin, and breaches the Wall, freeing the sea devils so long penned east of it to swim west, marauding in the rest of the Inner Sea.

—The cambion (half tanar'ri/half human) Vheod Runechild escapes from the Abyss to Toril. Soon after, he embarks on a quest to rid the Dalelands of a powerful demon lord, the tanar'ri balor Chare'en.

—The armies set upon Zhentil Keep by Cyric [1368, 1371] remain entrenched around the besieged city. Lord Orgauth rallies the troops that remain and assumes control of the Keep with no opposition.

—Increased eastward trade inspires merchants from other countries to establish outposts in Rashemen. One group of settlers is made up of shield dwarves. The local Rashemi welcome the dwarves after testing their ability to forge, fight, and drink.

THE PRESENT AGE

— Surviving daemonfey of House Dlardrageth [–4700, 1374], from the destruction of Hellgate Keep, are freed after millennia of imprisonment.

— The Twisted Rune [1333], through its agent Shyressa, fails to take over Zerith Hold in Erlkazar. Shyressa is defeated by Lord Purdun, Liam, and Ryder.

— **End of the Twelfth Serôs War:** The Nantarn Feasts collect the allied races at Myth Nantar [1358] to celebrate the end of the Twelfth Serôs War. To the surprise of many, the Dukar Orders make themselves known to Serôs for the first time in over six hundred years. Numerous shalarins, morkoths, sea elves, and some surface-world immigrants join the Dukars to become the peacekeepers of Myth Nantar and the Nantarn Alliance.

— The Reclamation Wars of Tethyr end with the coronation of Tethyr's Queen-Monarch Zaranda [1368, 1370] and King Haedrak III.

— Trade between Faerûn and Maztica is hampered by attacks from sea creatures.

— The island known as the Ship of the Gods explodes. Tidal waves swamp Alaor [1358, 1370] and Bezantur [–135, 1370], causing much destruction. Mulhorand briefly seizes Alaor.

— **Halaster's Highharvestide:** The Twisted Rune abducts Halaster Blackcloak from Undermountain. The Mad Mage's wards are disrupted, releasing all manner of monsters through Waterdeep's streets.

— The Skulls attack and destroy Shradin Mulophor [1184], now deprived of Halaster's protection, and become the undisputed masters of Skullport [1174].

— Increased trade along the Golden Way [1368] prompts western nations to establish trading outposts in Almorel [–280] and Kourmira [1367, 1374].

— New Waterdeep is razed to the ground by Kultakan raiders. Refugees flee north to Trythosford [1365]. Waterdeep is unable to send aid due to continued sahuagin attacks during the Deepwater War.

— The Abraxus Affair sees King Azoun IV [1360, 1371] narrowly escape an attempt on his life and the exile of elements of the Bleth and Cormaeril noble families from Cormyr. Refounding of the Fire Knives assassins' guild in Westgate [1368, 1370].

— The death of Ghellin, king-in-exile of the Iron House of Tethyamar [1364], sees leadership of this dwarf ruling family pass to his twin sons Tasster and Teszter.

— The female old blue dragon Araugauthos the Bluetalon escapes from Undermountain during Halaster's Highharvestide. After slaying a great wyrm red dragon that laired near Citadel Amnur and claiming his hoard, she flies south to rejoin her mother Iryklathagra [1362].

1370 DR Year of the Tankard

The Manshooon Wars: Fzoul Chembryl [1369, 1374] slays Manshooon and purges the Zhentarim of Manshooon's supporters, giving him control over most of the organization. Several clones of Manshooon awake at the same time and create havoc throughout Faerûn. Fzoul forges the *Scepter of the Tyrant's Eye*.

— **The Shaking Plague:** An often fatal, little-understood affliction known in far southern and eastern lands that breaks out rarely and is highly contagious for about a tenday after onset. It causes the afflicted to go pale and to shake uncontrollably, making many tasks difficult or impossible. Most victims recover after some months, and thereafter are less susceptible; others spasm so badly that lungs cannot function and internal bodily fluids choke and flood, causing death. The "doom" in Scardale was its first known outbreak in Faerûn proper.

— The Underdark city of Fluvuilstra [630] is attacked and razed by a derro horde.

— Trade between the sea folk of the Sea of Fallen Stars and ports along the Inner Sea increases sharply in the aftermath of a great undersea war.

— Although the Red Wizards [1369, 1371] withdraw from the UMBER Marshes, the battle is not over. As autumn falls, undead creatures trapped in the swamp claw their way out of the thickening muck. Without the leadership of the Thayans, they wander about aimlessly to this day, hurling themselves upon the Watchwall [1369].

— Pandorym [1374], an ancient, sentient Imaskari weapon, partially escapes his imprisonment and begins using the people of Vaelan [1049, 1371] to free himself entirely.

— The treants of Tall Trees, led by Turlang the Thoughtful, seal off Hellgate Keep [1369] from Silvermoon [1367] and begin reforesting the upper Delimbiyr.

— Sufontis, the ailing Pasha of Calimport, dies, leaving various predators and heirs to fight over his estate.

— A group of adventurers enter Clymph Tower [890] with the aim of destroying its demons. They are never heard from again.

— With Cordell's permission, Lord Drakosa, a minor Calishite noble of Memnon, goes upriver past Qoral and establishes another plantation colony, Drakmul.

— The first Durpari merchant ships return from Maztica with trade goods.

— Governor-General Cordell [1366, 1371] is attacked in his bed chamber by a jaguar knight wielding forged-metal claws like a Malar-priest. The knight escapes once he knows the assassination attempt has failed. No attempts to track him are successful.

— New Amn founds the frontier outpost of Fort Tussin along its western frontier.

— A secret alliance is exposed between Hillsfar [1357, 1374] and Sembia.

— Thay attempts to invade Rashemen by crossing Lake Mulsantir on magically crafted boats, but a storm created by the hathrans dashes the Thayan vessels against the southern shore.

— The orc hordes of King Obould Many-Arrows [1371] swarm out of the Underdark and lay siege to Mithral Hall [1358].

— Direct trade opens between Cormyr, Myth Nantar, Naramyr, and Eadraal as the surface-worlders send down sculpture and pickled fruits, while the sea folk send up raw coral, gold bars, and other items lost to the sea bottom.

— First conflicts with surface-world people occur as Thayvian wizards hunt the deep for the forces responsible for the damage to their city of Bezantur [1369]. They seek Iakhovas and believe anything undersea that does not help them must be harboring the enemy.

— The relatively shallow Pythan Trench has rumbled with aftershocks of the destruction of the Sharksbane Wall [1369], and its bottom now abruptly falls away. This rending reveals waters beneath that are seemingly filled with sunlight. Many sahuagin in colonies on the sides of the Trench are displaced, since they cannot stand the light. The agitated sea devils attack all non-sahuagin they see, preventing investigation of "the Light Below."

— Queen Zaranda of Tethyr gives birth to triplets, named Princess Sybille, Prince Coram, and Princess Cyriana.

— The Knights of the Black Gauntlet [1362] of Mintar seize the town of Kzelter [–7717] in far southeastern Tethyr. Tethyr's armies regroup in Ithal Pass [–1130].

— Thay retakes Alaor [1369] from Mulhorand and rebuilds its shipyards and settlements with the aid of epic magic.

— Thay sets up enclaves in Westgate [1369] and Selgaunt.

— The Harpers of Twilight Hall [1369] in Berdusk put Khelben [1369, 1371] on trial. Blackstaff admits his guilt and resigns from the Harpers. Soon after, he forms the Tel Teukiira, an organization that has common goals with the Harpers but is under the firm direction of the Blackstaff.

— The *Lady Swan*, a merchant vessel out of Telflamm carrying goods from Shou Lung, is attacked by the half-ling pirate Brin [1373]. Only Fa Pan, one of the spirit folk, survives the attack.

— The cities of Riatavin and Trailstone in Amn rebel and petition Tethyr to join that country as cities and potential counties. Queen Zaranda [1369] of Tethyr accepts their petition and makes them Tethyrian.

— An unwitting pawn of Malar releases the dread mohrg Borran Klosk [1150] from his long imprisonment beneath the Temple of the Trembling Flower in Alaghôn. Borran Klosk summons to his aid an army of drowned ones from the

Whamite Isles to sack Alaghôn. Haarn Brightoak and the Emerald Enclave [1150] come to Alaghôn's aid then as Klosk seeks to activate *Taraketh's Hive*, an artifact that would destroy the ecology of Turmish for centuries.

—The deity Velsharoon shifts his allegiance from Talos to Azuth and is shielded from the Destroyer's wrath by the deities Azuth and Mystra.

1371 DR Year of the Unstrung Harp

Orc chieftain Obould [1370, 1372] and his horde claim the mountainous region north of the Evermoors and west of the Moonwood as the Kingdom of Dark Arrows.

