FORGOTTEN REALMS

THE GRAND HISTORY OF THE REALMS

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GEORGE KRASHOS  ERIC L. BOYD  THOMAS COSTA
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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.

Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v3.5 revision.

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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 cons. 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 871, 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 = 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 ascendency of Nung Fu as the start of their empire’s calendar. DR + 1250 = Shou Year or Shou Year – 1250 = DR.
- **Wa Calendar:** Calendar used by the island nation of Wa in the Eastern Realms. DR + 418 = Wa Year or Wa Year – 418 = DR.
- **Mullhorand Calendar (MC):** Ancient calendar dating from the founding of Skuld. DR + 2134 = MC or MC – 2134 = DR.
- **Untheric Calendar (UC):** Established after the ascendency of Gilgeam as god-king of Unther. DR + 735 = UC or UC – 735 = DR.
- **Arvselmay Calendar:** Archaic calendar used by the undersea elves of Arvselmay 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 – 1378 = PR or PR + 1378 = 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 Merrourobos. None of the dozen or so common races which populate the world today existed in this distant era. Merrourobos 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’Qussir, 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, 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 Merrourobos 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 Jotunbrud.

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 slaad, 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

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

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

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

Fall of Isstosseffifil: 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 west.

Dear Master Tethtoril,

Many leaves have turned since my last communication—a delay for which I beg the Binder’s forgiveness. Balduaran 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 Halruaa. 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 Zoor.

Several entries in the late captain’s journal mention the Iqua-Tel’Quessir—the Elven term for the mythological 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 derision of humankind’s burgeoning numbers and the debased descendants of the batrachi who inhabit the darkest swamps of Faerûn, then briefly addresses the 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 aearae, as he called these creatures, were the descendants of great wyrm dragons 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 wyrm dragons 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.

May the Binder continue to guide us to new discoveries,

Loremaster Ignace Dethingeller

— ELB
west, inundating the land around the chain of hills known today as the Tagorlar with water. Although the Istossef succeeded in driving the phaerimms (−461) deep into the Underdark, the massive ecological change resulting from its weavings of Art caused the Istossefpill empire to collapse.

c. –33500 DR
Sarrukh-rul Okathraz [34800, −24000] declines gradually, sinking slowly into somnolence. The empire becomes the domain of the yuan-ti.
— Rise of the Batrachi Empires (amphibiod 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 tithe 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 fallen 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 Aearce Empires (avian creator race). In the west, the Aearce-Krocaa establish the grand aerie of Viaakoo on Mount Havraquoar, which became the capital of their great nation. In the north, the Aearce-Syran establish their capital at the aerie of Phwiukree, in the peaks of the Star Mountains. In the southeast, the Aearce-Qor carve out the domain of Shara from their rookery in the Orsraun Mountains.

c. –30700 DR
Lammasu Massacre: One thousand Aearce-Krocaa lose their lives to a much smaller force of lammasus. Later experiments with domesticated landwyrms produce the first winged wyrmcs, which the aearce name wyverns. Thanks to this new wyvern armies, the Aearce-Krocaa empire expands rapidly.

c. –30300 DR
The Wasting Plague: In a conflict between the gnolls of Urgnurash and the rookery of Koourui-Shara, shamans of Yeenoghu summon marrashi—spirits of pestilence from the Barrens of Doom and Despair—to blight aearce crops and spread a wasting plague among the avians. Decimated, many Aearce-Qor 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 swathes 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 Rangefly, and dragon-ruled realms such as Argissthilliax, Caesinmalsvir, Darastriverthica, and Tharkrixghontix.

c. –30000 DR
Fall of the Aearce 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 Viaakoo 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 Be’ethith create the Golden Skins of the World Serpent, known today as the Nether Scrolls (−3193).
— 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 demigodess 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 Atorrnash 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 Vajprak, father of the ogre race.

−26000 DR to −27000 DR
The 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. –25700 DR
Othea begins an affair with Ulutiu (−2570), a minor sea god of the Savage Frontier. The union of Othea and Ulutiu ultimately produces four sons: firbolgs, verbeeg, voolkyn, and fomorian.

c. –25400 DR
Fleeing the destruction of the island kingdom of Tintagge 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 Tintagge 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 Draconic 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 domains and fought one another to expand their empires. One such kingdom was Darastrixhurt hi, ruled by Caesinsjach, the mightiest of green dragons. Among her vassal states was Darastrixhurt hi, a nation of kobolds ruled by the first of the dragonspawn—Caesinsjach's own Kurtulmak, the Horned Sorcerer and first of the kobolds. Made up of many kobold metropolises known as labyrinths, Darastrixhurt hi was located in a mountain that crowns a body of water known as the Hidden Lake during the age of Talien Ket-hori. Now the mountain is gone, and the area is called the Shoal of Thirst.

Like the mighty dragons, the small inhabitants of Darastrixhurt hi had been spawned from the bloodline of Agserath, 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. Darastrixhurt hi's 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 Darastrixhurt hi.

Near the end of the Time of the Dragons, kobold miners broke into some new gem-encrusted caverns below their labyrinth, 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, to be reborn into new life. Possessing knowledge of these stones, the gnomes promptly fled from Darastrixhurt hi and settled in the Barrens of Doom and Despair, where they founded a deep cavern infested with fiendish dire bats.

Asgorath also raised Kuraulyek, the First of the Urd, who promptly fled from Kurtulmak. Eventually, Kuraulyek was found among the Barrens of Doom and Despair, where he found a deep cavern infested with fiendish dire bats. There, in that plane's gloomy Underdark, he found a deep cavern infested with fiendish dire bats. There, in that plane's gloomy Underdark, he 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, to be reborn into new life. Possessing knowledge of these stones, the gnomes promptly fled from Darastrixhurt hi and settled in the Barrens of Doom and Despair, where they founded a deep cavern infested with fiendish dire bats.

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Kuraulyek was once a loyal servant of Kurtulmak, who raised him and taught him the ways of the kobolds. But Kuraulyek grew ambitious and sought to gain power for himself. He used his knowledge of the labyrinths to gain control over the dragonspawn, and quickly rose to become one of the most powerful kobolds in Darastrixhurt hi. However, his ambition led to his downfall, as he betrayed his master Kurtulmak and seized control of the dragonspawn.

When Kurtulmak learned of Kuraulyek's perfidy, he was furious. But instead of killing his betrayer, Kurtulmak decided to use him as a pawn in his war against the gnomes. He raised Kuraulyek to godhood and sent him to rule over the gnomes, a fate that Kuraulyek believed would make him even more powerful. However, Kuraulyek was quickly defeated by the gnomes, who used their new-found knowledge of the labyrinths to defeat the dragonspawn and drive them from Darastrixhurt hi.

After the fall of the dragonspawn, the kobolds were left to their own devices, and they quickly grew powerful and influential. They even managed to take control of other dragonspawn, such as the red dragonspawn in the mountains of Copper. But their attempts to control the dragonspawn were short-lived, as the dragonspawn quickly regained their strength and drove the kobolds from their newly acquired territories.

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However, the kobolds were not content to simply rule over the dragonspawn. They sought to expand their territories and control more dragonspawn, and they soon began tovbattle the gnomes for control of the labyrinths. The gnomes, who had been living in the labyrinths for centuries, were not willing to give them up so easily, and the battle raged on for many years. But in the end, the gnomes emerged victorious, and the labyrinths were once again theirs.

To this day, the labyrinths remain a place of mystery and wonder, and the kobolds and gnomes continue to battle for control of them. But one thing is certain—the days of the dragonspawn are long past, and the world is a different place than it was in the time of the Time of the Dragons. The kobolds and gnomes continue to battle for control of the labyrinths, and the world is a different place than it was in the time of the Time of the Dragons. The kobolds and gnomes continue to battle for control of the labyrinths, and the world is a different place than it was in the time of the Time of the Dragons.
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 Atnornash. 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
Lolth’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 wyrm Mhairshaulk.

— 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. –24400 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 Arvandar (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 cast (present-day Shaar and Forest of Amstar).

–23100 DR
Establishment of the first gold and moon elf settlements of Syorpur (present-day Ankhwood and Chondalwood).

–22900 DR
The elf settlement of Illufarn (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 Dunkwood 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 Esellar (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, Elikazar, 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 Tintagor 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 die 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 [–677] 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.
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, sun-dering 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
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 Syòrpiir open discussions about unifying the elves of the Satyrwood (present-day Thornwood/Chopadalwood).

**–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, Syoriir, and Thearnytaar to the undersea realms of the Inner Sea for the next seven millennia.

**–16800 DR**  
Thearnytaar, Eiellûr, and Syòrpiir 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: Keltormir, 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 Bhayrynden, 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 Illefarn, despite its officially neutral stance, provide secret safe havens for Miyeritari refugees.

**–11743 DR**  
Establishment of Coryselmal, the Coral City, capital of Aryselmalyr in Serós.

**–11700 DR**  
Dragons set aflame the southern expanse of Shantel Othreier, separating the soon-to-be-called Wyrmwood 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 Orışhar, a major trade partner with Aryvandaar, falls swiftly in a brutal surprise attack.

**–11600 DR**  
The Ilythiiri destroy Syɔrpiir 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 Ilythiiri’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.

**–11470 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 Eiellûr) 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.
—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 Keltorir 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 Corenthys, Tor Meraliir, Ulythyan Reef, and Ryenir.

—11003 DR
Rise of the Aryselmalyr Empire: Coryselmal, the grandest of the sea elf cities of Selma'lar (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.

—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 Krinchor North, 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 Wyrmhall 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 Iylitar 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 bablorkh. 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 telegants 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 bladecraft in their time away . . .

... Miyeritar is no more. Clearly the Mormhaor’Sykerlor has been unleashed by the Vyshaan, despite their feeble attempts to blame this dark disaster on the SiríTelQessir. 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 cursed 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 TelQessir of Illefarn have betrayed and abandoned us . . .

... this is madness! Some vile faerbaor 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

–10770 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 Ilodhar along the western shores of a mountain-nested lake (present-day Lake Mirr).

–10700 DR
Battle of the God’s Theatre: The Gods’ Theater (present-day the Tunlunds) 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 Coronal Ynloeth. Only Ardeep, a vassal realm of Aryvandaar and Ilythiir against 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.

–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 Ilythiiri 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 of Narathmault [–10400, –9770] 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 Sethomir, 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 Llewyrrwood (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 Serós 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 Sharkshane Wall [–8978] (to unite the existing tower garrisons with a barrier against sahuagin incursions, stretching between the Akanapeaks of northernmost Chessenta and southwesternmost Alumbel, southwest of Delthuntle) by clergy of Deep Sashelas, Trishina, and Eadro.

–9839 DR
Start of the First Serós War: The burgeoning empire of elves allies with the merfolk against the sahuagin of eastern Serós.

–9833 DR
End of the First Serós War: This war destroys the major sahuagin kingdom in “Skoloth’s Trench” (the Trench of Lopok [–1109]). Wars
THE FOUNDING TIME

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

-9800 DR
The Vyshtantar 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 (~7600, ~1100).
— Yuirwood is settled by small numbers of green elves in the aftermath of the Crown Wars.
— A large force of Llewyrr elves escapes the oppressive mainland and resettles in isolation and safety among the mountains of the Moonshae Islands. Their new land becomes Symnorí, after the elf queen who led the Llewyrr to this island sanctuary.

-9750 DR
The Riildath (present-day Rawlinwood and Forest of Lethyr) is settled by moon elves and gold elves of Shantel Orthric fleecing the persecution of the Vyshaan of Aryvandaar, becoming the realm of Lethyr (~2467). The elves of the Riildath discover the horrors of Narakshmaul (~10000, ~1017] and resolve to clear the forest of all NYPquéques (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 Paerín and the founding of the drow cities of Telantíwar 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 Vyshtantar Empire, fragmenting the armies and nobles to limit their coordination.

-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 Orthric is no more.
— The drow of Telantíwar 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 Novularon, 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 deepspawned legions.

-8938 DR
The 13F-mile-long Sharksbane Wall (~9845, ~8000] is completed in Serós, 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 Serós, the five Tunnels of Iraitis 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 Eiellûr, Miyeritar, and Orishaar as an elf haven in the woods east of Aryvandaar.

-8700 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 Wyrmwood, Darthhir 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.

-8370 DR to –7975 DR
The Nemrut period of the Imaskar civilization.

-8370 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 Hidhar 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.
THE FOUNDING TIME

—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 MORDBNSAMMAN 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
THE FOUNDING TIME

-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 (-8370 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 landwyrmms. 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 Saikhoin), 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 Imaskarana—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. By passing 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.

--8147 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 130 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 ilithids 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 ilithids 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 thralldom in the mind flayers' realm. After millennia of enslavement and countless ilithid 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 Cormanthor. All sahuagin settlements west of the Sharkshane Wall [-8938, 654] in Serôs are destroyed by this time.

--7977 DR to --6422 DR
The Early Dynastic period of the Imaskari civilization.

--7975 DR
Imupras, the Imperial City of Imaskar, is founded. The first Imaskari emperor, Umyatini, assumes the title of Lord Artificer. [-2488]

--7950 DR
Full trade exists between the dwarves of Deep Shanatar and the elves of Darthir, Tethir, and the dwindling remnants of Shantel Othreier.

--7891 DR
Zextrhandrim 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 githyanki and dragons of the Marching Mountains.

--7600 DR
Founding of Sharvren in the southern reaches of the High Forest, due to overcrowding in Evereska and elitism of Siluvanedenn elves.

--7500 DR
The Second Rysar of Rystall Wood gives way to the Third Rysar.

--7403 DR
Zextrhandrim rebels against Imaskari rule and is destroyed.

--7400 DR
The elf realm of Iodhar falls under an orc horde.

--7300 DR
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 lornkepers at this time. [-6946]

--7100 DR
The Imaskari Empire subjugates Taangan tribes and demands semiannual tribute.
"Matron, I was the first to enter the dwarven halls, along with my goln scout slaves. These short, smelly humanoids were actually much like the stone-earred dwarves and proved as expendable as most men. By the grace of the Quarvalsharess, Lolth, we stole into the outer fortifications of Alatorin, sneaking past the dwarven defenders. We had cleared the first ring of the defenses and saw fewer than fifty of the dwarves at the Oloth 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 maybe 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 Taark 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 Taark's kingdom virtually unguarded. Now impoverished and weak, the city is ripe for invasion by our forces. Its vaunted halls will crumble and serve as dung heaps in which our goln slaves can grow the lilol fungi for our wine...."
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 (–7390) become peacekeepers across Serōs 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 (–6500), 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 Nacveys 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 Himur Plateau and the Selmal Basin, and a peace accord with the Maridal States (as some jann join the Dukar orders), this marks the beginning of 5,000 years of general peace in Serōs.

–6600 DR
Tuireshashyaar is founded by star elves and green elves.

–6700 DR to –6100 DR
Era of Skyfire: Memnon and Calim bring their forces together 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.

–6700 DR
Coronal Hoccar dies, ending the Second Rysar of Jhyrennstar. The Third Rysar begins with his niece, Coronal Haalija.
— Elf refugees from Syörpipir found Nikerymath in the Chondalwood, beginning with the city of Rucien Xan.

–6422 DR to –4370 DR
The Middle Kingdoms Period of the Imaskari 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 Intevar.

–6200 DR
The Fourth Rysar of Rystall Wood gives way to the Fifth Rysar under Coronal Eyas, daughter of Nacveys.

–6170 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 Brightaxes Hall, but they manage to take the Wyrmshall 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 Serōs, though the Dukars temper their rule.

–6095 DR
Dwarves scouted 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 Hastbak, a sarrukh mummy. Recognizing the threat it posed, a half-dozen elves volunteer to become mumies 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 Tadoquat 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 Jhaamth is born when human settlements north of the Chondalwood unit under the Dath Dynasty and its greatest psionic warrior, Jhaam. Jhaamth eventually meets Coramshan near the Lake of Steam, and the two empires struggle for centuries over control of this area.

–5770 DR
Jhaamth’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 Udocian, 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
C. —5600 DR
Height of High Shanatar's civilization.

—5600 DR
Porrenath is founded, becoming the Second City of the Sword.

—5590 DR
Essye dies in a High Magic ritual gone wrong, and her younger brother Mhaenal becomes the sixth coronal of Rystall Wood.

—5700 DR
Jhouram the Port City becomes the Third City of the Sword. The first Jhaamdath 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 Nedheim 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 Nedheim is reduced to scattered clanholds.

—5330 DR
The Murahir (warlord-ruler) of Coramshan seizes much of southern High Shanatar (including Itkazar, home to the modern-day ruins of Shoomsch), 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. [–4900]

—5300 DR
First Age of Calimshan: First Kingdom of Mir is founded in lands west of the Darthrii 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.

—5270 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 Wehris Wars: This conflict rages throughout Llarut Dreier, pitting the faithful of the Spider Queen (Lolth) against the followers of That Which Lurks (Ghaunadaur).

—7032 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 Murahir 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
Coramshan successfully counterattacks, pushing Jhaamdath back to Saelmur.

—5000 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 Murahir 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 Dlaradrath (–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 Uvaeraniti escape
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 –5007 DR, Jhaamdath and Mir (now united under the banner of Coramshun) 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 Jhaamdathian 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.)
THE FOUNDING TIME

to the safety of deeper Arcorar, aside from those few dozen away from the
realm during this disaster.
—Hummar tribesfolk of Raumviran stock, led by their chieftain Shemen
[–4963], arrive from lands to the east and settle the Lakelands (present-day
Raschemen).

4974 DR
The coastal dwarf realm of Haunghdannar [–3289] is established along the
northern Sword Coast.

4973 DR
The drow city of Shamath, 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 Raschemen,
or “lands of Shemen” in the tongue of his followers, who call themselves the
Raschemi in his memory.

4900 DR
The Tenth Rysar of Jhyrennstar convenes under the warrior Coronal
Khileith.

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 Inges.

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 Mirrabor [626].

4800 DR
The Dlardrageths [–5000, –4500] subvert several powerful Siluvanedenn sun
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.

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.

4700 DR
Nobles of Sharrvren who seek to restrict the ambitious Siluvanedenn found
the kingdom of Eaelann among the ruins of Aryvandaar.

4620 DR
Inixrien is founded, becoming the Tenth City of the Sword.

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
Arauwurbark [present-day Ruathym [–3100]].

4570 DR
The elf tree city of Teuveamanthaar is founded on the present-day site of
Talltrees and named the capital of Eaelann.

c. 4500 DR to 4300 DR

Seven Citadels’ War: These skirmishes between the elite forces of Siluvanede
and the fledgling forces of Eaelann 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 Eaelann forces, they slay
several of the Dlardrageths. Other Siluvanedenn houses under Dlardrageth
influence retaliate, beginning the Seven Citadels’ War. Sarya Dlardrageth and
her sons are captured, but the fey’ri-led Siluvanedenn fight on.

4470 DR
Corrant is founded, becoming the Eleventh City of the Sword.

4440 DR
Eaelann presses Siluvanede. The Siluvanedenn open several of Aryvandaar’s
ancient citadels and equip their warriors with Vyshaantar weapons. This tactic
draws Sharrvren 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
Loth and all her followers.
—Start of the Eighth Rysar of Rystall Wood and the Sixth Rysar of Jhy-
rennstar 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.

4300 DR
The Seven Citadels’ War ends, and Eaelann forcibly annexes Siluvanede. Upon
discovering the deceit of the fey’ri, untainted Siluvanedenn High Mages place
the city of Myth Adofhaer [–5000] 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
[1386], 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 Raslith (in the present-day-desert of Anauroch).

4230 DR
Mirrindith the Last becomes the Twelfth City of the Sword.

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THE FOUNDING TIME

-4200 DR
The impressionable Coronal Enjarhar isolates Rystall Wood from all dealings with Arcorcar, because her nobles claim that conspiracies against them whirl among the elves of Jhyrenstar.