—**League of the Silver Marches:** To counter the rise of Obould's Kingdom of Dark Arrows and thwart future evils of the North, High Lady Alustriel [1361, 1372] of Silverymoon gathers the leaders of the region to council. From Old Delzoun, the Moonlands, and the Rauvin Vale come elf, human, and dwarf lords to seek answers to their common troubles. Out of that oft-stormy meeting comes the High Lady's Alliance, a confederation of city-states known as the League of the Silver Marches.

—Evereska, one of the last remaining elf strongholds in Faerûn, is besieged by hordes of phaerimms [464, 1372] and their thralls.

—Khelben Arunsun [1370, 1374] leads an elf relief army from Waterdeep that becomes trapped in Evereska after failing to raise the siege there. An army drawn from the members of the Lords' Alliance and led by Laeral Silverhand-Arunsun [1361, 1372] also marches for Evereska in the last days of this year to aid Khelben's troops, but does not arrive for several months.

—At the command of Triel Baenre of Menzoberranzan [1362, 1372], the svirfneblin city of Blingdenstone [1338] is destroyed.

—**The Trial of Cyric the Mad:** Cyric [1369, 1373] is accused of innocence by reason of insanity, thereby failing in his divine duty to spread strife and discord. Cyric hears the *True Life of Cyric* and thus regains his sanity. A tribunal of greater deities finds the Black Sun guilty of his crimes, but allows him to keep his divine status.

—Evermeet [1368, 1373] is attacked by rebel gold elves led by Kymil Nymesin [1361], drow, and the Malar-unleashed Elf-Eater [1365], but succeeds in defeating its foes with great loss. The Towers of the Sun and Moon are destroyed, and many High Mages are slain.

—Prince Lamruil of Evermeet, his human consort Maura Silverhand (daughter of Laeral Silverhand), and their followers travel to the far northern reaches of Faerûn to establish a hidden city called Auseriel. They bring the *Tree of Souls* [–17600, 1373] with them, given to them by the prince's mother, Queen Amlaruil of Evermeet, intending to plant it at the heart of a new refuge for the Fair Folk once the city begins to flourish.

—The zulkirs of Thay, tired of incessant battles with Aglarond, offer peace. The Simbul [1367] accepts with reservations.

—Nalavatoryl the Devil Dragon leads an army of orcs and goblins and despoils much of Cormyr. The dragon and King Azoun IV [1369] slay each other in battle, leaving the infant heir Azoun V on Cormyr's throne.

—Shaliiim is crowned Overking of Lapaliiya [1260] after his aged father dies of heartstop.

—H'Calos the Star Worm [600] is awakened from its centuries-long hibernation beneath the city of Ixtzul in Maztica. The beast spends the next month ravaging the ancient city before moving northward. H'Calos destroys everything in its path until he reaches the city of Maju fourteen weeks later. Maju is left in ruins a month later, and H'Calos turns eastward. Two weeks later the Star Worm rampages through the village of Coxi. H'Calos then burrows under Chuapli Forest, emerging in the city of Patil. There the Star Worm is finally engaged and defeated by the Golden Legion under the command of Captain Alanza DaNosta.

—Following the defeat of H'Calos, Captain Alanza DaNosta returns command of the Golden Legion back to Cordell [1370] and founds a colony along the eastern coast at the mouth of the Bay of Coxi.

—Mulhorand invades Unther, beginning the Third Mulhorand Empire.

—War breaks out in Amn as an army of humanoids led by two ogre mages allies with the local priesthood of Cyric to bring devastation to the realm. Establishment of the Sothillisian Empire in Amn.

—The army of the Rotting Man [1362, 1373] overruns Dun-Tharos, driving the Nentyarch into exile at Yeshelmaar.

—Thydrim Yvarrg, Iron Lord of Rashemen, is slain by a Thayan assassin. Rather than raising him from the dead, the witches opt to replace him with Volas Dyervolk, whom they feel will chafe less under their guidance.

—Forces from the Scoured Legion [1373], an army of tanaruk led by the cambion/half-fiend Kaanyr Vhok, secure Northpeak.

—The Red Wizards [1370, 1374] begin to funnel gold and magic into Unther to oppose the Mulhorandi conquest.

—The High Council of Durpar votes to relocate the capital of Durpar to Vaelan [1369].

—**The Fifth Shalarin Passing:** Shalarins are once again swept out of the Sea of Corynactis and into the Sea of Fallen Stars. This fifth and final passing results in a permanent *portal* between the two seas. The shalarins of As'arem and the new arrivals endeavor to keep the existence of the *portal* quiet as possible, fearing the repercussions to both communities if word of its existence gets out to other folk of Faerûn.

—In the interval between the Fourth Passing and the Fifth Passing, the Corynactisian shalarins all but abandoned their ancient deities, who had grown silent. The cult of Dagon is now the predominant religion in the Sea of Corynactis, and those shalarins opposed to its burgeoning influence were largely swept up by the Fifth Passing and deposited in Serôs. Once the Serôsian shalarins realize the danger, they largely cut off travel between the two communities. However, the cult of Corynactis, as it is also known, has already taken root among their community, and its ranks continue to grow in secret among their number.

Illustration by Franz Vobwinkel



Inspired by the Steel Regent, a noble daughter rides to join the Purple Dragons

1372 DR Year of Wild Magic

Hammer 1: Thultanthar [-339], the City of Shade [-1471], returns to the skies of Faerûn, marking the return of the archwizards of Netheril.

Hammer 11: Kern Desanea, son of Tarn and Shal (Heroes of Phlan), recovers the *Warhammer of Tyr* [1350]. For assisting with Kern's quest, the legendary undead Paladin Miltiades is restored to life by Tyr.

Midwinter Night: The god Bane returns to Faerûn, bursting forth from the skin of Iyachtu Xvim [1369]. With his divinity restored, Bane quickly gains the portfolio of fear, restoring him to a greater power.

1372 Ches 20: Alustriel [1371] travels to Mithral Hall to aid King Bruenor in his efforts to fortify against further intrusions by Obould's [1371] orc forces.

Ches 24: Khalia, a Thayan emissary, approaches Mulsantir under the flag of peace and asks permission to create an enclave. She is refused but allowed to leave safely.

Ches 27: One of the hathrans, the ruling witches among the Wychlaran in Rashemen, betrays her sisters in a bid for power. She is defeated by the half-elf,

1371: A salute to the steel regent

Lusty, handsome, and gallant, King Azoun of Cormyr was beloved by his people. As his reign stretched on for decade after decade, it began to seem as if he would never die—nor even grow old beyond mere whitening of his hair. At last, however, the “Devil Dragon” appeared and sought to destroy the realm. Much blood was shed in battle after battle, until at last the strife ended on a dark and bloody field when dragon rent dragon, and Azoun slew the fell wyrm, only to die of his wounds.

His surviving daughter, Alusair, was proclaimed regent, and the grieving and frightened folk of Cormyr waited to see whether this so-called Steel Regent would be a wanton or headstrong disaster, a tyrant, or a wise and just ruler.

The following is an excerpt from a chapbook called *The Dream of the Dragon*, penned by the young bard Elender Stormfall of Suzail and published late in 1374 DR.

We who were born under the Dragon firmly believe that for all its faults and disputes, Cormyr is the greatest realm in all Faerûn. We are proud to dwell in this green and blessed land of valiant Purple Dragons, and we would have no other.

Yet most of us alive now have known only one king—Azoun IV, *the Dragon*. The Watching Gods willing, we would have no other. So when he fell fighting for us in the time of Cormyr's darkest need, the very beating heart was wrenched from us. We were lost—left standing afraid and bewildered in our own land. Cormyr was all around us, and had been delivered from its foes—yet Cormyr was gone.

The days after that last dark battle were mere passing shadows. What mattered our lives now, when our world had been torn from us? Folk wept, or drank, or stood staring out over the land, wondering what new horror each dawn would bring. Nobles cried aloud their grievances and sought to raise pretenders or councils, or to “rule for” the infant Azoun V themselves. Had the high priests of all Suzail's temples not joined together to publicly declare the babe a true Obarskyr, the dark rumor that he was an impostor thrust forward by the desperate surviving Obarskyr women would have gathered thunder. Cormyrean would have been set against Cormyrean, and we would have been doubly lost.

But who was left to take the throne and restore order until the youngest Azoun came of age? The Dowager Queen Filfaeril was widely seen as sharp-tongued and icy-hearted. She was respected for her regal refinement and breeding, but not much loved. Tanalasta, the Crown Princess, had long been seen as quiet, educated, and (if mated to the right loyal consort who could ride to war) “fit” for the Dragon Throne. But she had been untimely torn from this life, leaving only her younger, “unfit” sister Alusair.

The Princess Alusair was a wild-spirited echo of her father, all lust and fury. She rode the realm fighting outlaws and monsters, her sword out of its scabbard almost as often as the young noblemen she rode with were out of their breeches with her. Cormyreans wondered aloud if she was fit to speak for the Dragon Throne.

Some still wonder, but they do so in whispers now, behind closed doors, for dark reasons of their own. The folk of Cormyr, in their fields and shop doorways and woodcutting glades, wonder no longer.

Alusair, known as the Steel Regent, is everything her father was and more. The wizard Vangerdahast, who stood behind the throne like a dark shadow for as long as we can all remember, has gone. The outlander lass Caladnei who replaced him rules Alusair not at all—the two are like laughing sisters. The Steel Regent collects friends—many friends—who stand behind her with strength.

Cormyr died with the Dragon, but a brighter, renewed Cormyr has been given back to us now. Alusair has won the hearts of her people. She rides the realm tirelessly, the way her father did when he was young, mantled in her bright spirit. When she strides into an inn or tavern, her presence is like a cleansing breeze. The light of hope and joy kindles in the eyes of those who see her, and they dare to embrace her—though they would not have been allowed to get within a dozen paces of her father. Her returned embrace is strong and wholly meant, and they know it.

It will be years before the boy Azoun takes the throne—years in which foes of Cormyr may yet seek to slay him. But were they to succeed, I think the realm would turn to Alusair and proclaim her our rightful queen. Indeed, the people would likely stand with her in all matters, out of love for her and because of the trust and hope we have already placed in her.

It would be darkest treason to wish the boy king ill—to wish that he might never ascend, and that Alusair might rule us forevermore. So I wish instead that he has the heart and character of his aunt Alusair, and that he learns well from her, thereby becoming as worthy of the Dragon Throne as she now is. The gods grant that if we all dream the same dreams—and do so oft enough and hard enough—they just may come true.

— EG

bladesinger Taenaran and Marissa, a druid from Cormyr. Marissa becomes one of the spirits of Rashemen.

1372 Tarsakh 26: The Shadovars trap the phaerimms [1371] surrounding Evereska with a shadowshell.

Tarsakh 30: Citizens of Neverwinter begin falling ill from a plague later known as the Wailing Death. Within a few tendays, most inhabitants of the city are dead or dying.

1372 Mirtul 2: The Talontar blightlords begin mustering a blightspawned army to crush the Circle of Leth and raze the Great Dale.

Mirtul 15: Shade rescinds its offers of alliance to Waterdeep.

Mirtul 19: Shadovars begin hunting phaerimms living in Myth Drannor.

Mirtul 20: After five months of battling phaerimms and armies of bugbears and lizardfolk thralls led by beholder and illithid generals, the relief army led by Laeral Silverhand-Arunsun [1371] and her sister Storm [1355, 1374] arrives in Evereska.

Mirtul 21: Galaeron Nihmedu arrives in Cormyr, bearing proof that the Shadovars are melting the High Ice and crippling the Heartlands.

Mirtul 27: Aware of Cormyr's preparations for an assault on the City of Shade, the Shadovars gather an army and march on Tilverton [1356, 1373]. During the ensuing battle, Vangerdahast [1355] releases a potent magical weapon against the Shade army. The interaction of this weapon with the Shadow Weave releases a spectacular surge of energy that utterly destroys Tilverton. All that remains of the city is a dark, concave space filled with shadows and flitting regions of deeper darkness.

1372 Flamerule 1: Wulfgar [1364] returns to Icewind Dale [1351].

Flamerule 7: Akhlaur [1146] and Zalathorm [1357], who owe their long lives to certain magic they created together in their youth, face off against one another for control of Halruaa. Zalathorm destroys the red gem around his neck that houses the last remaining portion of their life-extending magic, killing them both. Immediately afterward, the survivors of the battle, together with the Cabal—a group of elf spirits recently freed from another, larger gem—resurrect Zalathorm.

Flamerule 10: The shadowshell surrounding Evereska fails.

Flamerule 12: The Shadowmasters [1366] effectively take control of the Merchants' Council of Telflamm. Few outside the council suspect the extent of the guild's power.

1372 Eleasias 2: The Shadovars lose the *Karrestone* when several of Mystra's Chosen attack and damage Shade's *mythalur*. The enclave is temporarily crippled. Elves and their allies drive the phaerimms out of Evereska in a tenday, and the city's *mythal* is restored by month's end.

Eleasias 28: Lolth falls silent, denying her followers divine magic. She separates her Demonweb Pits from the Abyss and begins to transform herself into a greater goddess. The Jaezred Chaulssin [1358] take advantage of the situation, launching attacks on drow-ruled cities throughout the Underdark. By year's end, thanks to their machinations, Menzoberranzan [1371, 1373] has nearly fallen, Ched Nasad [1233] is destroyed, Eryndlyn falls to followers of Ghaunadaur and Vhaeraun, and Maerimydra falls (unexpectedly) to followers of Kiaransalee. Smaller strikes in Dusklyngh, Jhachalkyn, and Karsoluthiyl weaken the hold of the ruling Matron Mothers and allow male-dominated merchant houses to gain in influence.

1372 Eleint 23: An army of goblins, ogres, giants, and demons led by Kurgoth Hellspaw, a half-fiend fire giant, attacks Maerimydra. Although most of Maerimydra's drow are slaughtered or enslaved, small bands of refugees escape into the surrounding Underdark, known as the Deep Wastes. House Dhurniv, which fell into disgrace for forging the Spider's Truce during the Weeping War, is the only Maerimydran noble house to survive with significant holdings, since most of them lie outside the city.

1372 Marpenoth 13: The first of several demonic assassins is sent after Quentel Baenre.

Marpenoth 14: King Lareth holds a conclave of metallic dragons to discuss the coming Rage.

Marpenoth 20: A slave rebellion is put down in Menzoberranzan.

Marpenoth 30: Daemonfey occupy Myth Glaurach [864, 1374].

1372 Uktar 3: The drow city of Ched Nasad is destroyed in an attack by duergar mercenaries hired by House Zauvirr, a drow family seeking to seize power in the city. In their attack, the duergar use "stonefire" incendiary bombs, sold to them by the Jaezred Chaulssin, that burn the webbing supporting the castles and suspended thoroughfares of the city, causing a general collapse into ruin. The duergar may well have intended the destruction.

Uktar 15: Kaanyr Vhok the Sceptered One, leads the Scoured Legion [1371] in a siege against Menzoberranzan with the secret backing of the Jaezred Chaulssin.

Feast of the Moon: The Great Seal is broken, ending millennia of Deep Imaskar [799] isolation. The Deep Imaskari dispatch their most trustworthy and secretive spies into the outer world.

Feast of the Moon: Volcanic eruptions in the Smoking Mountains bury the Citadel of Black Ash [1359] under lava.

1373 DR Year of Rogue Dragons

Hammer 1: The lich Sammaster [1285] completes his transformation of the *Dracorage mythal* [-25000], precipitating a Rage of Dragons independent of the appearance of the King-Killer Star in the heavens.

Hammer 8: The Shou traveler Kuang Li Chien arrives in the port city of Spandeliyon seeking information on a one-eyed hin named Brin [1370].

Hammer 14: Aided by the bard Tychoben Arisaenn, Li Chien confronts Brin and his thugs as well as two Red Wizards seeking to acquire the *Yellow Silk of Kuang*, a minor artifact from faraway Shou Lung.

Hammer 23: Ylraphon, a settlement on the Dragon Reach, is destroyed by a Flight of Dragons.

1373 Alturiak 11: Erevis Cale [1348] and the family of House Uskevren are trapped in the otherworldly Land of Stormweather.

1373 Ches 3: Seeking to combat the Pharaoh of Mulhorand and the rising influence of Bane in Unther, High Priest Zimrilim uses the *Alabaster Staff* to animate the preserved corpse of the God-King Gilgeam.

Ches 12: Infernal abishai serving a cell of the Cult of the Dragon [1365] burn down Nightwind Academy in Lyrabar.

Ches 15: Around this time, merchants of the Shining Lands travel as far as Waterdeep, the Utter East, Zakhara, and Maztica to procure wares for other markets.

Ches 28: Lolth's silence ends. Halisstra Melarn, Lolth's Lady Penitent, begins harrying the surface-dwelling drow of the Darkwoods, Eastern Fringe, and Velarswood. The Jaezred Chaulssin move to cement their control over the ruins of Ched Nasad.

Ches 30: The Scoured Legion withdraws its troops, and the siege of Menzoberranzan [1372] ends.

1373 Tarsakh 1: Granted an audience with the Council of Lords, the avariel Maestro Taegan Nightwind informs the Regent-Queen Sambryl [1363, 1374] and her ministers of a Cult of the Dragon cell in the city of Lyrabar and of a lair within the Grey Forest.

Tarsakh 5: Narglathra, a red wyrm, emerges from the ruins of Myth Drannor and flies south to attack Tangled Trees. The summertime inhabitants are slaughtered, leaving only a handful of survivors to be discovered by far wandering inhabitants upon their return.

Tarsakh 12: The Zhentarim garrison of Elmwood and three war galleys are destroyed by a band of dragon hunters.