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 Sedlarine is still a hunter and vengeful destroyer of drow, but now hunts Lolth and Vhaeraun directly (though he no longer considers Elistraee and her worshippers to be among his prey).

-4000 DR
The drow city of Ched Nasad [-3864] is founded, beginning centuries of strife between the drow and the dwarves of Ammarindar.

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 arcanaist is Theron 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 Wurlar (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—lizarids, 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.

-3657 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 Rengarth barbarians. The tribal lands of the Rengarth 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 Artindol, the Netherese dub him "Terraseer" for his power to see events all over the world. The Terraseer [-2175] 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 Kirus [-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
Gharrasshaur [-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.

–3582 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 (–3000, –3095) are discovered amid the ruins of Aryvandaar. The Netherese abandon the magic they learned from the Eaerlanni 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 Deltzoun.

–3419 DR to –3416 DR
The Netherese approach the dwarves of Deltzoun 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 16: 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

Illustration by Sam Wood

A spriggan warped by Netherese slavers prepares to stalk its one-time kin
ing 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 arcansists 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 –2739 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.

–3170 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.

–3147 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.

–3100 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.

–3100 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.

–3097 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 Kilmohx Sha’Queissir, 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 mythallar 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-worshiping matriarchs dead in Siahmath, and the house wizards in control.

— Slooppilimonopolop, 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) find the settlement of Illusk (–2105) at the mouth of the River Mirar and displace local Ice Hunter tribes.

–2974 DR
On the Plane of Shadow, Sphur Upra (534) is founded as a gloaming commune when five gloaming families on the Plane of Shadow band together for mutual defense.

— Ioulaum (–3014, –171) creates the enclave of Xinxenal, 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 Cofoal Kahvoerm and the accession of Sakrattars Irithyl, his youngest great-grandson.

–2809 DR
The Eshowu, the Tahaxi, 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-enslaved 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.

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**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 *canaa* 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 Mhairshaulk. 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-

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**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 Eaerlann and Evereska.
— King Connar IV of Ammarindar vanquishes many of the creatures that have devastated Sharrven, including the red wyrm Rithacosurffel, 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 arcansists of Low and High Netheril.
— The Netherese establish the mines of Dekanter. [-1678]

-2650 DR
The Imaskari port city of Bhalain is founded.

-2642 DR
Establishment of the arctic dwarf kingdom of Dareth [-2220] in the mountains north of Rashemen under the rule of King Orloobar Snowbeard.

-2637 DR
The avatar of Uhtao, 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 Sul duskoon River in battle against the Tavihr 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 [-2494] in present-day Shadowdale.

-2570 DR
Ulatius [-25700], 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, -1970] 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 Ilphemon 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. Ilphemon'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 Dhonasa'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 wyrm, and legend has it that some eventually obtained it—at least after a fashion.

-2481 DR
Ilphemon, an Imaskari lord, founds the hidden city of Deep Imaskar [-2488, -711] 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-Q uessir (creator races). Three of the scrolls are placed in the Hall of Mists beneath the Grandfather Tree [-12700, 888] of the High Forest, and two others are placed in the Crypt of Hassluh, which later becomes part of western Anauroch. The location of the other two scrolls remains unknown.

C. -2400 DR
Calimshan garrisons eastern Ilktazar in the vicinity of the Omalarandin Mountains, south of the Wurlur (River Ith).
-2320 DR
The Rashemi warrior Soss leads members of his clan north to explore and trade with the dwarves of Daroth [-2642, -143]. They settle the alpine valleys of the Arrnridge Mountains and over time become known as the Sosrim [-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.

-2095 DR
- The Netherese enclave of Quesseer [-2368] is abandoned.

-2095 DR
Survivors of Illusk travel to Icewind Dale [1347], where their descendants

-2100 DR
- 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.

-2103 DR
- Mulhorand Calendar begins.
- The god Enlil finds pearls on the west coast of the Alamber. He builds Uthalass [108], the City of Gems, which becomes the capital of a new nation called Unther.

-2107 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 Guardian Paramours.

-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
- 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 [-1206, -253] despite aid from Netherese arcanaists 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 [-2950] 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.

-1900 DR
- The god-kings of Mulhorand and Unther agree on a common border—the River of Swords.

-1907 DR
- Fighting a drow incursion into the western woods, Coronel 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 [-2149, -1394], though not the tower itself. The coronal’s chosen heir, Sinaht Irithyl, becomes the third coronal of Cormanthyr.

-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.

-1950 DR
- 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.

-2007 to -1206 DR
The Golden Age of the Netheril civilization.

-2007 DR
- Jeriah Chronos [-2103], later known as the Chronomancer, is born in Netheril.

-1900 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 eradicate them in four major battles.

-1907 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.

-1900 DR
- The Calizar 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 Bakkal, and two-thirds of Calimport before she settles onto the bakkal'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 –1370 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 Dunspierrin, 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 Iltkazar survives the gray dwarf invasion, leaving Shanatar fallen in all but name.

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 shamen, 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 Quaeluuvis 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 Ivanyv falls. In the same year, the 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, –1723].

-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].
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**-1723 DR**

**End of the First Dukars’ War:** Conflict ends with the destruction of the House of the Nantari Order in Myth Nantar [−1731, −1701]. This loss sets back Coronal Essyl greatly, and twenty years of tense detente begin.

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**-1722 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.

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**-1709 DR**

**The First Shalarin Passing:** The obyrrh lord Dagon, eldest of Those Who Sleep Below, sets in motion his plan to confound the depths of Serôs. The first wild tide portal opens, and the shalarins arrive within Serôs from the Sea of Corynaarctis, their home on the far side of Toril, west of Maztica. Immediately attacked by the magically attuned *Emerald Eye* [−1724, −1706] 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.

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**-1706 DR**

King Kyron dies at the hands of the Dukars, who take the *Emerald Eye of Kyron* [−1709, −1399] into their custody. The merfolk traitors either return to Tivaan or remain allied with Coronal Essyl.

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**-1704 DR to -1609 DR**

Eastern provinces of Jhaamdath fall under the sway of Unther.

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**-1702 DR**

**End of the Third Serôs War:** Conflict ends with the death of the Mad Coronal Essyl Meyrtha at the hands of his brother, the Grand Dukar Jholar of the Jhimar Order. Jholar abdicates the coronal’s throne in favor of his younger sister, the devout priestess Vaeqis. [−1579]

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**-1701 DR**

The Dukars again become an independent group of peacemakers not answerable to Aryselmaly. The Nantari Order is dissolved, though the school at Myth Nantar [−1723, −1399] is rebuilt as an academy where all four orders convene to keep a closer eye on the magic of Aryselmaly elves.

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**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.

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**-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.

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**-1482 DR**

Mulhoran conquers the eastern realm of Semphár.

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**-1471 DR**

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

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**-1428 DR**

Calimport falls with the death of Syl-Pasha Violir Cajan IX, and beholders rule the ruined city of Calimport and its vassal empire. Q’ryaaptir 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.

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**-1427 DR**

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

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**-1405 DR**

Heldapan is founded as a fishing and trading center.

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**-1402 DR**

Q’ryaaptir 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.

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**c. -1400 DR**

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

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**-1400 DR**

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

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**-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* [−1396, −1399] from the Dukars’ Tower at Myth Nantar [−1391, −1390] 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.

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**-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, whereafter are called the Haunted Plains. The new merfolk community, under the auspices of the kindly Coronal Vaeqis, is the kingdom of Thalvan, led by King Darmox.

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**-1382 DR**

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

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**-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 Mei, after his consort.

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**-1375 DR**

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

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**-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.

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**-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.
The Fourth Rysar of Cormanthyr begins under Coronal Mirphys Irtithyl.

Coronal Mirphys helps raise the Crescent Court, the temple of Schamine in Cormanthyr.

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.

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 (~70).

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

Uther battles Yuishshanyar for control of the southern Aglarondan coast. The star elves are driven back into the woods. Further Utheric expansion near the Great Rift (~6000, 116) 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 (~170), beginning the Third Age of Shou Lung.

Vaelan (currently known as Old Vaelan (~241)) is built as a fortified trading post.

In Calimshan, Ali el Samesaj saves the daughter of a Drakhon sultan from kidnappers, 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.

Ali el Samesaj saves the sultan from assassination by others of his court, though the magical battle destroys much of Hapij 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. ~1170 DR
Syl-Pasha Kamal el Drakhon commissions the building of Qysanallojal (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 Qysanallojal swiftly expands Calimshan's political and trade influence.

The Battle of the Samesaj Gate: The eastern garrison of Akkabbel (present-day Ethal Pass (~170)) is the scene of great victory for Calimshan, as the besieged forces of Akkabbel 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.

The Mulhorandi outpost of Semkhrun is founded in Semphâr.

The High Netherese begin experimenting with travel to other worlds.

c. ~1100 DR
Illefarn's last coronal, Syglaeth Audark, commands a Retreat (~980, 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).

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

— Aelinthaldaar, 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.

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.

Coronal Merath dies fighting sahuagin raiders, and his wizard son Lynsal becomes coronal of Serôs.
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-1088 DR
Scarce 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 THEURGISIT 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 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 decimate.

— 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 Plateau. 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. -1060 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.

**-1070 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 (-9770). 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 Schaumolar 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 Arkaiuns in honor of their fallen ruler.

**-930 DR**

The Black Leopard Cult (-1370, -810) 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 Yuireshanyar, 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 (c. -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 Coronel 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 true warden in a region of her own, with 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 Coronel Vaeqiis II and raise awareness of the problems among the common folk in Serós, not just the wizardly orders.

–791 DR
The Fifth Rysar of Cormanthyr convenes under the rule of Tamniv Irithyl.

–790 DR to –730 DR
The Night Wars: Drow raiders attack Calismshan and other surface powers of southern Faerûn.

–789 DR
The Second Shalarin Passing: Below the Hmur Plateau, the wildlife portal opens again and more shalarins emigrate to Serós. 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 Serós War: Vaeqiis the Dark, the paranoid sea elf ruler, initiates the Fifth Serós 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 Serós 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: Coronel Vaeqiis II of Serós desperately allies with two krakens 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 Serós War: The Fifth Serós War ended following the deaths of Vaeqiis II and her kraken allies, the result of sacrifices by a small band of Dukars of the Jhiamiri 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 Coronel Pravis Orlsen, who restores the peace missed for over six centuries. *Rajas the Krakenscourge* [–307], the traditional weapon of the Triton Protectors of the Sea of Fallen Stars, phases into the possession of the Orlsen 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 Untherian 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 Calismshan and Tethyr with aid from psarchs and monastic servants of the deity Appeniser.

–699 DR Year of Moon Blades Clashing
The star elves abandon Yuireshanyaar for Sild’eyuir. Many green elves choose to remain in the Yairwood.
—697 DR Year of Furious Giants
The drow erupt from beneath the cities of Calimport, Manshaka, and Almraiven, establishing footholds in the cities as well as the spiny 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 (–674, –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 Elpoli.

— Calimshan begins colonizing the coast of the Lake of Steam beyond the Almir 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 Lapalija. The city of Sheirtalar (–569) is named the capital.

— Belingdenstone (138), a deep gnome community, is founded in the North.

—681 DR Year of Nightmares
Netherese arcansists 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 (1389).

—677 DR Year of Fervent Glances
Drow from the city of Karsouluthiyl (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 battlefields 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, 980) are stolen en route to Eileanar.

—649 DR Year of Falling Copper
Large parts of Calimshan 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 Calimshan Below, now nicely protected by the city overhead.

— In Shou Lung, the Impossible Palace of the Silver Domes (–817, –246) disappears. That which remains is renamed the Field of Burnished Bronze.

—634 DR Year of Dwindling Darkness
A cabal of evil necromancers overthrow Ilphemon’s heir and slay the 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.

—624 DR Year of Clipped Wings
Early successes by Narfell that extended the empire’s reach to the northern shore of the Alambar 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 Udanw, uniting all the trading communities along the northern coast of the Golden Water.
–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 Lotus, on the first day of Matu, the Celestial One decrees that an organization henceforth 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 cliffs above the Hungtse and embrace them. Hark these divine words of the Celestial Emperor and go with the blessing of the Nine Immortals.

Thiri Pawara Madarit
Royal Abbot of the Celestial Bureaucracy

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

Warorru,

The palace is no longer safe for the Chung Hsiang Tao. This night I retreat from Hsi-Feng to the northern wilderness. Per 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 Ying

–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.

–587 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.

–784 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, 696] 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.
-573 DR Year of Plentiful Wine
Tashluta and the Tashalar are settled by Lapal field hands and Calishite merchants.

-570 DR Year of Glistening Dust
King Arkulkar III of Ammarinlar 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 370,000 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.

-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 [-557] begins to swell with the arrival of four deep gnome clans—the Covarrkar, the Fungusfoot, the Glasszhorm, 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 Cat’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 Cormanthar and Rystall Wood against the Twisted Tower [-770, –331], begin.

-461 DR Year of Bold Pioneers
The phaerimms [-3800, -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, –70] bring down the floating cities of Lhaoada and Tith Tilen-drothael. The other Netherese enclaves set up wards against this form of attack.

-425 DR Year of Ancestral Voices
Netherese settlers refound Illusk [-3103, –374] as a magocracy. The ruling group of arcanists, known as the Grand Cabal, names Fynran the Flamelor as high arcanist and ruler.

-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.

-412 DR Year of Weary Kings
The Orleon Dynasty in Serôs ends, and the crown of Aryselmalyr passes to House Vesahli of the barony of Naramyr [771].

-408 DR Year of Sleeping Dragons
Karsus [-674, –39] 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.

-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 [77] 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.

-397 DR Year of Ashen Faces
Fildrae “the Night Flame,” laranla (ruler) of Ardeep, is slain in orc raids. Her granddaughter Imdalace succeeds her as laranla of Ardeep.
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 arcane 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 Jhaamdathan 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 ten-day 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 beheaded 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
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 Shattering 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. Zazessovertan 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.

—377 DR Year of Clutching Dusk
The Empire Plague strikes the southern Shining Coast and lasts for five terrible years. Pasha Khalid el Axash of Calimshar dies, ending the Axash Dynasty. He is succeeded by his cousin Syl-Pasha Akhab el Evyrtaan, 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 Dyrallis 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 Bakkal) 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 relics 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 Lapaliya [-560, -304] two years before.

—372 DR Year of Owls' Watching
The elves of Eaelann found Ascalhorn [-4700, -333].

—371 DR Year of Bruins
Although he has already survived for centuries, Ioulaum [-3974, -339] embraces lichdom and establishes a heavily fortified lair in the Northdark.

—370 DR
Work begins on Citadel Adbar, since the Narrow Sea's destruction by phaerimms [-350] 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 Akhab el Evyrtaan recovers 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 Wyrm. During their explorations, the ophidians discover the Naja Fountain, an ancient sarrukh artifact guarded by a powerful ho-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, -371] occurs in Anauroch.

— The archwizard Melathlar flees Netheril and travels to Illusk [-425, -370]. Fearing phaerimms 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, -370] rapidly despoil central Netheril, several Netherese arcansists 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.

—350 DR Year of Craven Words
Three mighty phaerimms [-371, -100] sorcerers subvert the beholders of Ooltul (and have lived and ruled there ever since).

—349 DR Year of Bold Poachers
The Netherese wizard Saldinar destroys Kisonrauthisar, 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 mythbollar of the Netherese enclave of Sakkon [-359].

—347 DR Year of Good Courage
Arthingol the Terrascer [-2377] 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 [-2370, -129] 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 Karnu's avatar and the subsequent death of the goddess Mystyrl. The body of the momentary god Karnu [-408, -298] falls to earth in the eastern region of the High Forest.

— The Netherese floating cities of Selinarrra and Thulanthar [-1473, 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 a place in the Underdark.

— The Sargauth Enclave [-750, 1148] in present-day Undermountain is parceled out among its members.

— The Basilica of Night, Shar's impressive seat of power in Calimport, remains a place of ophidian worship and worship of the World Serpent. The Netherese migration to Illusk [-354, -311] reaches its peak as settlers from many towns in Low Netheril travel west to escape the depredations of the phaerimms.
A huge whirlpool is created from the surface of the Inner Sea down to the mythal at Myth Nantar (–1399, –238) in Seros, 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 (1371). 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.

–337 DR Year of Seven Spirits
The arcanaist Maerin of Illusk commissions Immarr Fardelver and many other artisans of Delzoun to begin construction of the great subterranean city of Gauntlgrym [–321] in the Crags, 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 arcanaists establishes the city of Helbrester 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 Eaelann allow other Netherese refugees to settle in Ascalhorn [–172, 515].

–331 DR Year of Shadows Fleeing
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 dorf allies, and it is a great temple to Eilistraee within a century. The Soldier’s Blade [900] 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 nalfeshnee Zukoithoth. 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 Felbar [–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 Hoarfarn. 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 Hoarfarn 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 Hoarfarn 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 arcanaist 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 Hstafal 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 Hoarfarn destroy each other in a final climactic battle on the broad mountaintop now known as Heroes’ Height, bringing this dwarf kingdom to an end.

–317 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.
-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 Lapaliya [-173, 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 element-born warriors sent by Arkhan Tallos of Raumathar. The Sossrim [-1648, 331] pledge their fealty to the realm of Raumathar.

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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
—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
Coralon Luszoch rises to power in Aryselmalva 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 coralon to make the wrong move.

—289 DR Year of Shattered Havens
The Thinguth are enslaved by the yuan-ti of the Seradess and Saurinngar tribes and dispersed across all of greater Thindol, which at this time includes lands now claimed by Samarach.

—288 DR Year of Eight Lightnings
Calishman 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 Orlah.
— The Xothol is closed. (–970)
— Bitter disputes among the inhabitants of Karse (–298, 881) eventually lead to the destruction and abandonment of the city. Wulgreth of Netheril (–408), a Netherizerlich aristocrat, takes up residence in the ruins.

—281 DR Year of the Silvered Thoughts
The despotic Coralon Luszoch Vaseblir dies of poisoning, his senior general killing his lifelong friend for the sake of the Serôs empire and peace. Rule falls to his pascific Dukar son, Eashl, who promiscues reforms in Aryselmalva 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 pucocracy 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, Jhaamdath 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 a Cass 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 –227 DR
Cycle of Black Years: In Tu Lung, this period is marked by continual invasions from the south, incursions by petty lords from the north, blights, floods on the Fenghinszu, 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 dreamcraft 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 Yoshibei 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, offering 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 udosias 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 Adhar 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).

—267 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 uodosias is removed by the emperor and hidden.

—256 DR Year of Able Warriors
Sitama, a Durgari 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 worshipping 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), Lucha (Sêlune), Torm, and Waukeen.

—257 DR Year of Furious Waves
Fall of Jhaamdath: The Twelve Cities of the Sword are destroyed by a gargantuans 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 Aryselmalva Empire. All the powers once subject to the sea elves vie for control of Serôs, and the Sixth Serôs War erupts. (–217)
–252 DR Year of Vindication
Satama is named Maharajah of the Kingdom of Durpar.

Calimshan, under Syl-Pasha Fauz yn Orun el Eyvraan, 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 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 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 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.

–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 Serós 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 5,100 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.
-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, 275), 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 Chaullsin (beneath the Rauvin Mountains) and enslave the populace. In the centuries that follow, the drow population is eradicated, twisted into shadows, and supplanted by wyrm-spawned offspring. The city is lost and forgotten, scattered throughout Wa and possibly elsewhere in Kara-Tur.

--- Chief Clovis Ithal leads an assault with the elves against Ithmong, but dies in the attack. His son, Darrom Ithal, rallies the clans to take the city and slay all Calishites within two miles of it. Darrom Ithal is crowned King of Tethyr.