Tarsakh 12: An Impilturan army sent into the Grey Forest is routed when an allied bronze dragon incites the Rage in the army's dragon allies.

Tarsakh 16: With the assistance of the spirit dragon Vorasaegha, the army of Impiltur successfully assaults and destroys a lair of the Cult of the Dragon in the Grey Forest.

THE PRESENT AGE

Tarsakh 17: The great black wyrm Zarlandris emerges from Glaun Bog and attacks the town of Highmoon. After a desperate battle, the dragon dies amid the rubble of the Tower of the Rising Moon. Lord Theremen Ulath vows to rebuild.

Tarsakh 18: Lantana missionaries from the Church of Gond establish a temple on the largest isle of the Green Sisters. The priests name the island St. Ippen, in honor of a great hero of their faith, and begin construction of the Great Lighthouse.

Greengrass: Ever a hardy and pragmatic people, Cormyran peasants begin to build a new town a few miles away from the shadowy crater that marks the grave of Tilverton [1372].

1373 Mirtul 2: Sammaster raises an army of orcs and giants in Vaasa by pretending to be the Witch-King [1359] reborn. The army takes the Bloodstone gates and floods into Damara.

Mirtul 2: Auseriel comes under concerted attack by a family of white dragons led by the great wyrm Harashnalthyn. At Maura's insistence, Prince Lamruil returns the *Tree of Souls* [1371] to Evermeet [1371, 1374], while the princess and their remaining followers provide a valiant rearguard defense.

Mirtul 3: King Gareth Dragonsbane [1359] leads an army against the monstrous horde but falls when he is betrayed by Cult of the Dragon members in his ranks. Gareth's soul is trapped on the Plane of Shadow.

Mirtul 4: Prince Lamruil returns to Auseriel in the company of an elite band of elf knights. They find the hidden city abandoned and the corpses of a dozen white wyrms, but no trace of Princess Maura or her rearguard. The prince vows to rebuild the settlement, while continuing to search for a trace of his vanished wife.

Mirtul 7: The Rotting Man [1371] is driven out of Dun-Tharos at the center of the Rawlinswood Forest by a servitor of Larue the Unicorn Queen. However, this struggle catalyzes previously quiescent demons beneath the ruins toward fell wakefulness.

Mirtul 12: With the aid of sea elves and the alaghi druid Arbeenok, Vambran Matrell recovers the *Emerald Scepter* from the sunken ruins of the Jhaamdath capital of Naarkolyth.

Mirtul 17: Kaanyr Vhok and the Scoured Legion besiege Sundabar. The siege collapses and the Scoured Legion fractures after the cambion and his consort, Aliisza, depart for the Elemental Plane of Fire by way of a *portal* beneath the city.

Mirtul 22: The great green wyrm Sirvinhandra, thought dead for centuries, emerges from a hidden lair in the Dun Hills and lays siege to the Abbey of the Just Hammer. After inflicting great devastation, the dragon is laid low by Lord High Justiciar High Avenger Deren Eriach.

Mirtul 25: The Monastery of the Yellow Rose [1242] is besieged by a score of chromatic dragons.

1373 Kythorn 3: Aided by Zulkir Szass Tam [1369, 1375], Thazienne Uskeveren unwittingly releases Eltab [1367] from his imprisonment beneath the Thaymount. Wielding the *Crimson Gold*, Tazi and her companions confront the tanar'ri lord and his army of Blooded Ones. In defeat, Eltab is magically transported to the Citadel of Conjurers in Impiltur by ancient bindings cast upon him by wizards of Narfell over one thousand years ago.

Kythorn 11: Dark Sister Sefris Uuthrakt, a Disciple of the Dark Moon, arrives in the Border Kingdoms city of Oeble in search of the Black Bouquet, a tome of great importance to the Lady of Loss.

Kythorn 23: Beginning at this time, a plague known as the Pox ravages the human population of Hlondeth.

Kythorn 25: Brimstone, a former servant of Sammaster, travels to the Plane of Shadow with a group of paladins and dragon slayers and successfully releases Gareth Dragonsbane's soul.

1373 Flamerule 8: Kara and Dorn travel to the hidden valley of the metallic dragons in the Galena Mountains. King Lareth succumbs to the Rage and is reluctantly slain by Tamarand.

Flamerule 9: Construction of the Great Lighthouse of St. Ippen is completed.

Flamerule 11: Metallic dragons leave their refuge in the Galenas and successfully rout the dragons besieging the Monastery of the Yellow Rose. King Gareth leads the Damarans to victory against the orc and giant army.

1373 Eleasias 1: Yuan-ti purebloods begin infiltrating St. Uzurr in an effort to assassinate its abbot.

Eleasias 7: Thraxata the Flamefiend sets fires across Battledale that consume large swaths of woodlands.

Eleasias 20: Shadovar agents recover *The Leaves of One Night*, a Sharran text that could be used to summon the Shadowstorm, an apocalyptic event that could raise Shar above the other gods. [684, 1374]

1373 Eleint 4: The site of its previous settlement still under Kultakan control, the colony of New Waterdeep is resettled on nearby Maztapan Island.

1373 Marpenoth 12: A strange beast begins stalking the villagers of New Tilverton by night, dragging them away from their homes and leaving their maimed bodies on the road to the site of old Tilverton [1372].

Marpenoth 26: One of the larger rocks comprising the Tears of Selune inexplicably moves much closer to Toril, causing a total solar eclipse over much of the Inner Sea. This rogue tear remained motionless over Toril for nearly a day before plummeting again. As it entered the atmosphere, Selune's tear separated into five large chunks, each cutting a flaming path through the sky. Those chunks then broke apart into thousands of smaller pieces. This event, witnessed by tens of thousands, became known as the Rain of Fire and was seen as an ill omen by many.

1373 Uktar 13: Verthandantalynx, a green wyrm lairing in the depths of Cormanthor west of Myth Drannor, succumbs to the Rage and attacks the village of Trenahess, leaving it in ruins.

Uktar 13: Blackwill Haarken Akhmelere, using the ancient Calishite artifact known as the *Golden Lamp of Samesaj*, repairs the eastern tower and rebuilds the western tower of the Twin Towers of the Eclipse, thereby erasing any evidence of the affront to Cyric [1371, 1374] caused by the actions of Iryklathagra during the Rage of Dragons and the mysterious being known as the Sojourner.

1373 Nightal 1: The great red dragon Tchazzar [1018] materializes above the Bay of Chessenta, returned to life and to Toril by the will of Tiamat. He wreaks havoc on the battling fleets of Cimbar and Soorenar and then flies away to hunt and slay or drive off other dragons active in Chessenta.

Nightal 6: Sammaster is destroyed, and the Rage comes to an end. The end of the elven High Magic that caused the dragon rage also releases the great platinum dragon Bahamut from his ancient prison. Bahamut reappears in Celestia, and soon invades Tiamat's demesne in the domain known as the Dragon Eyrie.

Nightal 28: Tchazzar appears in the skies above Cimbar in Chessenta and swiftly overpowers its defenders, installing himself in the Palace of the Sceptenar and establishing his absolute rule over the city.

1374 DR Year of Lightning Storms

Faerûn is beset by great lightning strikes the length and breadth of the continent. At least some of those lightning strikes mark the impact points of an unusual year-long rain of meteors. In a series of visions, Bahamut and Tiamat instruct their respective followers to seek out such sites, for each contains some form of draconic egg within.

Hammer 18: Daemonfey attack Tower Reilloch in Evermeet [1373] and steal part of the *Gatekeeper crystal*.

1374 Alturiak 16: After gathering the final piece of the artifact, Sarya Dlardrageth [1369] uses the *Gatekeeper crystal* to free the fey'ri imprisoned within the Nameless Dungeon [1356].

Alturiak 17: House Dlardrageth leads an attack on shades in the ruins of Karse [883].

1374 Ches 1: The daemonfey lead an army of orcs and ogres from Myth Glaurach to attack elf villages of the High Forest.

Ches 4: After years of provocation, the Grand Dukes of Baldur's Gate recruit Dabron Sashenstar to break the Iron Throne. They provide him with intel-

ligence suggesting that a Sembian merchant named Reiltar, believed to be behind the Iron Throne's effort to spark a war between Amn and Baldur's Gate, is wintering in a newly purchased mansion outside of Daerlun.

Ches 8: A branch of the fey'ri army marches southeast to assault Evereska.

Ches 10: Seiveril Miritar resigns from the ruling council of Evermeet and declares his intention to lead a volunteer army to assist Evereska.

Ches 12: Agents of House Sashenstar abduct Reiltar from his winter manse in Daerlun and bring him back to Baldur's Gate.

Ches 15: Selunites from Hydcont Abbey attack the western tower of the Eternal Eclipse but are repulsed.

Ches 16: Troops from Seiveril's Crusade begin to arrive in Evereska.

Ches 19: Reiltar is revealed to be an alias for Richtar "the Red Man," one of the senior commanders of the Iron Throne. Clerics of Waukeen in the employ of House Sashenstar interrogate Richtar and learn the history behind the Iron Throne's founding.

Ches 20: Seiveril resurrects Fflar Shardrow Melruth.

Ches 28: Lathander's church in Telpir issues edicts that support the Risen Sun heresy.

1374 Tarsakh 1: After consulting with the Grand Dukes of Baldur's Gate, Dabron meets secretly with the adventurer Tuth, thought to be a prominent member of the Knights of the Shield. The order is a secret society of information brokers active in the South that is said to be led by an archdevil.

Tarsakh 12: In the wake of a failed assault on Evereska, the half-fiend gold elves of House Dlardrageth returns to Myth Drannor, accompanied by a legion of fey'ri liberated from the Nameless Dungeon.

Tarsakh 15: After consulting with the other members of the Shield Council, Tuth meets again with Dabron. The Knights of the Shield agree to have Sfena removed from the Realms in exchange for lucrative trade concessions in Baldur's Gate's struggling colony of Balduran in northern Maztica.

Tarsakh 16: The Knights of the Shield inform their divine patron, Gargauth the Outcast, of Sfena's desperate straits. Enjoying the opportunity to wreak his old nemesis, Gargauth [1018] has Sfena brought to his infernal domain. The former archdevil plans to eventually offer to trade Sfena to Asmodeus in exchange for some priceless treasure, but for now she is left to languish in the depths of the Hidden Lord's dungeons.

Tarsakh 16: Daelegoth Orndeir recovers the Shard of the Sun, a holy relic of Amaunator.

Tarsakh 19: The elven Crusade arrives in Myth Glaurach.

Tarsakh 19: Pandorym [1370] is reimprisoned by Ususi, Iahn, and Kiril.

Tarsakh 21: The remaining leaders of the Iron Throne—Krankosh, Maready, Hogley, Seecher, and Skitt—meet in secret beneath a warehouse in Ordulin. Although they vow to continue operating as a merchant company, tensions fill the air, and the effects of Sfena's *geas* spells begin to fade.

Tarsakh 29: Word spreads through the Caravan Cities that the Merchant's League is sponsoring a large caravan that will ferry steel weapons and armor from Baldur's Gate to Hillsfar. The size and nature of the caravan, coupled with widespread rumormongering, make it clear that the caravan is meant as a deliberate provocation to the Iron Throne.

Tarsakh 30: Agents of the Merchant's League are assassinated nigh simultaneously in Scornubel, Irieabor, and Arabel by assassins in the employ of the Iron Throne.

1374 Mirtul 2: Fzoul Chembryl [1370, 1375], Tyrant of the Moonsea, learns of Sfena's abduction by chance during an exchange of information with a summoned pit fiend.

Mirtul 6: House Dlardrageth's legions destroy the Morninglord's temple in Myth Drannor, killing most of the clerics, although a few escape through a portal.

Mirtul 6: Daelegoth Orndeir casts a *miracle* spell in Elversult, calling on his god to break the drought that afflicts much of Faerûn. Elversult begins to receive abundant rainfall and perfect weather.

Mirtul 9: The Red Wizards [1371] open a merchant enclave in Kourmira [1369], a Tuigan city in the Endless Wastes.

Mirtul 10: Scyllua Darkhope learns of the fey'ri presence in Myth Drannor.

Mirtul 11: Dabron Sashenstar leads a widely heralded caravan bearing iron weapons east from Baldur's Gate.

Mirtul 13: Lady Sarya Dlardrageth, matron of House Dlardrageth, summons Malkizid [-30000], an exiled archdevil, to Myth Drannor.

Mirtul 19: Araevin Teshurr and his adventuring companions uncover the portal network Sarya used to move her army from the ruins of Myth Glaurach, her bastion near the High Forest, to Myth Drannor.

Mirtul 22: Scyllua Darkhope begins preparations to march a Zhentarim army south to Yûlash.

Mirtul 24: Lord Seiveril Miritar of Elion, leader of the Crusade from Evermeet that rescued Evereska, convenes a Council of War in the ruins of Myth Glaurach [1372]. The commanders of the Crusade agree to travel by way of the *portal* network discovered by Araevin to Semberholme [619] in hopes of defeating House Dlardrageth once and for all.

Mirtul 28: By the shore of Lake Sember, Seiveril revives the Dales Compact [1] with Battledale, Deepingdale, Mistledale, and Shadowdale.

1374 Kythorn 1: The Crusade marches north toward Mistledale and Shadowdale.

Kythorn 4: House Dlardrageth establishes an alliance with Hillsfar [1370] and Sembia. Hillsfar begins mustering an army to send south down the Moonsea Ride to Mistledale and Battledale. Sembia recruits a mercenary army to send north along Rauthauvyr's Road through Featherdale and Tasseldale.

Kythorn 7: Zhent troops from Darkhold ambush Dabron's caravan as it enters the pass through the Sunset Mountains east of Hluthvar. The attack is repelled, but the caravan is forced to retreat to Hluthvar.

Kythorn 9: Rumors spread that four leaders of the Iron Throne have been assassinated by agents of the Black Network.

Kythorn 10: Dabron's caravan leaves Hluthvar, heading for Irieabor. The Tyrant of the Moonsea issues a proclamation in which he claims that all trade in the "instruments of tyranny" is the sole province of the church of Bane. This is widely interpreted as a move by the Zhentarim to seize control of the weapons and arms trade in the Heartlands at the expense of the Iron Throne.

Kythorn 12: Hillsfar allies with Zhentil Keep. The Black Network agrees to invade Daggerdale and Shadowdale.

Kythorn 16: Sembia's mercenaries cross Blackfeather Bridge and occupy Battledale. Several Princes of Shade attack Daelegoth Orndeir and his congregation. Despite heavy casualties, the Shades are driven off and Daelegoth performs a second miracle, raising the dead and healing the wounded.

Kythorn 16: Disaster is narrowly avoided in Chult, where the serpent god Sseth is nearly allowed to escape from his prison on the Abyss and onto the Prime Material Plane.

Kythorn 17: Dabron's caravan is attacked by Zhentilar troops while crossing the Bridge of Fallen Men. The Black Network's troops are driven off at a heavy cost.

Kythorn 20: Thamalon Uskevren II is elected Hulorn, Lord Mayor of Selgaunt.

Kythorn 21: Hillsfar reneges on its alliance with House Dlardrageth.

Kythorn 23: After weeks of skirmishing and delays, Dabron's caravan finally reaches Arabel.

Kythorn 24: The Crusade routs Scyllua Darkhope's army, forcing it to retreat to Yûlash.

Kythorn 24: Agents of the Iron Throne attack the Merchant's League warehouse in Arabel but are roundly defeated.

Kythorn 25: In Arabel, Dabron Sashenstar publicly proclaims, "In the name of the Merchant's League and House Sashenstar, I declare that the Iron Throne is sundered." He also rejects the Zhentarim bid for control of the weapons trade, saying, "I'll grant that the scepter and the fist are instruments of tyranny, but the keen edge of a sharp blade is as much an instrument of freedom as it is the heavy boot of tyranny." Given the ongoing hostilities beneath the boughs of Cormanthor, Dabron decides to take advantage of the unexpected situation and sell his wares in Arabel. The master of House Sashenstar begins entertaining bids from quartermasters working on behalf of the armies of Hillsfar, Sembia, Zhentil Keep, and Seiveril's Crusade.

Kythorn 26: House Dlardrageth attacks the city of Hillsfar and Hillsfar's army based at the Standing Stone [700]. The First Lord's tower is destroyed, but Maalthiir escapes.

1374 Flamerule 3: House Dlardrageth breaks Hillsfar's army at the Standing Stone, forcing it to flee back to Hillsfar. Sembia's army begins to dissolve under repeated assault by the legions of House Dlardrageth.

Flamerule 12: High Priests of Waterdeep, Marsember, and Ordulin declare that the Risen Sun is heresy and warns Daelegoth that he risks excommunication. The western tower of the Eclipse falls to the Army of Three Stars.

Flamerule 21: House Dlardrageth destroys the Standing Stone and allies with House Jaelre.

Flamerule 29: Reports spread through Amn and Murann that the ancient dwarf realm of Xothaerin is home to a large colony of stingers, strange human-scorpion centaurlike hybrids.

Midsummer: Sunlord Daelegoth Orndair, leader of the Risen Sun heresy, calls his faithful to Elversult to witness the first sign of Amaunator's ascension. The sunlord then casts *Amaunator's eternal sun*, which brings forth a second sun that never sets over the city of Elversult. Word spreads quickly across Faerûn, and would-be converts begin showing up at the doors of the Morninglord's temples, seeking to convert to the "church of Amaunator."

Midsummer: The city of Murann and settlements all along the Trade Way from the Cloud Peaks to the Wealdath come under attack by stingers emerging from newly constructed sinkholes that lead down into the Underdark. The leaders of the stingers are said to employ giant-sized magic weapons and armor and demand repayment of all treasure plundered from far-off Maztica.