-215 DR Year of the Oracle
End of the Sixth Serôs War: The new powers of Serôs are shalarin As'arem, the morkoth Thaeglornor of the Deep Ones, and the merfolk Kingdom of Hmurrath. The Rise of Hmurrath signals the start of the Third Epoch. (–237)

-212 DR Year of High Thrones
Battle of the Purple Marches: Myratma falls once again to Tethyrian barbarian clans. Darrom Ithal is crowned King of Tethyr.

-206 DR Year of Elfsorrows
Sygaeth Audark, last Coronel of Illefarn, 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, Ilphar Nel-nueve of House Amarthath, defeats the black wyrm Thauglorimorgorus (–400, 3018) in a Feint of Honor and is granted rule over the elf realm of Cormanthyr.

--- 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.

-189 DR Year of Sunned Serpents
The lizadfolk/juan-ter armies of Serpentes (–304, 10) complete their conquest of the Tashalar. Most of the wealthy Calishite expropriates flee back to their native land.

-188 DR Year of Wrongful Martyrs
The Throne Wars begin in Calimshan as Sy-Pasha Malik of Afras al-Majjar is assassinated and many factions war among themselves for the caliph’s throne. Calimort 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 Sy-as El Tarshaj yi Manshah to syl-pasha. He and his family simultaneously conquer the cities of Manshaka, Memmon, 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
Calimshah, 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
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 Ilkazar 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 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**

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).
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 Narjas.

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 gasp, 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 urhortha 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
AGE OF HUMANITY

-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
AGE OF HUMANITY

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 Qatar Hills In the first five days of Uktar, King Silvam of Tethyr and Qyadlin Revaod el Samaal 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 Dookong, 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 Kosstuth. 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.
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—152 DR Year of Wildwine
Rashemen is ravaged by demons and destructive spells.

—150 DR Year of Recompense
Syl-Pasha Kamys yn Tasyen 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.
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—149 DR Year of Adamantine Ore
Shield dwarf prospectors discover rich veins of adamantine and iron in the Teshan Mountains (present-day Desertsmouth Mountains) and send word back to their kin in the Storm Horns to join them.

—148 DR Year of the Black Marble
The god-kins' 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, -109].

—147 DR Year of Depths Unknown
Rory'n, blood of Thordhard, of the Iron House of fallen Oghrann founds the dwarf realm of Tethyamar [1104] in the present-day Desertsmouth 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, 861]. 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 Raumathian city of Kensten (present-day Betanzut [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 envelopes 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.

—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'heshtii II relinquishes claims on Estagund, changes the name of Gundavar to Var, and declares the Adama [-279] 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 [-370, -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 Hiayanbruen, Rilghar, Siluvanede, and Eserlann 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
Akkarab el Shooh 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 morgackency under the Grand Cabal.
— Start of the Seventh Serós War: The morkoth of the Thocracy of the Deep Ones attack Es'rath and Hummreach on two fronts. They free the Emerald Eye of Kyron [-1396, -104], using it with astonishing effectiveness.
–107 DR Year of Tapestries
The Kraken's Courser [-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 waters of the sea. Breaking the back of the Thococracy and sending the morkoth fleeing back into the depths, the tritons help maintain the balance among the shalarins and the morkoth 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 Kraken's Courser [-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 Gaol
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 [-348, –77]. 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 Kyrin [-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 Malûrn, 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 270 DR
Humans Settle the Wizards' Reach: Jhaamdathan settlements dot Altumbel's islands, and Cherssantons colonize a broad stretch of coastline from Dethlundt to Laothkund.

–100 DR Year of the Black Unicorn
The dwarf realm of Delzoun, the Northkingdom, falls to encroaching humans. The dwarves immediately begin tracking the humans and what is learned in their search.

–94 DR Year of Many Bats
The 16-year-old Akkabar el Shoon arrives in Tethyr and becomes a pupil of the Vizera Princess Rhynida based on his reputation as a prodigy in the Art.

–91 DR Year of Old Crowns
Rise of the Tritons Protecorate of Ahlors in Serôs.

–88 DR Year of Hostile Hails
Akkabar el Shoon leaves the tutelage of Princess Rhynida of Tethyr and begins his movement among Calishite society and business, selling his powerful magical abilities to the highest bidders. Within four years, Akkabar becomes a near-permanent fixture within Calimport society, and his political savvy is unmatched only by his magic.

–87 DR Year of Dashed Dreams
Tarkhaldaile, an early northern dale allied with Asram and Hlondath, falls to the goblinkin of Hlundadim [-393, 111].

–86 DR Year of Goodfields
Pirates under the command of Alric 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 Durgari 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 Baerable Etharr, survivor of lost Netheril, is saved from death on the hands of barbarian tormentors by the elf Aela Dalhast. Baerable comes to live with the elves of Cormanthor.

— The Regent Princess and Vizera Rhynida 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 [-107, 108], severely wounding the demon lord and forcing him to flee. The Witches of Rashemen finally catch up with Eltab in the Sharwood, 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 T'u 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 Courtship
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: E'sdan and E'spurr.

— Founding of the Timesong (Serôs) Calendar.

— An Illuskan tribe from the island of Ruathym [-3000, 1376] travels through a portal to the Council Hills in the Eastern Shaar. Over time, the Illuskiuns mingle and join with the Arkauins who fled the fall of fabled Shandalar, 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 Damlathra 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
Glantworth tribe and begin exterminating its members. Almost all glantworth
hin are either slain or driven out of the Luurwood.

58 DR Year of Discordant Destinies
Chand, a strongheart hunter, becomes warchief of the Strongheart tribe in
Luure.

55 DR Year of Monstrous Appetites
Warchief Chand slays Desva in battle.

54 DR Year of Gleaming Frost
Ryastil Wood falls in its Twelfth Rysar to giants and orcs. The survivors either
remain in Ythaune or migrate to Cormanthor.

King Nishan II ascends to Tethyr's throne and marries Arhymeria yr
Una el Shoon.

51 DR Year of the Cluttered Desk
Rise of Astram: The three shalarin kingdoms of Es'trah, Es'daan, and Es'purr
unite under one cadar (emperor) and now rule the twilight waters from the
Hmr Plateau to the coast of what shall become the surface-state of Thesk.

50 DR Year of the Phandar
Illuskan from Rasthym settle at the mouth of the River Delimbiyr, found-
ing the city of Tavaray.

47 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 Aram (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 Illyanburen resist further Illuskan expansion in the south.

10 DR Year of Burning Glades
Led by Lord Halaucet Never, the elves defeat Illusk [-15, -4], although skir-
mishing 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 liches Thaldaumur and Mingaudorr destroy Hellrester with arcane magic.
The ruins are sacked by the outlawed Tethyrian Clan Fryson 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 [902] fail.

5 DR Year of Feuds
Amahl Shoon, younger brother of the late Queen Arhymeria, arrives within
a month of Ithalyer's fall. Calishite forces and advisors set him up as the
reluctant king in the newly renamed city of Zazzespur.

4 DR Year of Pacts
The elves of Illyanbuen and the humans of Illusk [-10, 95] make peace, set-
ting 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 scourg-
ing of Ithal clan lands begins.

2 DR Year of Gruesome Streams
After 18 months of war, Ithmongs 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 Calismish 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.

— Ithmongs 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 Cormanthor and the Dales-
men, ratifying the Dales Compact [1374] between them and starting the
Dalerereckoning calendar.

— The dwarves of Ammarindar complete Citadel Yaunoroth.

3 DR Year of the Faded Flower
Rise of Aleaxtis in Serós. 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
Larana Imdalace of Ardeep disappears. Rulership of the kingdom passes to
her kinswoman Embrae Alocovan.

5 DR Year of the Clutched Emerald
The syl-pasha of Calismish 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 former Oneth 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
Sc'Sehen tribe from the Tashalar.

10 DR Year of Dreams
The realm of Serpentes [-189, 34] goes into rapid decline when its emperor
Seeth vanishes beneath the Peaks of Flame. The once-allied yuan-ti tribes
begin to feud over the succession.

— Sa'inth'sezree, capital city of Serpentes, falls into ruin.

— The Netheril region becomes known as the Great Desert of Anauroch.

— Dissatisfied with her husband Oneth 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 caliph’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.

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.

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, snake-like 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, Seth, 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 Seth.

Subsequent panels depicted Seth 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, Seth’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
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 Tashlar succeed in driving off the yuan-ti of the So'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 Lapaliiya[–304, 285]. The diverse humans living in these areas become known collectively as the Tashalans.

— A Talfirian bard named Verarath the 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], Verarath 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 Melairyn dwarves of Undermountain, and King Melair IV is slain. The dwarves retreat to lower, less important levels of the empire of Ebenfar.

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 wyrm 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 Ilthra’s Smile and is crowned king of Impiltur. The Obarskyr mercenary supporters of Morlorn are exiled from the realm.

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.

95 DR Year of the Reluctant Hero
Ruatheos, led by Uthgar Gardolfsson, sack Illusk[–4, 141]. The Grand Cabal retreats to the Host Tower[–374, 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.

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 Runathar and scattered across the North after his death.
101 DR Year of the Smiling Moon
Josidah 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
Qysar Shoon II dies and is succeeded by his first grandnephew, Qysar Shoon III. Hazamir el Aktorral, Syl-Pasha of Calimshan, is made rajysar (regent emperor). Rajysar 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’hanar attack and (temporarily) destroy the Everlasting Wyrm, 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 Unthalass [−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
Goldlinkin of Hlundadim [–87, 198], led by the orc shaman Andegri the Wise, attack and conquer Anauria.

112 DR Year of the Tusk
Cormyrean cartographers create the first recognized map of Cormoranthor, Cormoranthor, and the Dakelands.

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'Thuz, 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 Aktorrall this year, all governmental control of Calisshan 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 Murgor's Mound. His nomad human followers call themselves the Uthgardh [100, 175] in his honor and form tribes based on the bear 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 Hlondeth.

127 DR Year of the Defiant Stone
Grath Erikar, 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 Raurine wizard Hilathar [–2488, 172], 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 Cormoranthor 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.

— Hilathar [128, 150] presents thirteen Demonskrels [1266] to Qysar Ahahl Shoon IV [224] and then vanishes.

133 DR Year of the Aurdous Journey
The Barony of the Stepping Falls [403] is founded at the site of present-day Daggerford by Artor Morlin, the Baron of Blood, an outlaw sailing 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 Kozakurian capital at Fukama.

135 DR Year of the Halfing'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 Shaiph 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 Tal'far 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, 173] is resettled with aid from Highlord Narandas of Illusk [97, 172].

142 DR Year of the Prowling Naga
One of Terpenzi's brood, Jacinica [472], 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 Marispire 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 Phaedal Durothil of Myth Drannor.

— Dempster Turmish marches Alaghôn's armies down the Turmway to besiege Hlondeth. Alaghôn's navy is attacked by pirate ships, enabling Hlondeth to smuggle in needed supplies and thereby oust the besieging army.

— The blue dragon Iryklathagra [130] 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.

— Ellembar is founded by settlers from Tavaray, north of the River Delimbyr 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.

— Hlondeth again defeats the armies of Dempster Turmish, thanks to the invoker Riliton Mandleweave 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 Vaenlantur 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.
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
152 DR Year of the Severed Hand
The orcs of the Severed Hand tribe capture Illusk and rename it Argrock.

153 DR Year of the Wolfstone
Illithids from the Underdark and their lycanthropic thralls conquer Gauntlgrym. A few survivors escape and are taken in by a tribe of Uthgardt 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 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 ships 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
167 DR Year of the Smoking Brazier
Rise of the Triton Protectorate of Pumana in Serós.

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.

169 DR Year of the Smoking Brazier
Rise of the Triton Protectorate of Pumana in Serós.

170 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.

171 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.

172 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.

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The elves of Iliyanbruen destroy the orcs of the Severed Hand and Argrock, though the effort costs much of their strength. Within three years, Iliyanbruen is no more. Many of its moon elf inhabitants travel west to Evermeet or south to Ardeep, leaving only scattered wood elf settlements and the abandoned capital of Sharandar.

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178 DR Year of the Murmuring Dead
Uthgraël Aumar, the Stag King, founds Athalantar.

179 DR Year of the Cowléd 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.

180 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.

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201: Coronation of Cymrych Hugh

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 Ffolk of Moonshae, and today I am your High King!

— BRJ
201 DR Year of the Student
Cynrych 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 Eltarbanar invades Mulhorand and Umbler 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 Eltarbanar is defeated by the forces of Mulhorand led by an incarnation of Anhur wielding the legendary blade Hadryllis. 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

207 DR Year of the Majestic Mace
The dwarf realm of Ironstar falls.

211 DR Year of Spoiled Splendors
The four tribes of Arkasian barbarians flee the Council Hills region ahead of invading Untheric and Mulhoraniders and migrate southwest. They roam the grasslands along the southern coast of Faerûn, eventually settling along the coast of the Bay of Dancing Dolphins.

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.

219 DR Year of the Leaping Centaur
The four tribes of Arkasian barbarians flee the Council Hills region ahead of invading Untheric and Mulhoraniders and migrate southwest. They roam the grasslands along the southern coast of Faerûn, eventually settling along the coast of the Bay of Dancing Dolphins.

220 DR Year of the Sword Violets
Coronal Eltarrim opens the forest of Cormanthor to non-elves, N'TeR'bel, primarily druids, great wizards, and crafters who can add to the glory of Cormanthor.

227 DR Year of the Raised Banner
The dwarves of Alaoreum [1170] 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 Tursinh.

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, Iryklathagha [236, 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 Iryklathagha, keeping the silver dragon's hoard. In reaction to this event, Iryklathagha establishes a secret lair of her own elsewhere in the Marching Mountains and sets 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.

241 DR Year of the Hippogriff's Folly
In late autumn, the former and sole surviving Prince of Athalantar, Elminster Aumar [240, 241], 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 Elfands
Everska'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 Ithkarl abdicates the throne to his sister Gaastrohla, first Queen of Cormyr. Ithkarl retreats north to Cormanthor to live with the elves.

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 Thy.

250 DR Year of the Storm Crown
Death of High King Cynrych 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 for Amn, by three halfling clans from the Purple Hills in Tethyr, led by Rildoar Amethystall.
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 robs 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 Guenhwyvar 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. These 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 297 DR, links the Black Leopard Cult of six flying elves and humans. This marks the first Cormanthyran dragon-hunt involving non-elves.

256 DR Year of the Thousand Snows

The Pfolk of the Moonshaes concede the northern isles to Illuskan invaders from the island nations of Tueran and Gendarlan.

257 DR Year of the Speaking Mountain

Mount Ugruth (1358), 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, declared that Cormanthyr was to be an open realm, accessible to all non-elves (particu-larly humans), nor can they allow the continued encroachment of humans into the forests, nor can they allow the continued encroachment of humans into the forests.

262 DR Year of Pages Perilous

Formation of the Eldreth Veluthra: Five leading elf houses—Bharalacriv, Hysshaant, Rhae-vacrin, Tellynna, 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 the forests. Rather than battle fellow elves, the five houses depart Myth Drannor and begin 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 Symbarem.

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 Hlatih 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 Hlundadim (100, 1104). Its mysterious ruler known only as Great Hlundadim disappears, and his goblitkin 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 migrate together to Myth Drannor.

276 DR Year of the Burnished Blade

The Mageser Ergith 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 Bezirjured 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’Faar (which became better known later by its primary wielder’s name as The Harking Horn of Ithibde’).

277 DR Year of Broken Flame

The kingdom of Shavinar, between the Troll Hills and the River Chontchar, falls to trolls.

284 DR Year of Fallen Flagons

A great halfing migration hundreds strong arrives at Myth Drannor from Moirinst (331, 493) 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, 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 Tashalaran Campaigns. After destroying Untisczer in a show of imperial might, the qysara’s troops quickly install military governors in every city along the Tashtan coast.

— Anthilar, 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 Thundol. Conflicts with the lizardfolk of the region sharply reduce their numbers on the central Chultan Peninsula.

— The slave-nation of Nimpheth 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 halfing 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

Arkenthos the Mage-Devourer, the ancient white wyrm, dies by the swords of six flying elves and humans. This marks the first Cormanthyan 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 rightsness 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.

— Aloevan, laranla of Ardeep, embraces the service of both Mystra and Sehanine 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 Tashlar, the cities of Lapaliiya, 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 barding 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**

Tavaryar 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 Membryn 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’Te’Laress (non-elves) to join the Akvvelaorn (the army of Myth Drannor) after training in the Cormanthyan methods of battle. More than four hundred humans and one hundred dwarves eagerly enlist.

— The apprentices to Halaster [307, 668], known as the Seven (Arcturia, Jhesyra Kestellharp, Muiral the Mishapen, 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**

Aloevan 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 ixitxachitl 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.
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 Turnish and Chondath.

321 DR Year of the Blessed Sleep
End of the Eighth Serôs War: This war destroys the ixritschil kingdom of Paolan Reef off the southern shore of Implurth 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 [376] is added to the Shoon Empire, stretching from the headwaters of the Duduskoon to those of the Amstel River to the north with its western border abutting the half-flying realm of Meiritin. The Tethyrian prince Ashar Tornann, 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 [246]. She settles onto Qyear’s Square before the Imperial Palace in Shoonach and dares the qysar 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, the dragon runs from Wayrock to Cape Dragonfang.

323 DR Year of the Miscast Shadow
The empire of Ebenfar collapses after the imprisonment of the Shadowking [146, 156].

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 Rushra Oakstaff, Jodlena Audark, Lyari Pholont “the Shadsilk,” and Elimister [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
Hlonath is abandoned when the encroachment of Anauroch begins to destroy its fields. Its inhabitants migrate east to the Moonesouth and south into the Dalelands.

— Ioiaum [–379] is apparently slain by a cabal of illithiliches. In revenge, his apprentice Taba slaughters the illithids of Elynn’taal.

— The Anauroch Desert ceases to spread when the sharns [–374] 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 Gordron, 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 of his would-be usurper son Belorth—known to all as “the Pre-tender”—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 treachery of 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 and it is an aquatic wall/reef ten miles wide and two hundred fifty miles long running from Wayrock to Cape Dragonfang.

— GK
330 DR Year of Roused Giants
Arum Maedrym [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 Mountains. 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 Poe
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 Illyanbruin and many wood elves from Rilithar departing for Evermeet [377, 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 Akh'Velahrn 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 Porphal of Cormanthyr commissions the first three Baneblades for each of his new lieutenants (a halfelf, a dwarf, and a human).

— Saevil Ammath [68, 448] 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 Thalnak of Memnon creates the Codex Thalnakkar and gifts it to Qyrar Shoon VII [322, 378]. He is in turn granted rulership of the Hakkamate of the Lake of Amin (present-day Lake Weng in Amin).

348 DR Year of the Dagger
Saevil Ammath [346, 378] hatches his foundling, red dragon's egg. Due to many enchantments he placed on the egg, the dragon's shape is more similar to a blue dragon, though its tone is still red. Saevil names the hatchling Garnetallias [378].

351 DR Year of the Dancing Deer
Yrlaneced grows with an influx of refugees and becomes Ondathel, Eldathel's City of Peace.

352 DR Year of the Dancing Piper
Fire erupts in the city of Alaghon, 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 Tornamm 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 Garnetallias [348, 708] becomes known to the folk of Myth Drannor, as he takes to flying with the wizard Saevil [348, 708] astride his back. Despite much uproar, Garnet proves himself trustworthy and humble before the coronal and others. Saevil'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 [358, 377] 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 Shana 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, 418] becomes a lich.

374 DR Year of the Thoughtful Man
The House of Silvanus, a druid conclave, is established on the Isle of Illhohn [724] on Midsummer night.

375 DR Year of the Woeful Resurrection
Ashar's March: Ashar Tornamm 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.
Human Varae-worshipers from the Shining Plains come north in search of the lost city of S'shtar'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 Incanis-taenum, 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, it will be a hard winter. Myrkul’s eye is upon us, for sure, what with all the sword-swingers marching back and forth across our fields. The Calishites rode through more than a tenday ago, rushing like scared rabbits to get back to Tuirsh, 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 Srinshee ([676], 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 Srinshee 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 Minoserran.

— Followers of Selûne begin worshiping 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 myshai 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 dragrideriders, including Itham. The Broadblade Morvan falls into the possession of Lady Abahkalah Durothil.

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.

400 DR
A large meteorite falls from the sky near the Vale of Istzul 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 Cheosenants.

— 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 Dragr’s Sea. The neighboring settlement of Phlan, [367, 191] is also sacked by the inhuman army.

— Chondathan and Chauncelgaunt (present-day Searlool and Selgaunt) come under attack by orc and goblin raiders.

403 DR Year of the Black Dagger
The Barony of the Steeping Falls [535, 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 [93].

414 DR Year of Omen Stars
Arielimnda, 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 at the school known as the Incarnasteaum. At age twelve, he remains unnamed, though he has a number of surnames on his name, including Buri (‘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 Bhn, or “young human.”

— The shadow dragon Augloroasa is born to Shhuushurh 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 Hoodartha.

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.

431 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)
"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.

### Olόysyne Dynasty

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<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brindor</td>
<td>998</td>
<td>1065/1128</td>
<td>First king of Aglarond; half-elf leader of forces that defeated Velprin.</td>
</tr>
<tr>
<td>Althon “the Old”</td>
<td>1077</td>
<td>1128/1189</td>
<td>Half-elf son and sole heir of Brindor.</td>
</tr>
<tr>
<td>Elfthond</td>
<td>1145</td>
<td>1189/1194</td>
<td>First son of Althon.</td>
</tr>
<tr>
<td>Philaspur</td>
<td>1130</td>
<td>1194/1197</td>
<td>Second son of Althon.</td>
</tr>
<tr>
<td>Thara and Ulae</td>
<td>1181</td>
<td>1197/1257</td>
<td>Twin daughters of Philaspur; first Mage-Queens of Aglarond, joint rule.</td>
</tr>
<tr>
<td>Halacar</td>
<td>1221</td>
<td>1257/1260</td>
<td>Son of Ulae; died at the hands of agents of Thay.</td>
</tr>
<tr>
<td>Ilione</td>
<td>1224</td>
<td>1260/1320</td>
<td>Daughter of Ulae; third Mage-Queen of Aglarond; died of plague.</td>
</tr>
<tr>
<td>Allassra Shentrara “the Simbul”</td>
<td>766</td>
<td>1320/</td>
<td>Apprentice of Ilione; named as successor to the throne of Aglarond.</td>
</tr>
</tbody>
</table>

### Amn

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Esmel I “Serrus the Great”</td>
<td>416</td>
<td>460/511</td>
<td>Shooinite general who established control over the “Emirates of Amin,” founding the nation of Amn.</td>
</tr>
<tr>
<td>Imnel I</td>
<td>457</td>
<td>511/520</td>
<td>Grandson of Esmel I; original name Jhurik; slain in battle with realm of Cortryn.</td>
</tr>
<tr>
<td>Rhadik “the Bold”</td>
<td>489</td>
<td>520/551</td>
<td>Second son of Imnel I.</td>
</tr>
<tr>
<td>Imnel II</td>
<td>512</td>
<td>551/560</td>
<td>First son of Rhadik.</td>
</tr>
<tr>
<td>Corl I</td>
<td>537</td>
<td>560/579</td>
<td>First nephew of Imnel II.</td>
</tr>
<tr>
<td>Esmel II</td>
<td>561</td>
<td>579/601</td>
<td>First son of Corl I; died of grief when his wife and eldest son were among those lost with the fall of Minsorrann.</td>
</tr>
<tr>
<td>Esmel III</td>
<td>585</td>
<td>601/656</td>
<td>Second son of Esmel II; original name Dharik</td>
</tr>
<tr>
<td>Corl II</td>
<td>607</td>
<td>656/661</td>
<td>Son and sole heir of Esmel III.</td>
</tr>
<tr>
<td>Rashturl “the Watchful”</td>
<td>628</td>
<td>661/680</td>
<td>Third son of Corl II.</td>
</tr>
<tr>
<td>Brinnaq I “the Shining”</td>
<td>671</td>
<td>680/694</td>
<td>Son and sole heir of Rashturl; first true “merchant king” who expanded the realm geographically and financially.</td>
</tr>
<tr>
<td>Esmel IV</td>
<td>672</td>
<td>694/696</td>
<td>First son of Brinnaq; slain by poison.</td>
</tr>
<tr>
<td>Arbas “the Black Usurper”</td>
<td>666</td>
<td>696/697</td>
<td>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.</td>
</tr>
<tr>
<td>Jhanos “the Vengeful”</td>
<td>678</td>
<td>697/729</td>
<td>Sixth son of Brinnaq I; returned from abroad with his family to reclaim the throne; first of the Wizard-Kings of Amn.</td>
</tr>
<tr>
<td>Brinnaq II</td>
<td>701</td>
<td>729/742</td>
<td>First son of Jhanos; second Wizard-King of Amn.</td>
</tr>
<tr>
<td>Imnel III “Longbeard”</td>
<td>722</td>
<td>742/860</td>
<td>First son of Brinnaq II; third Wizard-King of Amn.</td>
</tr>
<tr>
<td>Name</td>
<td>Reign</td>
<td>Notes</td>
<td></td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------</td>
<td>----------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>Jhanos II “the Ancient”</td>
<td>759</td>
<td>Second son of Imnel III; fourth Wizard-King of Amn.</td>
<td></td>
</tr>
<tr>
<td>Rhadik II “the Sleeping King”</td>
<td>822</td>
<td>Fourth son of Jhanos II; fifth Wizard-King of Amn.</td>
<td></td>
</tr>
<tr>
<td>Imnel IV</td>
<td>960</td>
<td>First son and sole heir of Rhadik II; sixth Wizard-King of Amn; slain by Skeletal Finger thieves' guild.</td>
<td></td>
</tr>
<tr>
<td>Niskam “the Doomed”</td>
<td>1061</td>
<td>Great-grandson of Imnel IV; slain by assassins hired by the powerful Braethar merchant house.</td>
<td></td>
</tr>
<tr>
<td>Rhor “the Lackey”</td>
<td>1058</td>
<td>Bastard son of Imnel IV; placed on throne by Braethar merchant house.</td>
<td></td>
</tr>
<tr>
<td>Dornak “the Puppet King”</td>
<td>1065</td>
<td>Distant descendant of Rhadik II; usurped throne with assistance of Villax merchant house, archrival of Braethar.</td>
<td></td>
</tr>
</tbody>
</table>

### Wavegold Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Reign</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Erdhinn I</td>
<td>1057</td>
<td>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.</td>
</tr>
<tr>
<td>Thultar Mornhelm [R]</td>
<td>1054</td>
<td>High Herald Unicorn; appointed regent after unexpected demise of Erdhinn and his son and heir Belhinn; died in 1136.</td>
</tr>
<tr>
<td>Belhinn I “the Hidden”</td>
<td>1111</td>
<td>Grandson of Erdhinn; original name Helgrin; safeguarded by King Proster of Cormyr for much of his childhood in exchange for advantageous trade concessions.</td>
</tr>
<tr>
<td>Rhinn “the Pious”</td>
<td>1133</td>
<td>First son of Belhinn I; renowned for his religious bent and sponsorship of temples and prayer throughout the kingdom; slain by Banite assassins.</td>
</tr>
<tr>
<td>Erdhinn II</td>
<td>1137</td>
<td>Second son of Belhinn I; died of plague.</td>
</tr>
<tr>
<td>Gelhinn</td>
<td>1169</td>
<td>Grandson of Belhinn I</td>
</tr>
<tr>
<td>Belhinn II</td>
<td>1168</td>
<td>Brother of Gelhinn; slain by the Black Horde orcs; had a daughter whom he married to Malek Parhek, the only honorable noble at court.</td>
</tr>
</tbody>
</table>

### Parhek Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Reign</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Malek</td>
<td>1198</td>
<td>Son-in-law of Belhinn II; married Princess Peldara, who bore three sons.</td>
</tr>
<tr>
<td>Derek “the Drunkard”</td>
<td>1225</td>
<td>Second son of Malek; merchant powers of the kingdom begin to undermine royal authority during his reign.</td>
</tr>
<tr>
<td>Rhothar</td>
<td>1227</td>
<td>Third son of Malek; kingdom suffers internal strife and pressures due to machinations of merchant powers grown strong in his brother’s reign.</td>
</tr>
<tr>
<td>Dhanar</td>
<td>1255</td>
<td>Son and sole heir of Rhothar; assassinated by agents of merchant powers.</td>
</tr>
<tr>
<td>P. Dhanar “the Younger”</td>
<td>1271</td>
<td>First son of Dhanar; sent to Tethyrian Court for protection but died in 1277 in a “hunting accident” along with King Errilam of Tethyr.</td>
</tr>
<tr>
<td>P. Rasa</td>
<td>1271</td>
<td>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.</td>
</tr>
<tr>
<td>Choris Steelsar*</td>
<td>1287</td>
<td>First son of Princess Rasa; died with father in 1297 to allow mother and younger brother to escape Amnian assassins.</td>
</tr>
<tr>
<td>Rosa Steelsar</td>
<td>1288</td>
<td>First daughter of Princess Rasa; slain in 1297 by Amnian assassins.</td>
</tr>
<tr>
<td>P. Rohav Steelsar “the Exile”*</td>
<td>1289</td>
<td>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.</td>
</tr>
<tr>
<td>Rhothar Steelsar*</td>
<td>1290</td>
<td>Disappeared after fleeing Amnian assassins with mother; believed to have died in 1302.</td>
</tr>
<tr>
<td>P. Malek “the Coinmage”*</td>
<td>1271</td>
<td>Second son of Dhanar; raised in Waterdeep and apprenticed to Lady Shilarn; slain in 1305 by nephew Rohav.</td>
</tr>
<tr>
<td>Rhinn*</td>
<td>1290</td>
<td>Son of Malek; slain in 1305 by agents of his cousin Rohav in a staged tavern brawl.</td>
</tr>
<tr>
<td>Savra</td>
<td>1290</td>
<td>Twin daughter of Malek; believed slain in 1305 by agents of Rohav.</td>
</tr>
<tr>
<td>Parav*</td>
<td>1295*</td>
<td>Second son of Malek by second wife (first died giving birth to twins); slain in 1305 by agents of cousin Rohav.</td>
</tr>
</tbody>
</table>

* Did not rule; noted for line of succession.
<table>
<thead>
<tr>
<th>Obarskyr Dynasty</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Faerlthann “First King”</td>
<td>−7</td>
<td>26/55</td>
<td>First son of Ondeth Obarskyr.</td>
</tr>
<tr>
<td>Imlon “the Touched”</td>
<td>27</td>
<td>55/57</td>
<td>First son.</td>
</tr>
<tr>
<td>Bryndar</td>
<td>44</td>
<td>57/64</td>
<td>Son of Imlon; died without issue.</td>
</tr>
<tr>
<td>Eskuis</td>
<td>33</td>
<td>64/66</td>
<td>Third son of Faerlthann; died without issue.</td>
</tr>
<tr>
<td>Rhiiman “the Glorious”</td>
<td>35</td>
<td>66/79</td>
<td>Fourth son of Faerlthann; died without issue.</td>
</tr>
<tr>
<td>Embrus “the Old”</td>
<td>30</td>
<td>79/84</td>
<td>Second son of Faerlthann; two younger brothers preferred in the succession before him.</td>
</tr>
<tr>
<td>Kaspler “the Learned”</td>
<td>66</td>
<td>84/90</td>
<td>First son of Embrus; died without issue.</td>
</tr>
<tr>
<td>Imbre</td>
<td>70</td>
<td>90/94</td>
<td>Second son of Embrus.</td>
</tr>
<tr>
<td>Sacrist</td>
<td>93</td>
<td>94/123</td>
<td>Illegitimate son but officially adopted by Imbre; Regency of the Four Barons during first sixteen years of his reign.</td>
</tr>
<tr>
<td>Daravvan</td>
<td>109</td>
<td>123/124</td>
<td>First son of Sacrist.</td>
</tr>
<tr>
<td>Dorglor</td>
<td>110</td>
<td>124/134</td>
<td>Second son of Sacrist; suicide.</td>
</tr>
<tr>
<td>Embrold</td>
<td>112</td>
<td>134/149</td>
<td>Third son of Sacrist; adopted Dorglor’s illegitimate son as heir; never married.</td>
</tr>
<tr>
<td>Irbruin</td>
<td>127</td>
<td>145/169</td>
<td>Son of Dorglor; slain with son and heir.</td>
</tr>
<tr>
<td>P. Faerlthind*</td>
<td>146</td>
<td></td>
<td>Son of Irbruin; slain in 169 with father.</td>
</tr>
<tr>
<td>Moriann</td>
<td>147</td>
<td>169/201</td>
<td>Second son of Irbruin; both sons and heirs slain in battle with goblins of Hlundadim.</td>
</tr>
<tr>
<td>Tharyann “the Elder”</td>
<td>167</td>
<td>201/238</td>
<td>Tenth child/third son of Irbruin.</td>
</tr>
<tr>
<td>Boldovar “the Mad”</td>
<td>199</td>
<td>238/246</td>
<td>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.”</td>
</tr>
<tr>
<td>Iltharl “the Insufficient”</td>
<td>221</td>
<td>242/245</td>
<td>Son of Boldovar; abdicated in favor of older sister; died in 298.</td>
</tr>
<tr>
<td>Gantharla “First Queen”</td>
<td>218</td>
<td>245/261</td>
<td>Older sister of Iltharl; never married but had an illegitimate son before her coronation.</td>
</tr>
<tr>
<td>Roderin “the Bastard”</td>
<td>244</td>
<td>261/267</td>
<td>Illegitimate son of Gantharla who succeeded her due to the support of the Silver families and Baerauble; died without issue.</td>
</tr>
<tr>
<td>Thargreve “the Lesser”</td>
<td>225</td>
<td>267/268</td>
<td>Son of Tharyann’s daughter Erthava, who resided in Westgate; brought to Cormyr by Baerauble.</td>
</tr>
<tr>
<td>Holordrym</td>
<td>242</td>
<td>268/272</td>
<td>First son; sole direct heir.</td>
</tr>
<tr>
<td>Belereve</td>
<td>259</td>
<td>272/274</td>
<td>First son of Holordrym; slain by sister Rasthaele.</td>
</tr>
<tr>
<td>Besmra</td>
<td>246</td>
<td>276/286</td>
<td>Younger sister of Holordrym; crowned despite claims of son Torst.</td>
</tr>
<tr>
<td>Torst</td>
<td>264</td>
<td>286/289</td>
<td>First son; slain in Marsember by his illegitimate stepbrother Belorth and his stepfather Kurrurdan (Besmra’s first husband).</td>
</tr>
<tr>
<td>Gordroun</td>
<td>266</td>
<td>289</td>
<td>Second son; posthumously crowned and added to lineage by Keldroun; slew Belorth and Kurrurdan before falling to lizardfolk in Marsember.</td>
</tr>
<tr>
<td>Keldroun</td>
<td>266</td>
<td>289/297</td>
<td>Third son; slain by nobles.</td>
</tr>
<tr>
<td>Berost “the Bold”</td>
<td>282</td>
<td>297/301</td>
<td>First son of Keldroun.</td>
</tr>
<tr>
<td>Gorann</td>
<td>284</td>
<td>301/303</td>
<td>Second son of Keldroun; died due to the machinations of his sister Gorauna and the Purplethroat Plague.</td>
</tr>
<tr>
<td>Edrae “the Doomed Babe”</td>
<td>302</td>
<td>303/305</td>
<td>Infant son of Gorann; slain by his mother Jalanthra to escape Gorauna’s torments.</td>
</tr>
<tr>
<td>Ulbaeram</td>
<td>288</td>
<td>305/308</td>
<td>Third son of Keldroun; slain in battle with Askran “the Pretender,” husband of Gorauna.</td>
</tr>
<tr>
<td>Silbran</td>
<td>286</td>
<td>308/320</td>
<td>Wife of Ulbaeram; took the throne to protect the succession of her son and Ulbaeram’s only heir; died in 324.</td>
</tr>
<tr>
<td>Raerboth</td>
<td>306</td>
<td>320/326</td>
<td>Legitimate son of Ulbaeram; slain by Gorauna.</td>
</tr>
<tr>
<td>Baerildo</td>
<td>325</td>
<td>326/328</td>
<td>Son of Raerboth; slain by Gorauna.</td>
</tr>
<tr>
<td>Belmuth “the Bastard”</td>
<td>304</td>
<td>328/334</td>
<td>First illegitimate son of Ulbaeram; died of the Purplethroat Plague.</td>
</tr>
<tr>
<td>Sargrannon</td>
<td>324</td>
<td>334/336</td>
<td>First son of Belmuth; slain on Gorauna’s orders by Ortolar.</td>
</tr>
<tr>
<td>Ortolar</td>
<td>307</td>
<td>336/337</td>
<td>Second illegitimate son of Ulbaeram; slain by Gorauna.</td>
</tr>
<tr>
<td>Imbrus I</td>
<td>322</td>
<td>337/339</td>
<td>Second son of Belmuth; slain by Gorauna.</td>
</tr>
<tr>
<td>Name</td>
<td>Born</td>
<td>Reigned</td>
<td>Notes</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------</td>
<td>------------------</td>
<td>-----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Artreth</td>
<td>334</td>
<td>339/340</td>
<td>First son of Ortolar; died of the Purplethroat Plague.</td>
</tr>
<tr>
<td>Zoumdan</td>
<td>336</td>
<td>340</td>
<td>Second son of Ortolar; died of the Purplethroat Plague.</td>
</tr>
<tr>
<td>Imbrus II</td>
<td>339</td>
<td>340/341</td>
<td>Son of Imbrus I; died of the Purplethroat Plague.</td>
</tr>
<tr>
<td>Meurthe “Mad Meurthe”</td>
<td>318</td>
<td>341/344</td>
<td>Granddaughter of Gorauna.</td>
</tr>
<tr>
<td>Kasplara</td>
<td>329</td>
<td>344/349</td>
<td>Grandniece of Gorauna.</td>
</tr>
<tr>
<td>Jas “the Royal Jester”</td>
<td>327</td>
<td>345/347</td>
<td>Grandnephew of Gorauna.</td>
</tr>
<tr>
<td>Araphra “the Little Spider”</td>
<td>322</td>
<td>347/348</td>
<td>Grandniece of Gorauna.</td>
</tr>
<tr>
<td>Barander</td>
<td>329</td>
<td>348/349</td>
<td></td>
</tr>
<tr>
<td>“the Tortured King”</td>
<td>334</td>
<td>349/360</td>
<td></td>
</tr>
<tr>
<td>Thargreve “the Greater”</td>
<td>335</td>
<td>360/369</td>
<td></td>
</tr>
<tr>
<td>Jarissra</td>
<td>345</td>
<td>360/369</td>
<td>Niece of Thargreve; abdicated in favor of his cousin Andilber; died in 390.</td>
</tr>
<tr>
<td>Andilber “the Unfortunate”</td>
<td>340</td>
<td>369/370</td>
<td>First son of Arathra.</td>
</tr>
<tr>
<td>Anglond</td>
<td>341</td>
<td>370/391</td>
<td>Second son of Arathra.</td>
</tr>
<tr>
<td>Azoun I</td>
<td>378</td>
<td>391/425</td>
<td>Son and sole heir.</td>
</tr>
<tr>
<td>“the Crown Prince of Battles”</td>
<td>385</td>
<td>425/480</td>
<td>Son and sole heir; defeated the pirate lord Magrath the Minotaur after his first wife’s family, the Turcassans, betrayed the realm.</td>
</tr>
<tr>
<td>Duar “Longyears”</td>
<td>434</td>
<td>480/514</td>
<td>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. Actually Galaghard I; three sons rebelled against him, and he had them slain; assumed identity of his third “loyal” son Draxius.</td>
</tr>
<tr>
<td>Galaghard I</td>
<td>469</td>
<td>514/554</td>
<td>Actually Galaghard I; death of Amedahast saw end of longevity magics after longest rule of any Cormyrean monarch.</td>
</tr>
<tr>
<td>Galaghard II</td>
<td>469</td>
<td>514/554</td>
<td>Actually Galaghard I; death of Amedahast saw end of longevity magics after longest rule of any Cormyrean monarch.</td>
</tr>
<tr>
<td>“Father of the Dark Princes”</td>
<td>469</td>
<td>514/554</td>
<td>Actually Galaghard I; death of Amedahast saw end of longevity magics after longest rule of any Cormyrean monarch.</td>
</tr>
<tr>
<td>Draxius “the Neverdying”</td>
<td>523</td>
<td>554/875</td>
<td>Actually Galaghard I; death of Amedahast saw end of longevity magics after longest rule of any Cormyrean monarch.</td>
</tr>
<tr>
<td>Bryntarth I</td>
<td>872</td>
<td>875/897</td>
<td>Son and sole heir of Draxius.</td>
</tr>
<tr>
<td>Galaghard III</td>
<td>873</td>
<td>897/953</td>
<td>First son; defeated the Witchlords of Wyvernwater.</td>
</tr>
<tr>
<td>Rhigard “the Mourning King”</td>
<td>895</td>
<td>973/982</td>
<td>“Rhigard I”; betrothed prior to his accession to Princess Aliia of Impiltur, who died in a shipwreck.</td>
</tr>
<tr>
<td>Bryntarth II</td>
<td>943</td>
<td>982/1001</td>
<td>First son of Rhigard.</td>
</tr>
<tr>
<td>Arangor</td>
<td>979</td>
<td>1001/1042</td>
<td>Son and sole heir; Thauglor the Purple Dragon slain during his reign.</td>
</tr>
<tr>
<td>Azoun II</td>
<td>1001</td>
<td>1024/1056</td>
<td>First son; died of wounds received when restoring rebel Arabel to the kingdom.</td>
</tr>
<tr>
<td>Proster</td>
<td>1035</td>
<td>1056/1122</td>
<td>First son of Azoun II.</td>
</tr>
<tr>
<td>Baerovus</td>
<td>1092</td>
<td>1122/1164</td>
<td>Son and sole heir of Proster.</td>
</tr>
<tr>
<td>Palaghard I</td>
<td>1126</td>
<td>1164/1187</td>
<td>Second son of Baerovus; conqueror of Esparin; took Enchara of Esparin as his wife.</td>
</tr>
<tr>
<td>Pryntaler</td>
<td>1164</td>
<td>1187/1210</td>
<td>Son and sole heir of Palaghard I.</td>
</tr>
<tr>
<td>Dhalmass</td>
<td>1186</td>
<td>1210/1227</td>
<td>Son and sole heir; reconquered Marsember after it rebelled.</td>
</tr>
<tr>
<td>Palaghard II</td>
<td>1214</td>
<td>1227/1261</td>
<td>Second son of Dhalmass.</td>
</tr>
<tr>
<td>Azoun III</td>
<td>1241</td>
<td>1261/1275</td>
<td>Second son of Palaghard II.</td>
</tr>
<tr>
<td>Salember [R]</td>
<td>1246</td>
<td>1275/1286</td>
<td>Third son of Palaghard II; ruled as “regent” but refused to relinquish the throne; slain by Jorunhast.</td>
</tr>
<tr>
<td>“the Rebel Prince”</td>
<td>1269</td>
<td>1286/1335</td>
<td>Son and sole heir of Azoun III.</td>
</tr>
<tr>
<td>Rhigaerd II</td>
<td>1307</td>
<td>1335/1371</td>
<td>Son and sole heir of Rhigaerd II.</td>
</tr>
<tr>
<td>Azoun IV</td>
<td>1335</td>
<td>1371</td>
<td>Son and sole heir of Rhigaerd II.</td>
</tr>
<tr>
<td>Alusair Nacacia [R]</td>
<td>1335</td>
<td>[1371]</td>
<td>Second daughter of Azoun IV; the “Steel Regent.”</td>
</tr>
<tr>
<td>Azoun V</td>
<td>1371</td>
<td>1371</td>
<td>Grandson of Azoun IV; son of Tanalasta.</td>
</tr>
</tbody>
</table>