1374 Eleasias 5: Emissaries of the Crusade reach a truce with the Sembians. House Dlardrageth launches a raid against the Crusade encampment at Semberholme, but is repulsed.

Eleasias 6: Zhentil Keeps army crushes the Hillsfar garrison at Yûlash.

Eleasias 9: House Jaelre attacks the Sembian and elf delegations in Tasseldale; all three groups suffer casualties. Maalthiir decamps from Hillsfar, destination unknown.

Eleasias 10: The Zhentilar invade Hillsfar's western territories.

Eleasias 11: The Crusade allies with Sembia against House Dlardrageth.

Eleasias 17: The Crusade battles the legions of House Dlardrageth in the Vale of Lost Voices. The Zhentilar besiege Hillsfar. Fzoul issues his terms to Hardil Gearas, High Warden of Hillsfar.

Eleasias 18: Malkizid is banished. House Dlardrageth retreats from the Vale of Lost Voices. Hillsfar capitulates to the army of Zhentil Keep.

Eleasias 20: The Crusade surrounds Myth Drannor.

Eleasias 22: The Crusade overruns Myth Drannor, and House Dlardrageth falls. A handful of fey'ri escape. Seiveril Miritar is slain.

Eleasias 27: Fzoul Chembryl meets in secret with Jezz the Lame of House Jaelre and representatives of the Auzkovyn Clan. The three groups agree to work in concert to destroy the Fair Folk before they can truly reestablish Myth Drannor.

Eleasias 29: Fzoul Chembryl orders Scyllua Darkhope to seize control of the Moonsea Ride by establishing a series of fortifications along the road south from Hillsfar.

1374 Eleint 3: Skirmishes erupt along the Moonsea Ride between the Zhentarim and Myth Drannor. Masked drow support the Black Network with

targeted assassinations. This marks the beginning of the Cormanthor War, pitting the Army of Myth Drannor against the Army of Darkhope and the Masked Brigades (Vhaeraun-worshipping drow of House Jaelre and the Auzkovyn Clan). In the months that follow, a series of increasingly deadly raids and counter-raids are mounted by each side.

Eleint 5: The Council of Six [1366] in Amn and the Murkul Sothillis of Murannheim declare a truce and form an alliance against the flincallis of Oaxaptupa.

Eleint 6: Adventurers in service of Mystra root out a false temple to the goddess in Wheloon, Cormyr. Their investigations reveal that followers of both Shar and Cyric [1373] are using the temple as a front to kidnap spellcasters and bring them into the Vast Swamp.

Eleint 12: Storm Silverhand [1372], Dove Falconhand [762], and the rest of the Knights of Myth Drannor [1348] arrive in Myth Drannor to aid in its defense. Within hours they are engaged in a series of hit-and-run battles with drow skirmishers in the forests to the east.

Eleint 13: The adventurers who revealed the false temple to Mystra in Wheloon return from the Vast Swamp with some of the kidnapped spellcasters. In their possession they have an unfinished letter purportedly discovered in the Plane of Shadow. This letter alludes to the *Book of the Black* [684], a secret of the Sharrans, and includes a scrap of paper with an alternative Roll of Years known to Sharrans as the Black Chronology. The significance of this discovery goes largely unnoticed even as the Sharrans muster their resources to fulfill the events prophesied in the *Book of the Black*.

Eleint 30: Kendrick Selkirk, Overmaster of Sembia, is murdered.

1374 Marpenoth 10: Sembia's High Council elects Mirabeta Selkirk as temporary Overmistress of Sembia.

Marpenoth 23: A plague known as "the blush" appears in Logfell, a village north of the Qurth Forest in the Border Kingdoms.

Marpenoth 23: The Fist of Winter in Winterkeep, a group of ice devils who are trapped in the bodies of fell sorcerers, are defeated by Amira with the help of the lythari.

Marpenoth 24: The regency of Queen Sambryl [1373] comes to an end, as King Imbrar II reaches age sixteen and assumes the throne of Impiltur.

Marpenoth 28: The Heart of Runlatha is stolen from the Sanctuary (nested in The Star Mounts) by a shade on behalf of an agent of Sememmon. The dinosaurs that lived in the Sanctuary, protected by the powerful illusion abilities of the Heart, are stolen as well. The Heart and the dinosaurs are returned to the Sanctuary by Vell the Brown, and the Sanctuary is closed off from the rest of Faerûn forever.

1374 Uktar 2: From three hundred fathoms beneath the Sea of Fallen Stars, the lost enclave of Sakkors [-339] is raised to once again fly free over Faerûn. The Empire of Netheril is reborn.

Uktar 3: A Sharran priestess, Esvele Greycastle, forges an alliance with Fzoul Chembryl, Tyrant of the Moonsea.

Uktar 7: Morgynn the blood magus's attempts to take over the towns surrounding Qurth Forest are defeated by a ghostwalker named Quinsareth.

Uktar 8: The Order of Twilight, a cult in the service of Gargauth, attacks the town of Brookhollow. Despite heavy damage to the town, the defenders repulse the attack.

Uktar 11: In response to the growing threat of civil war throughout Sembia, Selgaunt forms a military alliance and trade pact with the Netherese.

Uktar 11: An immense kraken attacks the harbor and dock ward of Yhaunn in Sembia.

Uktar 28: Blackstaff Tower [1377] in Waterdeep is breached when three artifacts are brought into close proximity.

Uktar 29: Saerloon's army, using *teleportation circles*, materializes outside Selgaunt.

Uktar 30: The Battle of Selgaunt begins and ends. The Saerloonian forces, bolstered by the green dragon Vendemniharan and summoned elementals, breach Selgaunt's walls. However, Selgaunt's forces repel the Saerloonians

with the aid of two Princes of Shade—Rivalen and Brennus—and the timely appearance of the newly raised, floating Shadovar city of Sakkors. All elements of the Saerloonian army are destroyed or captured.

Uktar 30: Saerþ in northern Sembia is burned by an army led by Malkur Forrin, Commander General of the Sembian forces loyal to Overmistress Mirabeta Selkirk.

Feast of the Moon: Esvele Greycastle forges an alliance between the Lolth-worshipping drow of House Dhuurniv and the Zhentarim. Khelben “Black-

staff” Arunsun [1371] dies creating Rhymanthiin, the City of Hope, in the High Moor.

1374 Nightal 1: Scyllua Darkhope returns to Zhentil Keep to lead an additional division into the field. To her surprise, Pzoul orders her to invade Shadowdale again, but this time with support from the Church of Shar and the drow of House Dhuurniv.

Nightal 1: Elyril Hraven, priestess of Shar, completes a ritual set forth in the empty spaces within *The Leaves of One Night* [1373] and summons the

eleint 13: years in shadow

The following unfinished letter and scrap of paper were discovered on the body of Skull Servant Ethar, a priestess of Cyric working with followers of Shar to create an area of dead magic that would cover the Vast Swamp. Ethar met her end at the hands of adventurers who traveled to the Plane of Shadow and battled her in a ruined Sharran monastery in a shadowy reflection of the Vast Swamp.

*Most honored Watchful Skull, Blackwill Akmelere,
Greetings from your bloody hand, Skull Servant Ethar.
As expected, the Sharrans hide their secrets well, but I did
discover something that might lead us to understanding their
ultimate plan. We aid them in their ritual to create a field of
dead magic over the Vast Swamp. Obviously, this is to their
advantage as only Shadow magic works within these spaces,
but claiming the swamp as a base of operations seems foolish.
This incongruity bothered me, and I prayed to the Black Sun
to grant me knowledge of their plans. I received no vision, but
while living here in one of their old monasteries I discovered
the piece of parchment I've attached with this letter, praise be
to Cyric. I believe it to be the writings of a monk that once lived
in the Monastery of the Ebon Dome.*

*It seems the Sharrauns have a secret Roll of Years. Of its
origin or accuracy, I can say nothing, but some names seem
uncannily close to the history we have witnessed—perhaps even
more so than those penned by the Lost Sage, Augathra the Mad.
You can see that the Black Chronology seems to span a mere
34 years, but perhaps there is more not revealed by this scrap
of parchment. Reading the Book of the Black might explain
more and tell us what the Sharrans truly plan.*

*I could not find more writings like this one despite a week
of searching. I made subtle inquiries with the Sharrans and
Despayr. Despayr seemed to know nothing, but with his kind, it is
always hard to tell. The other Sharrans said they did not know
what I meant, and talked about how the monks at this monastery
went mad—but I sensed some wariness in their postures.*

I think we need to find this Book of the Black and

PARCHMENT

*The shadows fall properly and others signs make it more clear.
At long last, the Black Chronology is coming to fruition. I trust in
the shadows that dance at the edge of my sight, for Shar enfolds
me in her dark embrace. I can with some authority claim that
this year, 1352 DR, is indeed the Year of the Lost King, first
year of the Black Chronology. I know that the events prophesied
in the Book of the Black will soon come to pass.*

*Behold the Roll of Years and its Shadow. In due time we
shall all bear witness to unfolding of Shar's greatest work.*

1352	Year of the Dragon	Year of the Lost King
1353	Year of the Arch	Year of Masks
1354	Year of the Bow	Year of Great Reaping
1355	Year of the Harp	Year of Retreat
1356	Year of the Worm	Year of the Drow
1357	Year of the Prince	Year of Spell Flames
1358	Year of Shadows	Year of Ascension
1359	Year of the Serpent	Year of the Carnival
1360	Year of the Turret	Year of Armies
1361	Year of Maidens	Year of the Golden Discovery
1362	Year of the Helm	Year of the Sun
1363	Year of the Wyvern	Year of Winter
1364	Year of the Wave	Year of Lords
1365	Year of the Sword	Year of Joyous Elves
1366	Year of the Staff	Year of Icy Waters
1367	Year of the Shield	Year of Unmasking
1368	Year of the Banner	Year of the Sons
1369	Year of the Gauntlet	Year of the City's Sorrows
1370	Year of the Tankard	Year of the Deep War
1371	Year of the Unstrung Harp	Year of the Toppling Towers
1372	Year of Wild Magic	Year of Dark Returns
1373	Year of Rogue Dragons	Year of Madness
1374	Year of Lightning Storms	Year of the Unraveling
1375	Year of Risen Elfkin	Year of Harsh Goals
1376	Year of the Bent Blade	Year of False Hopes
1377	Year of the Haunting	Year of the Black Banner
1378	Year of the Cauldron	Year of Broken Hearts
1379	Year of the Lost Keep	Year of Lost Wisdom
1380	Year of the Blazing Hand	Year of the Dull Blade
1381	Year of the Starving	Year of the Fool
1382	Year of the Black Blazon	Year of Unwelcome Guests
1383	Year of the Vindicated Warrior	Year of Unjust Rewards
1384	Year of Three Streams Blooded	Year of Stolen Thrones
1385	Year of Blue Fire	Year of the Revelation

— Matthew Sernett

Shadowstorm. A planar rift is torn open over Ordulin, and that portion of the Plane of Shadow known as the Adumbral Calyx pours forth. Ordulin is destroyed in the cataclysm, and the bulk of its citizens are killed. Volumvax the Divine One, also known as Kesson Rel the First Chosen of Mask, emerges from the rift amid an army of shadows and shadow giants. Volumvax raises Ordulin's dead as shadows to bolster his own army.

Nightal 15: Sharran assassins infiltrate the village of Shadowdale and attack Elminster's Tower. After a fierce battle, Elminster [1358] vanishes and his tower is blasted into ruin and hurled into another plane.

Nightal 16: In the early morning hours, the Zhentarim army led by Scyllua Darkhope overruns Shadowdale with the aid of the Church of Shar and House Dhuurniv. The Army of Myth Drannor is unable to respond as Zhentarim brigades to the east launch simultaneous attacks on several key elf fortifications.

Nightal 18: Lord Mourngrym Amcathra [1358, 1375] publicly embraces the Army of Darkhope as allies and defenders of Shadowdale.

Nightal 27: Scyllua Darkhope begins preparations to march south with two brigades to attack Mistledeale, leaving behind the Brigade of Shadows to occupy Shadowdale.

Nightal 29: The triggering of ancient wards alerts Isevele Miritar that *AryVelabr'Kerym*, the fabled *Warblade* [674], has returned to the Realms Above (or the uppermost reaches of the Underdark) in the vicinity of the Twisted Tower [906].

Nightal 30: Storm Silverhand and Dove Falconhand lead an elite contingent of elves into Shadowdale. The Chosen of Mystra are grievously wounded upon their arrival due to the interaction of their *silver fire* with the local Weave and are forced to teleport away. Their comrades in arms are left behind to an uncertain fate.

1375 DR Year of Risen Elfkin

Hammer 1: The adventurer Fox-at-Twilight discovers Negarath, a fallen Nethere enclave, beneath the sands of Anauroch, from which she barely escapes with her life, her sanity, and a new companion, the exile goliath Gargan.

Hammer 13: Adventurers liberate Lord Mourngrym [1374] from possession by a servant of the Shadovars. Rousing the residents of Shadowdale, they break Zhentarim control of the area and kill Scyllua Darkhope. Mourngrym resigns the lordship and rejoins the Knights of Myth Drannor in the City of Beauty. With the blessing of Shadowdale's liberators, Azalar Falconhand claims the *Pendant of Ashaba* and is proclaimed Lord of Shadowdale. In the months that follow, fey return in large numbers to Shadowdale.

Hammer 17: Fzoul Chembryl [1374] publicly blames Scyllua Darkhope for all the failures in the Cormanthor War and proclaims that the "Bitch in the Trees" shall never again be resurrected.

1375 Tarsakh 3: Troops from Zhentil Keep occupy Phlan [1340], increasing the number of vassal states under Zhentarim control.

1375 Mirtul 1: Wai Yong, the tenth emperor of the Lui Dynasty of Tu Lung, secretly arrives in Mulhorand under an assumed identity. The reasons for the young emperor's journey are yet unrevealed.

Mirtul 5: Drusus Rhym, Zulkir of Transmutation, is murdered in his apartments in Bezantur. A Thayan army is defeated by the berserkers of Rashemen in the Gorge of Gauros during a failed invasion of Thay's northern neighbor. The tharchions who mounted the invasion claim to have defeated an invading Rashemi army.

Mirtul 10: In the Sunset Mountains, Thazar Keep falls to a horde of undead emerging from Thazar Pass. In the days that follow, the undead overrun much of the Tharch of Pyarados, including half of the city of Thazrumaros.

Mirtul 25: Samas Kul, Master of the Guild of Foreign Trade, is elected Zulkir of Transmutation.

1375 Kythorn 4: A Thayan army known as the Griffon Legion reclaims Pyarados from the undead invaders. In the days that follow, Thay's legions march up Thazar Pass to destroy those that escaped.

Kythorn 5: Aznar Thrul, Zulkir of Evocation and Tharchion of the Priador, is killed by his prisoner, Mari Agneh, a human/bloodfiend hybrid.

Kythorn 10: Szass Tam [1373], Zulkir of Necromancy, is blocked by his fellow Zulkirs from being elevated to regent of Thay.

Kythorn 14: The Griffon Legion retakes Thazar Keep.

Kythorn 27: After Szass Tam's plan to march an army south and seize Bezantur is slowed by the Griffon Legion, the Zulkir of Necromancy and the six other zulkirs settle in for a long civil war.

1375 Eleint 30: A long, rolling earthquake strikes Waterdeep shortly after dawn. The city sustains little physical damage, but a number of people across the city are struck by fearsome mental visions of a screaming, bearded man whose eyes blaze with rage, sorrow, and swimming stars—Halaster [1369], the Mad Mage of Undermountain. People of arcane talent struck by the visions also report scenes of destruction in the vast maze: pillars cracking and tumbling, rifts and chasms opening up, and surging explosions of blue-white sparks. It soon becomes clear that Halaster destroyed himself while attempting a ritual of tremendous power, and in the moment of his death hurled desperate visions and mysterious compulsions to adventurers and persons of magical power throughout Faerûn.

1375 Nightal 20: Lolth and Eilistraee battle to the death in a divine game of *sava*, with the fate of the drow hanging in the balance. A Darksong Knight in service to Eilistraee slays Selvetarm, Champion of Lolth, with an artifact known as the *Crescent Blade*. Drow followers of Vhaeraun employ High Magic for the first time since the Descent. They succeed in opening a *portal* to Eilistraee's realm, which the Masked Lord employs in an attempt to assassinate his sister. The effort backfires, as Eilistraee kills her brother instead. The Church of Vhaeraun is absorbed into the Church of Eilistraee. The Church of Selvetarm is absorbed into the Church of Lolth.

1376 DR Year of the Bent Blade

The Masked Brigades of the Elven Court are sorely shaken by their god's destruction, and the forces of Myth Drannor soon rout the remnants of House Jaelre and Clan Auzkovyn from the Elven Court. With his drow allies scattered and disorganized, Fzoul Chembryl of Zhentil Keep decides to end his war against Myth Drannor. The Tyrant of the Moonsea concludes an uneasy peace with Isevele Miritar, leaving the forest to the elves while Hillsfar and the open lands north of the line between Hillsfar and Dagger Falls formerly fall under the sway of Zhentil Keep. In addition, the Fair Folk grant the Black Network free passage along the Moonsea Ride and Rauthauvyr's Road, for so long as they do not fell a living tree, injure or kill an elf, or stray more than thirty paces from the trail beneath the boughs.