* Did not rule; marked for line of succession.

**Dambrath**

<table>
<thead>
<tr>
<th>Yaerthal Dynasty</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reinhar I</td>
<td>486</td>
<td>545/554</td>
<td>First ruler of Dambrath; united the Arkaiun tribes under his rule; died in the invasion of Halruaa.</td>
</tr>
<tr>
<td>Reinhar II</td>
<td>519</td>
<td>554/591</td>
<td>First son of Reinhar I.</td>
</tr>
<tr>
<td>Reinhar III</td>
<td>547</td>
<td>591/600</td>
<td>First son, sole heir of Reinhar II; he and his two sons are slain by giants.</td>
</tr>
</tbody>
</table>
### Monarchies of Faerûn

<table>
<thead>
<tr>
<th>Monarch</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reinhar IV</td>
<td>572</td>
<td>600/617</td>
<td>Nephew of Reinhar III; died of plague.</td>
</tr>
<tr>
<td>Reinhar V</td>
<td>606</td>
<td>617/647</td>
<td>Second son of Reinhar IV.</td>
</tr>
<tr>
<td>Reinhar VI</td>
<td>610</td>
<td>647/691</td>
<td>Third son of Reinhar IV.</td>
</tr>
<tr>
<td>Reinhar VII</td>
<td>668</td>
<td>691/750</td>
<td>Fourth son of Reinhar VI.</td>
</tr>
<tr>
<td>Reinhar VIII</td>
<td>717</td>
<td>750/801</td>
<td>First son of Reinhar VII.</td>
</tr>
<tr>
<td>Reinhar IX</td>
<td>768</td>
<td>801/831</td>
<td>Fifth son of Reinhar VIII.</td>
</tr>
</tbody>
</table>

**Haz'mcri Dynasty**

<table>
<thead>
<tr>
<th>Monarch</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cathyr</td>
<td>744</td>
<td>831/1035</td>
<td>Half-elf priestess of Loviatar; betrayed the Arkaiuns and established rule of Dambrath with blessing of the drow of T’lindhet.</td>
</tr>
<tr>
<td>Filina</td>
<td>876</td>
<td>1035/1040</td>
<td>Half-drow daughter and sole heir; committed matricide.</td>
</tr>
<tr>
<td>Cathakay</td>
<td>967</td>
<td>1040/1094</td>
<td>Half-drow daughter; arranged her mother’s murder; died without issue.</td>
</tr>
<tr>
<td>Melinith</td>
<td>1041</td>
<td>1094/1217</td>
<td>Half-drow niece of Cathakay.</td>
</tr>
<tr>
<td>Ausitil</td>
<td>1101</td>
<td>1215/1275</td>
<td>Half-drow daughter and sole heir.</td>
</tr>
<tr>
<td>Yenandra</td>
<td>1194</td>
<td>1275/1356</td>
<td>Half-drow niece of Ausitil; transformed into a spectral guardian “the Pirate Queen” by her daughter.</td>
</tr>
<tr>
<td>Hasifir</td>
<td>1277</td>
<td>1356/—</td>
<td>Half-drow daughter of Yenandra.</td>
</tr>
</tbody>
</table>

### Impiltur

**Mirandor Dynasty**

<table>
<thead>
<tr>
<th>Monarch</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inrath I</td>
<td>–106</td>
<td>–74/–47</td>
<td>First King of Impiltur; son of Ornrath.</td>
</tr>
<tr>
<td>Inrath II</td>
<td>–76</td>
<td>–47/–18</td>
<td>First son of Inrath I.</td>
</tr>
<tr>
<td>Varanth I</td>
<td>–52</td>
<td>–18/–3</td>
<td>First son of Inrath II.</td>
</tr>
<tr>
<td>Tamarth “the Tyrant”</td>
<td>–26</td>
<td>–3/1</td>
<td>Second son of Varanth I; persecuted citizens of Nar stock within kingdom; assassinated; died without issue.</td>
</tr>
<tr>
<td>Loaraven “the Poxed”</td>
<td>–24</td>
<td>1/3</td>
<td>Third son of Varanth I; killed by plague; died without issue.</td>
</tr>
<tr>
<td>Belrath</td>
<td>–20</td>
<td>3/8</td>
<td>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.</td>
</tr>
<tr>
<td>Fendarn</td>
<td>–22</td>
<td>8/43</td>
<td>Fourth son of Varanth I; slew younger brother to regain throne.</td>
</tr>
<tr>
<td>Delrath</td>
<td>2</td>
<td>43</td>
<td>First son (twin) of Fendarn; slain by agents of “the Thronelord” (his uncle, Loranth Phaelith) and his twin brother.</td>
</tr>
<tr>
<td>Delrorn</td>
<td>2</td>
<td>43/47</td>
<td>Second son (twin) of Fendarn; had falling out with uncle and was assassinated.</td>
</tr>
<tr>
<td>Torlorn</td>
<td>17</td>
<td>47/68</td>
<td>Third son of Fendarn by second marriage; overthrew “the Thronelord” with the assistance of the Obarskyr mercenary company.</td>
</tr>
<tr>
<td>Varanth II</td>
<td>40</td>
<td>68/72</td>
<td>Son and sole heir of Torlorn; poisoned by his uncle.</td>
</tr>
<tr>
<td>Morlorn “the Usurper”</td>
<td>19</td>
<td>72/77</td>
<td>Fourth son of Fendarn; slain in battle by his nephew.</td>
</tr>
<tr>
<td>Baranth I</td>
<td>60</td>
<td>77/124</td>
<td>Son and sole heir of Varanth II; reclaimed the throne after slaying his uncle.</td>
</tr>
<tr>
<td>Inrath III</td>
<td>87</td>
<td>124/157</td>
<td>First son of Baranth I; first wife died of plague.</td>
</tr>
<tr>
<td>Inrath IV “Lackcrown”</td>
<td>112</td>
<td>157/159</td>
<td>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.</td>
</tr>
<tr>
<td>Doraven “the Bloody”</td>
<td>132</td>
<td>159/162</td>
<td>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.</td>
</tr>
<tr>
<td>Pendarn</td>
<td>114</td>
<td>162/178</td>
<td>Second son of Inrath III.</td>
</tr>
<tr>
<td>Ellarath “the Faerie King”</td>
<td>136</td>
<td>178/196</td>
<td>First son of Fendarn.</td>
</tr>
<tr>
<td>Baranth II</td>
<td>160</td>
<td>196/198</td>
<td>First son of Ellarath; died without issue.</td>
</tr>
<tr>
<td>Imindarth</td>
<td>164</td>
<td>198</td>
<td>Second son of Ellarath; died on coronation night of drunken asphyxia.</td>
</tr>
<tr>
<td>Tharaun I “the Venerable”</td>
<td>163</td>
<td>198/269</td>
<td>Third son of Ellarath; longest reign of any Impilturan monarch.</td>
</tr>
<tr>
<td>Darthorn I</td>
<td>197</td>
<td>269/271</td>
<td>Second son of Tharaun I.</td>
</tr>
<tr>
<td>Toaven</td>
<td>222</td>
<td>271/311</td>
<td>Son and sole heir of Darthorn I.</td>
</tr>
<tr>
<td>Tarth</td>
<td>268</td>
<td>311/343</td>
<td>First son of Toaven.</td>
</tr>
<tr>
<td>“the Prince of Swords”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Darthorn II</td>
<td>305</td>
<td>343/369</td>
<td>First son of Tarth; defeated pirate raiders from Altumbel.</td>
</tr>
</tbody>
</table>
## Monarchies of Faerûn

<table>
<thead>
<tr>
<th>Name</th>
<th>Year</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Darthorn III</td>
<td>335</td>
<td>First son of Darthorn II; drowned himself after tragic death of wife and son in the Prayerbane Plague.</td>
</tr>
<tr>
<td>Auminath I “the Scholar”</td>
<td>338</td>
<td>Second son of Darthorn II.</td>
</tr>
<tr>
<td>Auminath II</td>
<td>360</td>
<td>First son of Auminath I; original name Larath; died without issue.</td>
</tr>
<tr>
<td>Forlath “the Bawd”</td>
<td>368</td>
<td>Second son of Auminath I; died without legitimate offspring.</td>
</tr>
<tr>
<td>Meldath I “the Mighty”</td>
<td>387</td>
<td>Grandson of Auminath I; life cut short by wounds from battles with orcs.</td>
</tr>
<tr>
<td>Meldath II</td>
<td>419</td>
<td>First son of Meldath I; died in “riding accident” engineered by his younger brother.</td>
</tr>
<tr>
<td>Tharaun II</td>
<td>422</td>
<td>Second son of Meldath I.</td>
</tr>
<tr>
<td>Sharaun</td>
<td>454</td>
<td>Son and sole heir of Tharaun II; slain with his three sons in battle against an orc horde from Vastar.</td>
</tr>
</tbody>
</table>

### Durlarven Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Year</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Harandil I “the Strong”</td>
<td>469</td>
<td>Son-in-law of King Sharaun; married to Princess Tayissa; defeated the orcs and was made king by acclamation.</td>
</tr>
<tr>
<td>Harandil II</td>
<td>501</td>
<td>First son of Harandil I.</td>
</tr>
<tr>
<td>Thorodil “the Fierce”</td>
<td>524</td>
<td>Son and sole heir of Harandil II.</td>
</tr>
<tr>
<td>Bellodar I “the Conqueror”</td>
<td>560</td>
<td>First son of Thorodil; expanded the kingdom’s borders into the Great Dale and up to the shores of Ashanath.</td>
</tr>
<tr>
<td>Bellodar II</td>
<td>583</td>
<td>Son and sole heir of Bellodar I.</td>
</tr>
<tr>
<td>Bellodar III</td>
<td>609</td>
<td>First son of Bellodar II; his three sisters married paladin brothers from lands across the Inner Sea.</td>
</tr>
<tr>
<td>Morus “the Crazed”</td>
<td>630</td>
<td>First son of Bellodar III; insane; died without issue.</td>
</tr>
<tr>
<td>Amarkos I</td>
<td>633</td>
<td>Second son of Bellodar III; slew brother when challenged to duel at court.</td>
</tr>
<tr>
<td>Forvar I</td>
<td>655</td>
<td>First son of Amarkos I; died without issue.</td>
</tr>
<tr>
<td>Amarkos II “Dragonslayer”</td>
<td>660</td>
<td>Second son of Amarkos I; original name Kelvar; wounds suffered in battle against red dragon cut his life and reign short.</td>
</tr>
<tr>
<td>Forvar II</td>
<td>699</td>
<td>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.</td>
</tr>
<tr>
<td>P. Forvar “the Younger”*</td>
<td>722</td>
<td>Son and sole heir; slain in 726 in the attack of the Scaled Horde.</td>
</tr>
</tbody>
</table>

### Tarrik Dynasty; “the Demon Dynasty”

<table>
<thead>
<tr>
<th>Name</th>
<th>Year</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agrosh “the Scaled”</td>
<td>688</td>
<td>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.</td>
</tr>
</tbody>
</table>

### Elethlim Dynasty; “the Paladin Dynasty”

<table>
<thead>
<tr>
<th>Name</th>
<th>Year</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sarshel “the True”</td>
<td>656</td>
<td>Leader of the Triad Crusade and victor of the Fiend Wars; first Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Halanter I</td>
<td>711</td>
<td>Son and sole heir of Sarshel; second Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Erynd I “the Penitent”</td>
<td>739</td>
<td>First son of Halanter I; third Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Nord “Demonbane”</td>
<td>764</td>
<td>Third son of Erynd; fourth Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Halanter II</td>
<td>787</td>
<td>First son of Nord; fifth Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Beldred I “Fiendslayer”</td>
<td>816</td>
<td>Son and sole heir of Halanter II; reestablished post of Mage Royal at court; sixth Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Beldred II</td>
<td>845</td>
<td>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.</td>
</tr>
<tr>
<td>P. Halanter*</td>
<td>872</td>
<td>Third child/first son of Beldred II; died of plague in 886.</td>
</tr>
<tr>
<td>Erynd II</td>
<td>875</td>
<td>Nephew of Beldred II; died of plague.</td>
</tr>
<tr>
<td>Shaneesa [R]</td>
<td>849</td>
<td>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.</td>
</tr>
<tr>
<td>“the Old Dowager”</td>
<td>887/891</td>
<td>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.</td>
</tr>
<tr>
<td>Peverel</td>
<td>891</td>
<td></td>
</tr>
</tbody>
</table>
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. Aliia* 909 — Daughter of Peverel; betrothed to Prince Rhiggard of Cormyr; died in shipwreck in 926.

* Did not rule; marked for line of succession.

Heltharn Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Imphras I “the Great”</td>
<td>1063</td>
<td>1097/1122</td>
<td>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 Belrodar III; eighth Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Imbrar “the Lost”</td>
<td>1098</td>
<td>1122/1127</td>
<td>Son of Imphras I; disappeared after leading expedition into Giantspire Mountains to eradicate the hobgoblin menace; ninth Paladin-King of Impiltur.</td>
</tr>
<tr>
<td>Ilmara</td>
<td>1104</td>
<td>1127/1169</td>
<td>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.</td>
</tr>
<tr>
<td>Imphras II</td>
<td>1169</td>
<td>1169/1225</td>
<td>Son and sole heir of Ilmara; suffered from madness late in his reign.</td>
</tr>
<tr>
<td>P. Talryn*</td>
<td>1188</td>
<td>—</td>
<td>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.</td>
</tr>
<tr>
<td>Lashilmbrar “the Sly”</td>
<td>1190</td>
<td>1225/1294</td>
<td>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.</td>
</tr>
<tr>
<td>P. Imphras III*</td>
<td>1276</td>
<td>—</td>
<td>First son of Lashilmbrar; slain in 1294 in “bandit attack” that also claimed his father's life; marked for line of succession but never ruled.</td>
</tr>
<tr>
<td>P. Kuskur [R]</td>
<td>1198</td>
<td>[1294/1296]</td>
<td>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.</td>
</tr>
<tr>
<td>Rilimbrar</td>
<td>1280</td>
<td>1294/1338</td>
<td>Second son of Lashilmbrar; 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.</td>
</tr>
<tr>
<td>P. Imphras IV*</td>
<td>1277</td>
<td>—</td>
<td>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.</td>
</tr>
<tr>
<td>Sambryl [R]</td>
<td>1299</td>
<td>[1338/]</td>
<td>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.</td>
</tr>
<tr>
<td>Soarimbrar “the Younger”*</td>
<td>1335</td>
<td>—</td>
<td>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.</td>
</tr>
<tr>
<td>Imphras V*</td>
<td>1370</td>
<td>—</td>
<td>First nephew of Soarimbrar through his sister Ilmara; died of a wasting disease; marked for line of succession but never ruled. Died in 1363.</td>
</tr>
<tr>
<td>Imbrar II</td>
<td>1378</td>
<td>—</td>
<td>Second nephew of Soarimbrar through his sister Ilmara; marked for line of succession and rightful king of Impiltur.</td>
</tr>
</tbody>
</table>

* Did not rule; marked for line of succession.

Milvarn

<table>
<thead>
<tr>
<th>Dynasty</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mindosel</td>
<td></td>
<td></td>
<td>First Mage-King of Milvarn; apprentice to the founders of the Covenant and originally from Teshar in the Dalelands.</td>
</tr>
<tr>
<td>Aubayreer</td>
<td>437</td>
<td>535/642</td>
<td>Son and sole heir of Aubayreer; second Mage-King of Milvarn.</td>
</tr>
<tr>
<td>Nytholops</td>
<td>577</td>
<td>642/719</td>
<td></td>
</tr>
</tbody>
</table>
MONARCHIES OF FAERUN

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.

*N Monarchs of Narfell, whether male or female, carry the title of Nentyarch.

Narfell

Crel Dynasty

<table>
<thead>
<tr>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thargaun* –1025 –987/–946 First ruler of Tharos (until –946) and later Narfell; human worshiper of Orcus.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Derevan –963 –912/–890 First son of Thargaun.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Belevan “the Unliving” –891 –843/–633 Son and sole heir of Arthauld; became a lich; overthrown by the “Demon Twins,” Ulthas and Ulthar.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Orgolath Dynasty

<table>
<thead>
<tr>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ulthar “the Darkhorn” –666 –623/–578 Second half-fiend son (twin) of Ayanna Orgolath; succeeded his brother.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Vargaun –618 –787/–733 First tiefling son of Ulthar.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Horthaun –570 –733/–482 Third tiefling son of Vargaun.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jelethar “the Blackscale” –520 –482/–475 First tiefling son of Horthaun; disappeared on expedition to Sunrise Mountains.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mortass “the Cloven” –511 –475/–434 Second tiefling son of Horthaun.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Nardrad –468 –443/–399 Tiefling son and sole heir.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Orlathaun –420 –399 Human son and sole heir; slain by the Ayarch Jesthren, who claimed the Crown of Narfell.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Darakh Dynasty

<table>
<thead>
<tr>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>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.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rheligaun “the Horned” –245 –181/–170 Half-fiend son of Fraz’Urb-luu; disappeared following fall of Narfell; known as the Hidden Nentyarch.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Raumathar

Nhalass Dynasty

<table>
<thead>
<tr>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Umathar I* –933 –900/–867 First ruler of Raumathar; united the Raumviran tribes under his rule.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Umathar II –898 –867/–821 First son of Umathar I.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Umathar III –858 –821/–799 First son of Umathar II.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Umathar IV –827 –799/–780 First son of Umathar III.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Darthen I –824 –780/–749 Second son of Umathar III.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shendar –783 –749/–700 Son and sole heir of Darthen I.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Darthen II –744 –700/–691 First son of Shendar.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Monarchies of Faerûn

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Umathar V</td>
<td>-722</td>
<td>-691/-662</td>
<td>First son of Darthen II.</td>
</tr>
<tr>
<td>the Blade of the Plains</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rhendar I</td>
<td>-690</td>
<td>-662/-633</td>
<td>Second son of Umathar V.</td>
</tr>
<tr>
<td>Darthen III “Fiendbane”</td>
<td>-665</td>
<td>-633/-610</td>
<td>Son and sole heir of Rhendar I; invaded Narfell in -622 DR;</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>he and first son Rhendar slain in battle with armies of Narfell.</td>
</tr>
<tr>
<td>Umathar VI “the Grim”</td>
<td>-636</td>
<td>-610/-605</td>
<td>Second son of Darthen III.</td>
</tr>
<tr>
<td>Rhendar II</td>
<td>-634</td>
<td>-605</td>
<td>Third son of Darthen III; killed by demons sent by Narfell.</td>
</tr>
<tr>
<td>Tharren</td>
<td>-632</td>
<td>-605</td>
<td>Fourth son of Darthen III; killed by demons sent by Narfell.</td>
</tr>
<tr>
<td>Sharath “the Doomed”</td>
<td>-629</td>
<td>-605</td>
<td>Fifth son of Darthen III; killed by demons sent by Narfell.</td>
</tr>
</tbody>
</table>

#### Talanthil Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vayloss “Fireblood”</td>
<td>-644</td>
<td>-605/-599</td>
<td>Made ruler by acclamation; first Sorcerer-Arkhan of Raumathar.</td>
</tr>
<tr>
<td>Corlarth</td>
<td>-600</td>
<td>-559/-499</td>
<td>First son of Vayloss; second Sorcerer-Arkhan of Raumathar.</td>
</tr>
<tr>
<td>Horlarth</td>
<td>-572</td>
<td>-499/-460</td>
<td>Third son of Corlarth II; third Sorcerer-Arkhan of Raumathar.</td>
</tr>
<tr>
<td>Nayloss “Fireyes”</td>
<td>-525</td>
<td>-460/-408</td>
<td>First son of Horlarth; fourth Sorcerer-Arkhan of Raumathar.</td>
</tr>
<tr>
<td>Vayloss II “the Elder”</td>
<td>-490</td>
<td>-408/-404</td>
<td>First son of Nayloss; fifth Sorcerer-Arkhan of Raumathar.</td>
</tr>
<tr>
<td>Vayloss III “the Younger”</td>
<td>-474</td>
<td>-404/-370</td>
<td>Second son of Vayloss II; original name Jharath; sixth Sorcerer-Arkhan of Raumathar.</td>
</tr>
</tbody>
</table>

#### Silverymoon

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ecamane Truesilver</td>
<td>555</td>
<td>637/712</td>
<td>First High Mage; born in Suzail, student of Windsong Tower in Myth Drannor.</td>
</tr>
<tr>
<td>Aglanthol the Red</td>
<td>649</td>
<td>712/719</td>
<td>Second High Mage; grandnephew and apprentice to Ecamane.</td>
</tr>
<tr>
<td>Ederan Nharimlur</td>
<td>702</td>
<td>719/784</td>
<td>Third High Mage; married the elf princess Elénaril of Myth Drannor.</td>
</tr>
<tr>
<td>“Catseye”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Amaara Nharimlur</td>
<td>738</td>
<td>784/877</td>
<td>Fourth High Mage; half-elf daughter of Ederan; died on Evermeet in 942.</td>
</tr>
<tr>
<td>“Goldentresses”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Elué Dualen</td>
<td>762</td>
<td>857/876</td>
<td>Fifth High Mage; Alustriel of the Seven Sisters in disguise; retired from office.</td>
</tr>
<tr>
<td>Tanalanthara Mytersaal</td>
<td>822</td>
<td>877/882</td>
<td>Sixth High Mage; deposed the Warlord Lashtor to claim rule.</td>
</tr>
<tr>
<td>“She-Wolf”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tanissel “the Cloaked”</td>
<td>866</td>
<td>883/920</td>
<td>Seventh High Mage; elected to office by citizens; died of fever.</td>
</tr>
<tr>
<td>Nunivytt Threskaal</td>
<td>874</td>
<td>920/1070</td>
<td>Eighth High Mage.</td>
</tr>
<tr>
<td>Orjalu</td>
<td>989</td>
<td>1070/1230</td>
<td>Ninth High Mage; apprentice to Nunivytt Threskaal; retired from office; fate unknown.</td>
</tr>
<tr>
<td>Sepur</td>
<td>1185</td>
<td>1230/1322</td>
<td>Tenth High Mage; apprentice to Orjalu; abandoned office and was slain by unknown hands after leaving city.</td>
</tr>
<tr>
<td>Alustriel Silverhand</td>
<td>762</td>
<td>1235/1369</td>
<td>Eleventh High Mage; slew the self-proclaimed High Mage Shaloss Ethenfrost to gain office.</td>
</tr>
<tr>
<td>Taern Hornblade “Thunderspell”</td>
<td>1304</td>
<td>1369/-</td>
<td>Twelfth High Mage.</td>
</tr>
</tbody>
</table>
### Tethyr

<table>
<thead>
<tr>
<th>Ithal Dynasty</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Darrom</td>
<td>–237</td>
<td>–212/–183</td>
<td>First King of Tethyr; son of Clovis.</td>
</tr>
<tr>
<td>Garynor</td>
<td>–159</td>
<td>–98/–75</td>
<td>First son of Nishan.</td>
</tr>
<tr>
<td>P. Rhynda [R]</td>
<td>–159</td>
<td>–75/–64</td>
<td>Twin sister of Garynor; died in –45.</td>
</tr>
<tr>
<td>Nishan II</td>
<td>–79</td>
<td>–64/–6</td>
<td>Second grandnephew of Garynor.</td>
</tr>
<tr>
<td>P. Clovis*</td>
<td>–57</td>
<td>—</td>
<td>Third son of Nishan II; died in –6.</td>
</tr>
<tr>
<td>P. Yardane*</td>
<td>–7</td>
<td>—</td>
<td>Exiled Ithal heir; third son of Clovis; died in 39.</td>
</tr>
<tr>
<td>P. Kymer*</td>
<td>10</td>
<td>—</td>
<td>Exiled Ithal heir; first half-elf son of Yardane; died in 175.</td>
</tr>
<tr>
<td>P. Yrdas*</td>
<td>70</td>
<td>—</td>
<td>Exiled Ithal heir; fourth half-elf son of Kymer; died in 228.</td>
</tr>
<tr>
<td>Silvyr*</td>
<td>135</td>
<td>449</td>
<td>Second elf son of Yrdas; died fighting Shoon VII.</td>
</tr>
</tbody>
</table>

* 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      | 37   | 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. |
| Hazam II      | 178  | 193/209| Second son of Leodom IV. |
| Tebalan Pahuk [R] | 178 | [209/211] | Court Vizier; Tethyrian loyalist. |
| Moshafi Telerus [R] | 172 | [211/217] | Court Vizier; Shoon loyalist. |
| Matamid Korrunhel [R] | 180 | [217/223] | Court Vizier; Shoon loyalist; died in 251. |
| Emyr          | 208  | 223/229| Eighth son of Hazam II; died without issue. |

### Korrunhel 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 Korrunhel. |
| 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 470. |

### 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. |
### Mallorhen Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tibor</td>
<td>799</td>
<td>832–838</td>
<td>Husband of Strohm V's elder daughter.</td>
</tr>
<tr>
<td>Samyte “the Martyr”</td>
<td>818</td>
<td>838–841</td>
<td>First son; sole direct heir; he and sons assassinated.</td>
</tr>
</tbody>
</table>

### Bormul Dynasty; “The Queens’ Dynasty”

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alisande</td>
<td>816</td>
<td>841–847</td>
<td>Second daughter of Strohm V.</td>
</tr>
<tr>
<td>Sybille the Great</td>
<td>832</td>
<td>847–885</td>
<td>Daughter and sole heir; first Great Queen.</td>
</tr>
<tr>
<td>Cyriana the Great</td>
<td>870</td>
<td>885–922</td>
<td>First granddaughter; second Great Queen.</td>
</tr>
<tr>
<td>Teresa the Great</td>
<td>893</td>
<td>922–977</td>
<td>Third niece; third Great Queen.</td>
</tr>
<tr>
<td>Teremir</td>
<td>927</td>
<td>957–959</td>
<td>Fifth son; slain by Mhoaran; heirs were two boys and a girl.</td>
</tr>
<tr>
<td>Teremir II</td>
<td>1049</td>
<td>1070–1071</td>
<td>Teremir's great-grandson; slew Coram II and restored line.</td>
</tr>
</tbody>
</table>

### “Tethyr” Dynasty; “The Lions’ Dynasty”

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mhoaran</td>
<td>919</td>
<td>999–1074</td>
<td>Cousin of Teremir; son of Cyriana's third sister.</td>
</tr>
<tr>
<td>Nearel</td>
<td>951</td>
<td>974–997</td>
<td>Thirty-second child/seventeenth son of Mhoaran; slew Teremir's eldest son.</td>
</tr>
<tr>
<td>Kortal</td>
<td>968</td>
<td>1022–1059</td>
<td>Second son; slayer of Teremir's daughter's family.</td>
</tr>
<tr>
<td>Haedrak</td>
<td>988</td>
<td>1099–1065</td>
<td>First cousin on father's side.</td>
</tr>
<tr>
<td>Coram</td>
<td>1010</td>
<td>1059–1065</td>
<td>Fifth son.</td>
</tr>
<tr>
<td>Coram II</td>
<td>1070</td>
<td>1065–1070</td>
<td>Second grandson; slain by Teremir II.</td>
</tr>
<tr>
<td>Alexander I</td>
<td>1038</td>
<td>1071–1097</td>
<td>Wizard and brother of Coram; slew all of Teremir's heirs in 1071.</td>
</tr>
<tr>
<td>Coram III</td>
<td>1112</td>
<td>1145–1181</td>
<td>Third great-grandson.</td>
</tr>
<tr>
<td>Alexander II</td>
<td>1170</td>
<td>1202–1218</td>
<td>First grandson.</td>
</tr>
<tr>
<td>Coram IV</td>
<td>1173</td>
<td>1218–1227</td>
<td>Slew Coram's son.</td>
</tr>
<tr>
<td>Kymer “the Shade King”</td>
<td>1167</td>
<td>1218–1227</td>
<td>Half-elf bastard son of Alexander II; usurper.</td>
</tr>
<tr>
<td>Haedrak II</td>
<td>1199</td>
<td>1227–1274</td>
<td>Second son of Coram IV.</td>
</tr>
<tr>
<td>“the Corsair Prince”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Errilam</td>
<td>1236</td>
<td>1274–1277</td>
<td>Third son of Haedrak II; died without issue.</td>
</tr>
<tr>
<td>Alexander III</td>
<td>1255</td>
<td>1277–1288</td>
<td>First nephew of Errilam; began persecution of elves.</td>
</tr>
<tr>
<td>Jaszur</td>
<td>1274</td>
<td>1288–1295</td>
<td>First son (twin) of Alexander III; slain near Waterdeep.</td>
</tr>
<tr>
<td>Olosar</td>
<td>1274</td>
<td>1319–1347</td>
<td>Second son (twin) of Alexander III.</td>
</tr>
<tr>
<td>Alexander IV</td>
<td>1294</td>
<td>1319–1347</td>
<td>First nephew; slain during 10 Black Days of Eleint.</td>
</tr>
<tr>
<td>P. Alexander</td>
<td>1321</td>
<td>—</td>
<td>Second son; died in 1347 during 10 Black Days of Eleint.</td>
</tr>
</tbody>
</table>

* Did not rule; marked for line of succession.

### Rhindaun Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zaranda</td>
<td>1331</td>
<td>1368–</td>
<td>Wife of Haedrak III; people's choice for monarch.</td>
</tr>
<tr>
<td>Haedrak III</td>
<td>1334</td>
<td>—</td>
<td>Third son of Alexander IV; husband of Zaranda.</td>
</tr>
<tr>
<td>P. Sybille</td>
<td>1370</td>
<td>—</td>
<td>First daughter (triplet) and presumed heir.</td>
</tr>
<tr>
<td>P. Coram</td>
<td>1370</td>
<td>—</td>
<td>First son (triplet).</td>
</tr>
<tr>
<td>P. Cyriana</td>
<td>1370</td>
<td>—</td>
<td>Second daughter (triplet).</td>
</tr>
</tbody>
</table>

* Did not rule; marked for line of succession.

### Velprin

### Demaz Dynasty

<table>
<thead>
<tr>
<th>Name</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tholeam I</td>
<td>725</td>
<td>773–805</td>
<td>First King of Velprin; a noble of Unther from the Wizard's Reach city of Nethra.</td>
</tr>
<tr>
<td>Samar I</td>
<td>781</td>
<td>805–846</td>
<td>First son of Tholeam I.</td>
</tr>
<tr>
<td>Tholeam II</td>
<td>808</td>
<td>846–887</td>
<td>Nephew of Samar I.</td>
</tr>
<tr>
<td>Namar I</td>
<td>840</td>
<td>887–909</td>
<td>Son and sole heir of Tholeam II.</td>
</tr>
<tr>
<td>Namar II “the Hunter”</td>
<td>874</td>
<td>909–937</td>
<td>First son of Namar I; disappeared while hunting in the Yuirwood.</td>
</tr>
<tr>
<td>Tholeam III</td>
<td>907</td>
<td>937–973</td>
<td>Second son of Namar II; slain while fighting with the League of Samathar against Tchazzar.</td>
</tr>
<tr>
<td>Ashtar “the Craven”</td>
<td>909</td>
<td>953–988</td>
<td>Third son of Namar II; gave fealty to Tchazzar and became a vassal of Chessenta.</td>
</tr>
<tr>
<td>Samar II</td>
<td>945</td>
<td>988–1011</td>
<td>Son and sole heir of Ashtar.</td>
</tr>
</tbody>
</table>
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 1058/1069 Daughter and sole heir of Hallarn II; slain in the fighting with Brindor and the Yuir; Velprin absorbed into the new realm of Aglarond.

<table>
<thead>
<tr>
<th>Westgate</th>
<th>Born</th>
<th>Reigned</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kisonraathiisar</td>
<td>?</td>
<td>?/–349</td>
<td>Topaz dragon.</td>
</tr>
<tr>
<td>the Wyrmking</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>“of the Seven Spells”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mather “Wyrmshroud”</td>
<td>–365</td>
<td>–307/–301</td>
<td>Apprentice of Saldrinar; died defending Westgate from the attacks of three black dragons.</td>
</tr>
<tr>
<td>Glaurath “the Great”</td>
<td>–345</td>
<td>–301/–291</td>
<td>Captain of Westgate’s City Guard and close friend of previous king.</td>
</tr>
<tr>
<td>Thorndaer</td>
<td>–336</td>
<td>–291/–286</td>
<td>Captain of Westgate’s City Guard during reign of Glaurath.</td>
</tr>
<tr>
<td>Orlak “the Night King”</td>
<td>–343</td>
<td>–286/–137</td>
<td>Became a vampire in –317; seized the throne and ruled until being destroyed by a company of Lathander-worshiping paladins.</td>
</tr>
</tbody>
</table>

| 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 | –134 | –91/–74 | Son and sole heir of Gen. |
| “the Merchant King” | | | |
| 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 | ? | –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. |

| Croam Dynasty | | | |
| Hygaarth “the Fious” | 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. |

| 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 FAERUN

<table>
<thead>
<tr>
<th>Monarch</th>
<th>Birth</th>
<th>Reign</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Myntharan “the Magus”</td>
<td>417</td>
<td>452/480</td>
<td>A renegade wizard of the Shoon Empire who slew Mulsantir II and seized the throne.</td>
</tr>
<tr>
<td>Lyonarth “the Winter Sphinx”</td>
<td>429</td>
<td>480/616</td>
<td>An androsphinx from Nathlek who claimed the throne after defeating Myntharan in battle.</td>
</tr>
<tr>
<td>Farnath I</td>
<td>571</td>
<td>616/663</td>
<td>Mage apprentice of the wizard known as the Handweaver, who defeated Nessmara, the lamia responsible for the death of Lyonarth.</td>
</tr>
<tr>
<td>Belhendar “the Stout”</td>
<td>618</td>
<td>663/687</td>
<td>First son of Farnath I.</td>
</tr>
<tr>
<td>Thartryn I</td>
<td>642</td>
<td>687/710</td>
<td>Second son of Belhendar.</td>
</tr>
<tr>
<td>Iyachtu Xvim “the Fiend King”</td>
<td>?</td>
<td>710/734</td>
<td>A cambion from another plane who slew Thartryn I and seized the throne; died in 1371.</td>
</tr>
<tr>
<td>Farnath II</td>
<td>695</td>
<td>734/756</td>
<td>Great-great-grandson of Farnath I descended from Belhendar’s younger half-brother.</td>
</tr>
<tr>
<td>P. Farnath III*</td>
<td>727</td>
<td>—</td>
<td>Son and sole heir of Farnath II; something of a simpleton who was banished from the city by his uncle; date of death unknown.</td>
</tr>
<tr>
<td>Temprith</td>
<td>699</td>
<td>756/759</td>
<td>Younger brother of Farnath II; seized the throne on his brother’s death, banishing his only heir.</td>
</tr>
<tr>
<td>Thatryn II</td>
<td>758</td>
<td>759/783</td>
<td>Second son (twin) of Farnath III; overthrew his cousin and slew every descendant of the line of Temprith.</td>
</tr>
<tr>
<td>Farnath IV</td>
<td>758</td>
<td>783/834</td>
<td>First son (twin) of Thatryn II; suspected of murdering his brother.</td>
</tr>
<tr>
<td>Penderanth</td>
<td>787</td>
<td>834/849</td>
<td>Second son of Farnath IV; died of plague.</td>
</tr>
<tr>
<td>Halcoranth</td>
<td>823</td>
<td>849/886</td>
<td>Nephew of Penderanth.</td>
</tr>
<tr>
<td>Thartryn III</td>
<td>871</td>
<td>886/890</td>
<td>First son of Halcoranth; died of plague along with all royal heirs.</td>
</tr>
<tr>
<td>The Prince-Templars</td>
<td>—</td>
<td>890/900</td>
<td>Ruled by the Holy Council of Westgate, an oligarchic theocracy made up of the high priests of the established faiths in the city.</td>
</tr>
<tr>
<td>Gostaraj “the Reaver King”</td>
<td>865</td>
<td>900/927</td>
<td>A mercenary lord and priest of Garagos who seized power in a bloody rebellion.</td>
</tr>
</tbody>
</table>

* Did not rule; marked for line of succession.