— Strange creatures called *nilshai* are encountered en masse in the Yuirwood of Aglarond, usually near the old elf menhirs. Reports of the creatures' depredations are of such shocking bloodiness that the Simbul enacts a bounty on *nilshai* hides.

— The Swordbelt Alliance sacks the subterranean city of Oaxatupa, scattering the *tlincallis* like a giant stepping on an anthill. In the years that follow, the stingers boil up to attack targets throughout Amn and Murannheim without warning, forcing the two neighbors to maintain their uneasy truce. Although the Armory of Nedeheim is never recovered, adventurers return from ruined Oaxatupa with reports of a portal to the Abyss from which demonic servitors of Obox-Ob continue to pour forth in support of the *tlincallis*. The Council of Six institutes a heavy war tax on Amn in preparation for years of warfare.

1377 DR Year of the Haunting

The Srinshree returns to Myth Drannor and offers Isevele Miritar the *Rulers' Blade* in recognition of her wise and resolute leadership in the realm's refounding. Isevele humbly accepts the *Rulers' Blade* and takes the title of coronal. Queen Amlaruil arrives to congratulate the new coronal and brings with her the *Tree of Souls* as a gift to the new realm. The artifact is planted in a ring-shaped colonnade at the heart of the city known as *Seldarrsben Nieryll*, the Starsoul Shrine.

— Followers of Kiaransalee cause *faerzress* throughout the Realms Below to affect the ability of drow to teleport or employ divination magic. In hopes of reversing the effect, Eilistraee's worshipers launch an assault on the Cronos of Kiaransalee who rule the Acropolis of Thanatos amid the ruins of V'elddrinnshar deep beneath the Galena Mountains. At the same time, Q'arlynd Melarn and his apprentices, employing six *Miyeritari kiira*, cast High

Magic to strip Kiaransalee's name from the Realms. Bereft of any worshipers, the Revenancer fades from existence.

— A minor earthquake off Amn's coast disrupts Spellhold, the asylum on the island of Brynnlaw. Several of the deviant spellcasters held within escape, vowing vengeance against the nation that imprisoned them.

1378 DR Year of the Cauldron

A crazed cultist of the bound efreeti Memnon in Calimshan attempts to instigate a holy war in Memnon's name. After some success in assembling the beginnings of a great fleet in Calimport to "scour" the Sword Coast to the far north, the cultist Roshanak has a dream so startling he abandons his effort. Roshanak disappears to a fate unknown.

1379 DR Year of the Lost Keep

Amn's colonization efforts in Chult finally begin to pay off the investment of ships, men, and gold. An entire tribe of savage humanoids is forcibly transplanted from the deep jungles and resettled in a caged preserve in the Amnish city of Athkatla. The parasitic disease that sweeps through Athkatla in 1379 and finally kills one of the Council of Six is blamed on the presence of the preserve, but before the savages can be eradicated, they escape to Amn's interior.

— Lolth plots against her rivals in the drow pantheon. The Spider Queen attempts to destroy Ghaunadaur, but Ghaunadaur proves to be a stronger and more ancient power than Lolth suspected. The slime god abandons the Demonweb Pits for the Deep Caverns.

— A Netherese spy is caught in Suzail. Princess Alusair Nacacia Obarskyr hangs the spy in a public square. This event touches off a short-lived conflagration of hostilities with the Shadovars, which comes to be called the Four Day War.

— After years of low-level skirmishing, Mulhorand's conquest of Unther is complete. Messemprar falls to Mulhorand's last wave of conquest, the long-slumbering giant content, for the time being, to digest its new empire. Threskel is consolidated under the rule of the Great Bone Wurm, with the backing of the Church of Bane and Thay, while Tchazzar, Sceptenar of Cimbar, cements his hold on the rest of Chessenta. In addition to low-level skirmishes along the borders of the three realms, regular dragon raids wreak havoc in the heart of each country.

1380 DR Year of the Blazing Hand

The canal linking the Lake of Steam and the Nagafrow River is finally completed, linking the Sea of Fallen Stars and the western oceans.

— The High Mage Araevin Teshurr completes the restoration of Myth Drannor's *mythal* and, after visits to Waterdeep, Aglarond, and Sildyuir, sets out for the hidden realm of Auseriel. There he meets and befriends Prince Lamruil. The two elves leave Auseriel in the care of Lamruil's seneschal and depart in search of the missing Princess Maura, set on the trail by the mysterious prophecy revealed by Araevin's magic.

1381 DR Year of the Starving

A freak cold snap freezes the ground in much of northern Faerûn in Mirtul, ruining food crops and animal forage in many places. The resultant dip in productivity sees many go hungry in urban centers across the continent. Death by starvation and malnutrition visits even the largest, wealthiest cities, but most especially in Thesk. Hunger accelerates Shou emigration out of the region.

1382 DR Year of the Black Blazon

Starmantle and Westgate see increased traffic from Shou across the Sea of Fallen Stars from Thesk and points eastward. Cognizant of trade opportunity implicit in the movement of so large a population, both cities seek to portray themselves as the destination port of choice for the immigrants.

1383 DR Year of the Vindicated Warrior

The Durpari city of Vaelaî becomes known in greater Faerûn for its exotic form of body art, which goes farther than mere tattooing or piercing. For a considerable fee, artisans in Vaelaî offer to etch limbs of the well-to-do with 'living crystal' that enhances not only the wearer's visage but, in some small way, the wearer's talents.

— Moradin leads the assembled deities of Dwarfhome on a crusade against the dark powers of Hammergrim. Gorm Gulthyn and Haela Brightaxe perish in the battle, but Moradin destroys Laduguer, and Clangeddin slays Deep Duerra. The plane of Hammergrim disperses into the Astral to the sounds of the dwarf gods' victorious battle hymns.

— The War of Gold and Gloom comes to an unexpected end in the caverns of long-abandoned Barakuir. During the course of a great battle between the Army of Gold and the Army of Steel, the crusaders of the Great Rift discover a collection of ancient runestones detailing the fate of Clan Duergar and the betrayal that led to the fall of their kingdom. This discovery, long forgotten, prompts the lorekeeper illithids of Oryndoll to unleash an army of thralls against both dwarven hosts, although the gray dwarves suffer most of the casualties. In the end, the dwarves lose more than half their number, but Oryndoll's thrall army is shattered. In an unexpected act of compassion, the commander of the Army of Gold offers the surviving duergar a place within his company. The united Stout Folk then march west into ruined Shanatar, in hopes of claiming a bastion suitable for repelling the inevitable illithid attack to come.

1384 DR Year of Three Streams Blooded

The newly installed king of Cormyr, Azoun V, attempts to make official a Royal Decree that would give "freemen" the right to a hearing before other "freemen" in the face of accusations of wrongdoing, even if that accusation were to come from a noble. In the face of stiff resistance from every aristocrat in Cormyr, Azoun V does not follow through with the decree. However, he puts the nobles of his kingdom on notice that someday he will successfully enact just such a decree, no matter the resistance they offer.

— Siamorphe quarrels with Tyr when the deities take different sides in a clash between Tethyrian and Calimshite forces. She removes herself from the House of the Triad and joins Sune's court in Brightwater. Tyr sends Helm to plead his case with Sune. The goddess of love suggests a marriage between Tyr and Tymora to set the celestial planes in balance again. Helm conveys Sune's suggestion to Tyr, and begins to chaperone a chaste courtship between Tyr and Tymora. Strange and fateful misunderstandings lead to the accusation that Helm has stolen Tymora's heart while conveying the gifts and sentiments of Tyr. A strict interpretation of his own ideals forces Tyr to challenge Helm, and Helm is obliged by his own ideals to meet the challenge. The two gods do battle, and Tyr slays Helm before the deities come to their senses. Heartbroken, Tymora accompanies Tyr back to the House of the Triad. Though nothing can be proved, the gods sense the hand of Cyric in Helm's death.

— With the Triad broken because of Helm's death, Ilmater chooses to remove his domain from the House of the Triad. He reestablishes his celestial realm in Brightwater at Sune's invitation.

1385 DR Year of Blue Fire

Unthinkable catastrophe ensues when Cyric, aided and abetted by Shar, murders Mystra in Dweomerheart. The plane itself disintegrates at once, destroying Savras and sending the gods Azuth and Velsharoon reeling into the endless Astral Plane. Without Mystra to govern the Weave, magic bursts its bonds all across Faerûn and the surrounding planes and runs wild. In Faerûn, this event is known as the Spellplague. Thousands of mages are driven insane or destroyed, and the very substance of the world becomes mutable beneath veils of azure fire that dance across the skies by night or by day.

Many planes are shifted or destroyed as well. Only greater deities prove strong enough to maintain their realms against the resultant chaos. Tyr, Lathander, and Sune move against Cyric and successfully imprison the Black Sun in his Supreme Throne, under a sentence of house arrest to last one thousand years.

Sages in centuries to come mark the Weave's destruction in the Year of Blue Fire as the end of the old world, and the terrible beginning of the new.

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