Campion Dynasty

<table>
<thead>
<tr>
<th>Monarch</th>
<th>Birth</th>
<th>Reign</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Altarl</td>
<td>867</td>
<td>927/936</td>
<td>A member of the merchant nobility of Westgate, chosen by his fellow lords to rule the city.</td>
</tr>
<tr>
<td>Jhentyr I</td>
<td>891</td>
<td>938/954</td>
<td>First son of Altarl.</td>
</tr>
<tr>
<td>Tarnhart I</td>
<td>923</td>
<td>974/993</td>
<td>Nephew of Jhentyr I.</td>
</tr>
<tr>
<td>Jhentyr II</td>
<td>948</td>
<td>993/1002</td>
<td>Second son of Tarnhart I.</td>
</tr>
<tr>
<td>Tarnhart II</td>
<td>970</td>
<td>1002/1018</td>
<td>First son of Jhentyr II; slain by a red dragon; died without issue.</td>
</tr>
</tbody>
</table>

Eorn/Lordessar Dynasty

<table>
<thead>
<tr>
<th>Monarch</th>
<th>Birth</th>
<th>Reign</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sarvyn Eorn “the Old”</td>
<td>992</td>
<td>1018/1111</td>
<td>A mercenary lord who was named king by acclamation.</td>
</tr>
<tr>
<td>Roadaeron</td>
<td>1081</td>
<td>1111/1117</td>
<td>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.</td>
</tr>
<tr>
<td>Alzurth “the Dozenking”</td>
<td>1076</td>
<td>1117/1162</td>
<td>Former Mage Royal of Westgate who usurped the throne of Roadaeron.</td>
</tr>
<tr>
<td>Blaervar “the Reluctant”</td>
<td>1112</td>
<td>1162/1191</td>
<td>Seventh child/third son of Roadaeron; died in 1191.</td>
</tr>
<tr>
<td>Roadaeron II</td>
<td>1174</td>
<td>1191/1192</td>
<td>First son of Blaervar.</td>
</tr>
<tr>
<td>Maeraedryn</td>
<td>1176</td>
<td>1192/1219</td>
<td>Second son of Blaervar.</td>
</tr>
<tr>
<td>Ilphael</td>
<td>1203</td>
<td>1219/1233</td>
<td>Grandson of Maeraedryn; died without issue or naming an heir.</td>
</tr>
<tr>
<td>Shlanarna Durovrec</td>
<td>1210</td>
<td>1233/1236</td>
<td>Fiancée of Ilphael; only queen to ever rule Westgate; abandoned Westgate and the throne; date of death unknown.</td>
</tr>
<tr>
<td>Verovan</td>
<td>1219</td>
<td>1236/1248</td>
<td>Great-grandson of Blaervar; last king of Westgate.</td>
</tr>
</tbody>
</table>
437 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: Qysar Amahl Shoon VII [437, 449] dispatches seventeen troop ships to quell an uprising in the Shaar river valley. Shoon imperial troops rampage through Sheirtal, Sheirlantar, Kormul, Lhesper, Seben, Rethmar, and Channahgate. 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 [438, 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 with Arun [426, 464].

— 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 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 Qysar 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 harbormasters) Fahd el Daosiin.

— 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 has the paleskins 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 raced Haardahart, 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 ugrukh paleskins still left alive, the waves rose up, and the land that the ugrukh had stolen sank beneath the waves, dropping down and down until the last paleskin standing upon the last tower had disappeared.

“But the lacktusks did not learn. They did not care that they had stolen from us, and their gods did not care that the ugrukh 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
742 DR Year of Rolling Heads
The sudden death of Jacinica (142) precipitates a decades-long power struggle among the nagara.

747 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, Ilykur, Prosper, and Grimwald found the School of Wizardry in Neverwinter and begin taking on apprentices from around Faerûn. {673}

749 DR Year of the Blooded Dagger
Silverymoon Ford (447, 774) becomes Silver Village when a logging camp is built around the inn and bridge.

750 DR Year of Scorching Suns
Demron is commissioned for another Baneblade. This one is for the Spell-Major to replace the lost Aryan/Ceren elfblade lost a decade ago by Zaos Durothil in battle with the red wyrm Edallisufanxar.
— The former Shooneite Western Emirate of Amin becomes the country of Amin under King Esme, who establishes the Torlath Dynasty. Amin exists as the three major city-states of Athkatla, Crimmor, and Murann, west of Lake Esme.

751 DR Year of the Lissome Apprentice
The settlement of Ammathtar is founded in Luiren to facilitate trade between the hin and the Arkaiun humans.

752 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 the Akh’Faer.

754 DR Year of True Names
While wandering across Anauroch, Arun’s Son (449, 720) saves a trio of Androspinx in order to allay the fears of his capital’s elder houses.

755 DR Year of Four Winds
A hill giant dire wereape named Dermos the Proud (467) emerges from 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.

757 DR Year of Forests frost
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 Immel Tolorath and the armies of Ann clear the ogre-held passes through the Small Teeth, reopening trade between Murann and Crimmor.

758 DR Year of the Winter Sphinx
Lymorath, a white-furred androsphinx, claims the crown of Westgate (–286, 615).

759 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.

761 DR Year of the Ecstatic Priest
The drow, forced into the lowest levels of the Underhalls, finally abandon the former dwarf home of Melaibbôde entirely.

760 DR Year of the Flame Tongue
Josidah 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 Eltarrgrim 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, Josidah and his troops of bladeangers and Akh’Faer venture into the Underdark beneath the Tower, vowing to return in a century with the lost treasures.

762 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.

763 DR Year of the Galloping Gorgon
Seven halfling scouts of the Aok/Velahn 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 Coronel Eltarrgrim.

764 DR Year of the Elipsoid 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.

765 DR Year of the Fortress Scoured
Ekemar 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 (492).
— 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 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 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 despot 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 Esme l. 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
of Impiltur on the battlefield and establishes the Durlarven Dynasty of Old Impiltur.

— Esmeletran is completed and established as the new capital of Amn during the reign of King Immel I, grandson of Esme.

514 DR Year of the Elk
The aged Bellabar Huntinghorn leads many halflings of Meiritin [493, 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 Delimbyr River near present-day Secomber.

517 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 Delimbyr Vale and humans from Delimbyrian establish Secomber on the ruins of Hastar, 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 Josadiah 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 Delimbyrian, 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 Ulsbarag 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 his alliance with Cormyr to cover their misdeed.

527 DR Year of Tatters
Slaves begin years of major unrest in all the cities of Calimshan and the Amadan 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 Javilarh “the Dark” Snowsword is slain.

531 DR Year of the Lily
The kuo-toa city of Loochlarth is founded.

533 DR Year of the Shattered Manacles
The Mamuluk 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 slave’s port, the Mamuluk 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 Murahir (Warlord), not used since Mir’s days of independence.

534 DR Year of the Spitting Viper
The glowing city of Sphur Upra [-294] expands onto the Material Plane.

536 DR Year of the Laughing Lich
Hlonstar, realm of Alokkair the Wizard-King, is forged out of remnants of Teshar and the Netherese survivor states.

543 DR Year of the Lyre
Uthimer is founded by Lord Uthimer of Dilpur.

545 DR Year of the Percicon
A warchief named Reinhar unites the various Arkaiun 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 Halruaa wizard Gulkhaster begins creating a series of powerful wands that bear his name and are known as Deathstaffs.

— Luiren is invaded by Arkaiun 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 Zallasu.

554 DR Year of Waving Wheat
King Reinhar I of Dambrath is defeated and slain by the sacrifice of the Halruaa wizard Mycoontil Sulazair 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 True Silver 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 Dragonspur Castle [127Y]. Phalorm’s armies destroy the hobgoblins, but the elf King, Ruarth Lightshiver, is slain.

— The retired sellsow 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 advisers 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.
The Vault of Sages in Silverymoon 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’Qessir 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 Elembar, 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
568 DR Year of the Pernicious Hauberk
The armies of Phalorm defend the neighboring realm of Yarlith [193, 611] from attacks by orcs led by the frost giant Horthgar.

569 DR Year of Tumbled Bungalos
Ecamane Truesilver becomes an apprentice of Deynriir the Silver Sorcerer. Unknown to him at the time, Ecamane also secretly becomes an acolyte of Windsong Tower (~1095, 580) under his moon elf tutor.

— Fall of Hloentar and the disappearance and presumed death of Alokkaar.

572 DR Year of Writhing Darkness
Zaor Moonfower [672] is born in Sembérglume.

— The marchwardens, a form of standing army, are established to protect and defend the hin realm of Luiren.

— Deep-digging Thundolos miners break through to the Underdark after discovering a passage beneath the One Stone ancestor mound.

574 DR Year of the Gored Griffin
Orc problems rise along the northeastern forest. In preparation for battle, Firphal commissions Demron to enchant a fifth magical blade to serve as the Baneblade for the Arms-Major of the Akob'Velubre. In this year, Dragathil is finished.

— Silver Village grows to become Silverymoon [465, 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 tribes vanish into the Underdark after discovering a passage beneath the One Stone ancestor mound.

579 DR Year of the Cultured Rake
Torgbatar, 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 trans-formed Nether Scrolls (~659, 1344) known as the QuesiArtTerantbvar 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.

587 DR Year of the Ogling Beholder
A fleet of Dambrathan galleys attempts to sail into the channel leading to Lake Haurua and conquer Halgard. Devastating magic launched from both shore and skies 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 Firphal dies with most of his patrol in battle with the black dragon Mrinabnahor. 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, Eaerlann, Evereska, Silverymoon, and Myth Drannor raise a mythal over the Eaerlann city of Glaurenyndaar, thereby establishing Myth Glaureach [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 durbhans, 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 durbhans are eventually driven out.

599 DR

— Modern ships sail the surface of Serós 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.

c. 600 DR
Human tribes abandon the Vale of Ixtuzi in Mazzica, leaving the guardianship of the beast H'Calos [400, 1371] to the Bacar, a race of giant intelligent ants.

— The four cities of Minsonor bordering Armn are found to be deserted after a fierce blizzard leaves them snowbound for more than a month. Few discover that the great white wyrm Ichauptanarmathanyx has devoured the entire population.

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.


601 DR Year of the Jester's Smile
The armies of Phalorm and their allies in the North crush the Everhorde south of Tribor, but their victory comes at the cost of many lives. The casualties include Lathlalaril "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 [532, 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 Exterminus 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, 614] 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 Iynavr floods the land, drowning the armies of Uthtower, Phalorm, and the orc 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, 877]. Ardeep remains an elf realm in name only.

616 DR Year of the Ensorcelled Kings
Aurglorosa 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 Lycarnath battle to the death, and Farnath, apprentice to the Handweaver, is named king, founding the Ifistar Dynasty.

—Delimbyrion, 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 Needless Slaughter
A mysterious blazing sickness kills one in ten Arkaiuns, including Dambrath's current King Reinhar 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 "Battles of Vyl'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.

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 Schanin') 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 sly, shapechangers native to the Underdark, found the city of Fluvenilsstra [1370], also known as Garden City of the Lowerdark, beneath the Shnar.

631 DR Year of the Lone Lark
An old black dragon named Chardansearaviritel 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 Ordath [575, 633]. Led by the lich Vrandak the Burnished, the besieging army of Iyraclea the Ice Quean is accompanied by winter storms raised by her magic, that claw Myth Ordath all year long. This attack spreads awareness of Iyraclea's might across the Realms, and makes her claim of being the preeminent cleric of Auriel in all of Faerûn fact rather than mere hollow boast. The Frostmaidens empower 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 Banneblade for the Arms-Major of Myth Drannor.

—Myth Ordath [632] is destroyed, mystical and all, by the Ice Queen's use of the Gatekeeper's Crystal.

634 DR Year of the Darkspawn
Clan Jacezd [-221, 1384] is overthrown by its half-drow/half-shadow dragon progeny. Haerinwurem, a great shadow wyrm better known as Shimmergloom [1386], 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, 679].

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 Halruaaan cities.

640 DR Year of the Fanged Beast
Yecnoghi's cult rises to prominence among the gnodl tribes of the Shaar, largely displacing the worship of Gorelik. 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 Zhengal 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 Azuldath to explore other worlds.
647 DR Year of the Costly Gift
Incursion of jungle barbarians results in the appointment of a Tu 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 another.

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
Zoar Moonflower [372, 3723] becomes one of the youngest officers of the Akh'Veldrahn in Cormanthyr.

653 DR Year of the Killing Blow
Start of the Ninth Serōs 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 Serōs flee or are driven south, behind the Sharkshane Wall. [6000, 656]. The remainder survives within the Hmurr 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 Serōs.

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 Srinshee [569, 664] have complete copies of them.

— The cities of Lapaliiya (285, 671) unify and form the Lapal League. Once again, Sheelitar [500, 214] is named its capital.

— End of the Ninth Serōs War: Due to merrow invading their territory and adding to their enemies' populations, saddlein send massive raiding parties storming over the Sharkshane Wall. [694, 369]. All this serves as retribution for the other races invading Alcaxis, 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 Shou Lung 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 [261, 692] in Myth Drannor and the Underhalls of Mount Melairbode [213] (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
Tural, born Tallrune Tigris of the Red Tiger tribe and later known as Tural of the Tent, is sent by Ecarnane Trueisler to the Incanistaeum 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 research and 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 Serōs 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 Avrondar, leaving the Art Cor'Kerym, his Ruler's elfblade, hovering in mid-air atop the Rule Tower. Aravac Ithryl, 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 Minnescar 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 braggart 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 Incanistaeum, reducing the Seven Wizards of Myth Drannor to five members.

664 DR Year of the Falling Petals
The Heir's Passing: Aravac Ithryl and all her personal guards are murdered in Myth Drannor by the Stazym, who use magic to hide their foul deed. The Srinshee [656, 666] and the High Court mages insist on maintaining the Mourning Days and add the funeral of Aravac 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 Incanistaeum.

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 Srinshee [664, 681] 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 [909, 680] of Undermountain is abducting wizards at random and banishing them to the Underhalls.)
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 indiscriminately. 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
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 Tyril 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 drown 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 (696, 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 (707) 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 Ilykyur (497, 1063), Agananzzar (507, 1081), Presper (497, 1100), and Grimwald (497, 1101), hereafter known as the Four Founders.

— The fledgling town of Hillsfar, 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 dwarves 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 (1394). Many of Myth Drannor's lost established craftworkers migrate to this new city in search of new opportunities.

674 DR Year of the Nomad
Josadah Starym returns to Myth Drannor to a hero's welcome after retrieving not the expected Warblade (1374) but the Akh'Faer's Arriblade (689). He becomes Spell-Major and takes over leadership of the Akh'Faer, thus rising to a seat on the Council of Twelve.

677 DR Year of Resonant Silence
Hym Kraazen, son among the Seven Wizards, uncovers the truth about Abarat'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 Wynderahl. The Underech 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 Deltabyte during a Grand Hunt battle during a near-legendary greater quellzarn. 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
Hillsfar is nearly destroyed by an army of deepspawn-bred monsters emerging from the tangled, treacherous Beast Marches to the west. The Akh'Velar reinforcements of Cormanthor succeed in dispersing the beasts by the first snowfall of winter. A small garrison of troops remains stationed in Hillsfar 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 Undecheic Empire ends.

680 DR Year of the Long March
After more than a decade, wizards of the Guild of Naturalists (961) piece together the clues and realize that Halaster Blackcloak (668, 1369) has been abducting wizards all throughout Cormanthor 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 humans and dwarf stonemasons migrate from Myth Drannor to Hillsfar 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 Undecheic Empire.

681 DR Year of the Zombie Lords
Achvuet Tattercloak, a student of the Seven Wizards of Myth Drannor, and his consort, Tlanchass, depart from the Sixstar 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 Chathualandroth. 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 Incanistaenum now lies solely in the hands of Sakala of the Seven Kings.

683 DR Year of the Tainted Troll
The young but already learned mage Nezras arrives in Myth Drannor and joins the Six Tyril Towers wizards' school to learn more of magic. The grandnephew of Nezram the World-Walker, Nezras seeks knowledge that will restore his uncle's Unique Magery 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.

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 Srinshee's dream," the Eternal Srinmala (704).

686 DR Year of the Unshiven
Nezras the Scholar weds the female elf wizard Raejina Sicafei after both graduate from their studies at the Six Tyril Towers.

687 DR Year of the Wandering Sylph
The druid King Strohm II of Tethyr, also known as the Stag King, founds the Academy of Druids formerly run by the Seven Wizards of Myth Drannor.

689 DR Year of the Eager Executioner
Matron Aunrae becomes matron mother of ruling House Nasadra in Ched Nasad (-3843, 1215). Her power in the city is nigh absolute.

700 DR Year of the Slain Raven
The forests of Moondale, founded shortly after the raising of the Standing Stone (571, 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 Mazad.

702 DR Year of the Clutching Death
Orc raiders from the High Forest inflict heavy losses on the splinter kingdoms of Delimbyran 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 Srinmala (689) 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 (-373, 715) begin to secretly manipulate and influence the Uthgardt (-376, 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.

709 DR Year of the Earnest Oaths
Three freed 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 (378) and his adopted dragon-mount Garnetallisar (378, 712) fly above Myth Drannor, they weaken the dimensional prison enough for the nycaloths to escape.

— The Circle of Flames and the wizards of Windsong Tower begin spiriting magic items and tomes (including the Scrolls Ardentym and the Kerystaliter) to safety. Many end up in Ascalhorn (715, 820) and Silverymoon (697, 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.

707 DR Year of the Triton's Horn
Worshipers of Shar riot through the Sword Coast as the machinations of Lalondra, the Dark Mother, sweep away the power of the Sharran clergy overnight. King Davyd of Delimbyran 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.

709 DR Year of the Voracious Vole
The gnome city of Dobblund (614, 1253) is abandoned after a bloody assault by priests and followers of Urdlen.

712 DR Year of the Slain Raven
— 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 elfblade and returns to his post as spell-major of the Uthgardt 

*Note: The text contains a mix of narrative text and historical events, possibly from a fictional or historical context, but without clear context or alignment, it's hard to provide a coherent summary.*
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 fiends that have invaded us, and the brutes and dark crawling things that serve them.

I cannot count the gladehaven lost, with all who dwell therein—Arrune, Emmerar, Myriyr, Mountril, Othril, Purlryn, Sarasstel, Taladlatth, 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 wields, if she slain 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
— 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 Serós 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. [710]

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, 754), and a large host of tiefling warriors invades. The leader of the tieflings, Yiyutch Xiym 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 N’velalvar, or Shadow Soldiers, is formed by Aulis 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 Covor and is sorely wounded. He is saved only by the aid of Ecamane Trucsilver 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 Trucsilver 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 (100, 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 Malimshar 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 Sembharmhole and Tangled Vale settlements.
— Death of Symrastur Aulgymry, Chosen of Mystra, in the Weeping War.
— End of the Spiders’ Truce with the death of Aulis 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 Delimbyr and much of the southern Delimbyr are devastated by a magical explosion resulting from the destruction of the Warrior's Gate—a portal in Myth Drannor. Many of Delimbyr'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 Aulumptre 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 mystical 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 Serós, joining the sea elves there and raising fears of a restoration of the long-fallen Aryselmalyr 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 Gnoillwatch 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 Hmurran 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 Serós. 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 (1170). 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 lands of the Inner Sea. During this 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 Sembharmhole and Tangled Vale settlements.
— Death of Symrastur Aulgymry, Chosen of Mystra, in the Weeping War.
— End of the Spiders’ Truce with the death of Aulis 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.

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, Elmminster Aumar (811, 811), Khelben Arunsun (712, 375), and Meit "Dark-hunter" Araeln.
AGE OF HUMANITY

— 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 Elventree is founded on the southern shores of the Moones 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 worshiped. 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 evil outsiders—including the nalfeshnee Drallith “the Poxed,” who rode a golden chariot pulled by chained chasmes, and the half-fiend Berdrinnar with his troop of armmanites. 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

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 Rawlingswood 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 Agрош the Seized seizes the throne.

727 DR Year of the Parloined Throne
The sea elves of Seros 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 Iramter 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 Agрош 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 Conjurors and shatters the Crown of Narfell, defeating the halor Ndulu and his demon army. End of the Fiend Wars and the Triad Crusade.

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 Yachtu Xvim comes to an abrupt end in Westgate as he is forced by a host of mercenaries to flee the city.

737 DR Year of the Winded Herald
King Strohm III battles the remnants of Tahhtar’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.

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.

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.

754 DR Year of Lost Wayfarers
The Eldreth Veluthundra are recorded as conducting their first slayings of humans and half-elf crossbreeds.

755 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.

756 DR Year of the Dying Dwarf
Walls are built around Flostren’s Hold. Elephstron becomes Lord of the Keep.

760 DR Year of Drifting Stars
Tasha 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 Rhnyn in the depth of the Forest of Tethir.

761 DR Year of Laughter
— Amn conquers the former land of Corthryn, bringing its borders near their current state.

762 DR Year of the Snow Sword
In Silverhand Tower, near Nevwater, Endeth Alustriel is born to the human noble Dornal Silverhand and his sorceress wife, the half-elf Elue Shundar. Elue 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 Annastra Sylvane was born a year earlier, and Ambara Dove (1374) the year after, followed in succeeding years by Ezetha Astorma (1325), Anamnué Laeral (806), Alasra Shentrantra (known today as The Simbal [1297]), and Erésseae Qilué. Alustriel (817) became famous across Faerûn as the High Mage of Silverymoon (719, 784), and is now the High Lady of the Silver Marches.
"Your praise is just the beginning, but your Black Lord is pleased. You, Brest, have been chosen to serve me in Faern 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 Faern."

"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 defy me is to die."

— TC
771 DR Year of the Stalking Knight
Establishment of the sea elf kingdom of Naramyr [742, 942], a former barony of Aryselmary, in the depths of the Dragonmire off Cozyr.
— King Strohm IV wins the Battle of Brinnig 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.

777 DR Year of the Bloody Stone
The Uthgardt [753, 797] alliance defeats an ogre-lead 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 Silverymoon [762, 815] dies of old age and is succeeded by his daughter Amaara “Goldentresses” Nharinlur, 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 Earth-springs, just outside the gates of the Citadel of Conjurers. Employing three shields—Kimelsea, Nauctolaar, and Dizellaoar—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 Eys 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 Chaulssinyr leadership have been heavily infiltrated by malaugrym. The Masked Lord’s followers assume power and found House Jacezed [734, 1136], an elite brotherhood of assassins trained to ferret out and kill shapeshifting interlopers.

796 DR Year of the Gray Mist
Merrydale becomes Daggerdale following vampiric infiltration.
— 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 T’linhnet. The Zhents are infiltrated by malaugrym. The Masked Lord’s followers train to ferret out and kill shapeshifting interlopers.

797 DR to 802 DR
The Uthgardt Alliance [775, 977], backed by the hidden hand of the Covenant [735, 975], fades away as the tribes begin to feel the loss of their warriors.

799 DR Year of the Laughing Gull
Deep Imsakar [511, 1372] is invaded by chichimes from the Elemental Plane of Air. In the aftermath of the conflict, the city’s Lord Protector Stilosfyr is exiled and the protectorship abolished.

800 DR to 805 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.

788 DR Year of the Defile
— 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.

815 DR Year of the Heavy Heart
Elue Dualen, disguised as Alustriel [773, 1023] of the Seven Sisters, arrives in Silvermoon [784, 877] and becomes fast friends with High Lady Amaara.

818 DR Year of Broken Locks
Mnethos the mage introduces Sammaster [817, 827] 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.

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 shopkeeper’s 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

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.
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 Arkaiun 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 Sylune [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 Uthaedeol 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, 977].

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.
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 merely nodded and raised both hands to signify his readiness.

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 mislike 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.”
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 Faerun 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 hangers 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.

Vorlond 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. Vorlond 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.

Oldour the Southerner was little pleased with a forest that forced his horse-archers to abandon their steeds and go on foot.

So be told Vorlond to forge ahead, and be 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. Oldour’s archers fired back, but more often hit Vorlond’s rearguard or defenseless trees than elves.

Then night fell, and the real slaughter began.

This excerpt is from the report of Baerrara Snowsyl of the Army of Bright Deliverance.

They found Vorlond’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-brothers 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 elsewhere, they spent no more arrows on Sembians ordered into the fray, and precious few on the outlander hirewords fleeing the forest.

Instead, they peppered Chondathan warriors and battle lords with their feathered messengers of death. The elf archers and swordsman 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 coughing behind me. Then the elf turned to me and said, “Men should not bite what they cannot devour, lest their meal turn sour, 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
**AGE OF HUMANITY**

**877 DR Year of the Scratching Claw**
Warlord Lashtor of Silverymoon (876, 883) is deposed by the mage Tanalanthara Myversaal. 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 (890, 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 Eaerlann. Dwarves allow human refugees to settle in the surface strongholds of Citadel Sundbarr.

— Moon elf refugees from Eaeerlann resettle Ardeep and rebuild the realm. A brief alliance with the humans dwelling along the Delimbyr 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 Nimor 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 Nimor’s Hold.

— Kalgarthur 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 of Ascalhorn into a lich.

— An eddy of magical chaos emanating from Hellgate Keep causes the Hall of Mists 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

**867 DR Year of Forgotten Fame**
Elue 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 Orl**
Sammaster meets and begins a relationship with Elue/Alustriel (815, 864), Chosen of Mystra.

**863 DR Year of the Wondrous Sea**
The Chultan city of Metro (–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 Netherusk 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 (864, 1235) is wounded in Sammaster’s initial assault and calls for aid from Khelben 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 abruptly, accompanied by Lynnasha “Lynx” Nharimlur and Tulrun. Warlord Lashtor takes control of the city and begins to persecute its mages.

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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 [877, 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 Nimmer’s Hold in force, but the Reaper’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-bom tower that bears his name.

889 DR Year of the Shining Shield
The Tethyrian Bull Elk tribe attacks Nimmer’s Hold and sets it afire. The Reaper’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.
— Aeroslughparl “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 Twelvepikes 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 Silverymoon [883, 902] 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’Quesir.

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 Keoev.
— The Vault of Sages is built in Silverymoon [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 [901] 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 Phlanité raiders, forcing Zhenthil Keep to act in protection of its borders.
— Chondath formally grants independence to the Sembian city-states Chondath 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

906 DR Year of the Plough
Driving the drow from the Twisted Tower [711, 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
Who the upper city of Calimport is reclaimed and resettled by Mameluks [553] 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 Serós.

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 Rau-thauvyr “the Raven,” a human war-leader who gathered and commanded a standing army to police the roads of the fledgling human territory. Rau-thauvyr 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 the Harpers’ wards.
— After Sammaster’s downfall, Algashon leads the Cult of the Dragon 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 Serós.

917 DR Year of the Winding Road
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 Plogh (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 Cormyte agents drove the drow from the Ashaba Valley and established the settlement of Shadowdale. 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

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).
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, 974) of Thay, led by Yhazz Buvaar, rebel against Mulhorandi rule and sack the provincial capital at Delhamside. 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.

— Crini (half-drow) raiders from Dambrath attack Ammathlauir. The hin, led by the marchwardens, turn back the invaders after three days of fighting.
— The great black wyrm Chardansearavitriol 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 Ucrypt.

928 DR Year of the Hurling 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 Secomber.

929 DR Year of Flashing Eyes
Several Chessentan cities form an alliance under the leadership of the dragon-in-disguise and warlord Tchazzar (902, 973) 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 Silverymoon (900, 972) by his son Rayuth.
934 DR Year of Fell Wizardry
Mulmaster [1106] 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, 957] 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 Nimoor’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. Nimoor’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. [934]

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
Nyuart creates numerous powerful items for his generals and fellow elf rulers, including Arygantor the Coral Net, the Glaive of Nyratiis, the four Unicorn Saddles, the Staff of the Deep, the Helm of the Sea Lion, the Swift-Swimming Anklets of Osura, and Accal 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 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 Moonscar city of Hulburg [1130] 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 Pafarandus 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 Delimbyran, are ravaged and burned.
— End of the Eleventh Serôs War: This war destroys the central sea elf kingdom of Kryvyr, though the wizard and would-be coronal Nyruatiates escapes capture. Kryvyry’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 Cortolurralachagath. In his death throes, the great white wyrm falls from the sky onto the remnants of Delimbyran, 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 [603]. Construction of Castle Daggerford stops the ruined remnants of Morlin Castle [931] begins immediately.

950 DR Year of the Doomguard
Cult of the Dragon [915, 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 enlisting 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
953 DR Year of the Guiding Crow
Tchazzar of Chossenta 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.

957 DR Year of the Telltale Candle
Orcgates Affair: The mages of the Covenant [975, 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 [974, 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

962 DR Year of the Shandon Veil
The Cult of the Dragon’s [970, 973] reach farther south than ever before with the creation of a cell in, around, and beneath the city of Hlondeth in the Red Wizards 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.

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 worshiping the Dragon Queen in the city of Surkh.

972 DR to 975 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 Silverymoon [972, 982].

972 DR Year of the Cairngorm Crown
After the recent defeat in Surkh, dissenters within the Cult of the Dragon [971, 1001] begin to openly question Alagashon’s leadership and the weighty influence the Church of Bane has had in Cult operations in the preceding years, with the mage Tualhalva Drakewings becoming a particularly outspoken opponent of the god of tyranny’s place in the Cult.

973 DR Year of the Empty 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 Moonsen settlement built around the stronghold of retired Half-elf adventurer Sulass Drashane is incorporated as the city of Sulasspryn.

977 DR Year of the Bent Coin
Telflamm is established as a royal city-state, then annexes Nyth and Culmain.

976 DR Year of the Slaying Spells
A Mulhorandi invasion of Thay is repelled at the River Thazarim.

982 DR Year of the Scythe
Warlord Rayuth of Silverymoon [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, 1378], 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 Tizcala in Maztica. The drow emerge farther south, within the foothills of the Apaxpotal 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. T’u Lung nobles (as they think themselves now, a separate entity from the corrupt conquerors) 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 Silverymoon [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 [311, 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
Seeking 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.

993 DR Year of the Slain Mountain
Prince Chelminster, 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 Ieacor to slay this mage. In the great spellbattle that follows, summoned water elemental runs amok, inundating the land, destroying the Principality of the Snarling Boar and forming the Marsh of Chelminster.

—Many of the lizardfolk tribes that had long inhabited the northern Serpent Hills migrate eastward into the newly forming Marsh of Chelminster.
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

Clanggedin's bloody axe—I can hardly believe what befell us 18 days past! As planned, we engaged the drow—steel in our hands and Mora-din'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 Rockfire

Tol succumbed to his wounds 5 days ago, and Osk the morning before, leaving Durl to lead the Rockjaw. Though 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.

—Varuna Rockjaw

Blood of Grysygonth, Daul of Fallen Ammarindar

—BRJ

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).
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 [–1100, 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 Kamar Slaughter: Five merfolk war parties of Clan Kamar of Eadraal disregard the Laws of Battle and destroy an entire isxtachtit city with their ignoble ambush. For their crimes, merfolk King Kouli I exiles the clan to the site of their massacre and in time the merfolk there form the city of Thuldror.

1007 DR Year of the Bold Barbarian
Waterdeep's city walls expand, absorbing the ruins of Halaster's Hold. Ahghai-roni [972, 1012] 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 Claugiyl-iamatar [1105] and the black dragon Shammagar as both wyrmes plunder the orcs' amassed wealth and destroy their food sources.

— The dragon-in-disguise King Thchazzar [973, 1177] 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 Zhentar Keep, and the Zhents begin to first recognize this organization as an enemy.

— The blue dragon Alasklerhanbastos [1172] allies with the Cult of the Dragon [1001, 1222] cell in Mourktar [821] and is transformed into a dracolich.

— Cormyr suffers greatly from dragon attacks throughout the kingdom. Arabel, Dheluluk, 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 Jarunhast.

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 Extamimos, 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, 1376].

— 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 Lhammaruntsz, 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 Raullor 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 Numanbhi 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 Numanbhi 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 [1018] becomes warlord of Battledale.

— Raullor 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
— 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 Shadra 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 Vaclan [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.
— Mulhorandi attacks Vaclan to destroy the wererat presence there. The city is reduced to rubble, but the werercreatures 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 Vaclan [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 Vaclan [1048, 1369].

1070 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 Silverymoon [990, 1104]. He is succeeded by Orjalan, 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 Aaxopotlan Range. There he is granted a visitation by the god Zaltec, who instructs him to lead the Nahuaat people south and claim the lands for their own. [1099]

1056 DR Year of the Laughing Dead
The lich Anthilar [288] of ruined Unticzer 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 Tu’ 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 drower 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 Melachth Ashstaff of Neverwinter slays a doppelganger posing as Grand Prince Galdnfri, the age-old ruler of Illusk [1023, 1244]. Corigan Avaldon of the fallen realm of Stornarner becomes Lord of Illusk.

1065 DR Year of the Watching Wood
Harpers in the North find the lair of the dracolich Alguandy 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 Ingidal’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 nation of T’u Lung. 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 his support to prisoners 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 Lai Dynasty, officially forming the nation of ‘Tu Lung. Shou Lung forces invade Tu’ Lung but are repulsed. Shou Lung calls these invasions over the next two hundred years the Uncountable Wars, but Tu’ Lung refers to them as the Major Incursions of the Northern Barbarians in their texts. The writings out of the ‘Tu Lung provinces from this point on refer to Shou Lung as a corrupt empire on the verge of internal collapse. The powerful families in Tu’ Lung, backed by the new emperor, are the Tan, Ho, Wei, 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 Lai in Tu’ 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 Ninth. The Black Leopard Cult [807, 1107], while neither the largest nor the most popular force on the field, is well represented.
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 [1092, 1246] to create wards deterring dragons from raiding the city.

1074 DR Year of the Tightening Fist
The Zulkirs [1032, 1246] 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 Nethentir 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 tactics.

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 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 Stormhorns 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, Aviril
— 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. [1011, 1121]

1100 DR Year of the Bloodrose

The moon elves of Loudwater and the surrounding environs withdraw to Everska to escape the increasing human presence.

1101 DR Year of the Maelstrom

The city of Treshla, north of Saelmur and the Lake of Steam, is destroyed by a group of beholders from the nearby Thornwood.

— Vesper [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 Vaclantar 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 [1070, 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 [1117], future Zulkir of Thay, is born.

— Noted explorer Lord Vanrak Moonstar returns to Waterdeep from a claim to be Great Hlundadim [268]. The surviving dwarves of the Iron City 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 battle between 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 and 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 Tu 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 Phistent, but the combined forces of Impiltur and the Theskian cities defeat the army of the Red Wizards [1101, 1117].

— 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 Dambrathan navy corners and defeats a large fleet of pirates off the coast of Timari. 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 Tu 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 her 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, Imphas I soon passes as well. Their son and eldest child Imbar takes the Crown of Narfell as the ruler of Impiltur.

1127 DR Year of the Luminar Procession

King Imbar marches into the mountains, accompanied by his Royal Guard—and Imbar and his men are never seen again. King Imbar’s younger sister Ilmara takes the Crown of Narfell and begins her reign as Impiltur’s queen.

1128 DR Year of the Peryton

Brindar Oldsymne [1067] passes away. His son Althon becomes king of Agravond 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 Jaerzd [792, 1241] returns to Chaulssin and established the House of Hidden Masters. The Jaerzd 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 Tu’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 Agravond, 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.
— 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 (672, 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 Ortlil.

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.

I am Arcrown Ghelarn of the Iron House of Tethyamar, and I send salutations to Haraxlor Iisinghar “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 sargh 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 sargh have allied with a sorcerer of dark power, and their shamans have gathered into ilarim 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 Helgrim’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 Halilim, the first Overking of Lapaliiya [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 Skullport [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.

1148: Red sail’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 Red sail 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, Red sail 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 Red sail 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 Red sail 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 Red sail 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 Red sail 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, Red sail 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
**1172 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.

**1173 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.

**1174 DR Year of the Sun Underground**
Ch'Chitl 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.

— 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

Illustration by Michael Phillippi
THE PRESENT AGE

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 Iryakhllagma [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 Halruaan archmage Gideona) 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, Wu Chi Dzong, 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 him 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, Durnar, and Veldorn.
— The Lords of Waterdeep construct the hoist, a massive system of blocks and tackle capable of lifting and manipulating seagoing vessels into or out of the locks leading to and from Skullport [1166, 1189].

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
Maläugrym [1182] attack Arunsun Tower but are turned back by Khelben [1170, 1226], Elminster [871, 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 maläugrym [1179, 1226] 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 Ye 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 Sekra's followers from the River of Swords. Wercrocodiles 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 Mulophor [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

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 [1247] share the throne and become known as the Gray Sisters.
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 nigh-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, masterful Thay with all zulkir 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 Aglarondian territory (slaying King Philaspur 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 volleys 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 corps-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 [1179, 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 draconil Chandraansarvirual's physical form crumbles into dust from the baleful influence of the god Myrkul. Followers of Myrkul travel to the Mer of Dead Men to see this supposed miracle of their god, and the Ebondeath Sect [1376] slowly forms.

1204 DR Year of Private Tears
Lashedia, wife of King Imphas II of Impaltur, dies of a wasting disease. Imphas 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.
— Urdenogen the Red [1209] claims the Draconis 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 Lashilmbrar betrays the crown prince, forcing Talryn into exile.

1209 DR Year of the Blazing Banners
Rebaera Osterhown, second wife of King Imphas 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 Urdenogen 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, Imphas II. The king's death, however, is a ruse engineered by Prince Lashilmbrar, 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 [1070] noble is executed for treason by King Dhalmass [1111, 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 Myrond and Salasker.
— In the Forty-First Incursion recorded by the historians of Tu Lung, Wai Chu Dong leads his troops to the Battle of Tan. They are routed, and the emperor is chased into the Thai 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 Dong's grandson, Wai Juku A'ti, becomes the sixth emperor of Tu Lung.

1220 DR
Turmish begins to wage war against the dwarves of the Alacoreum [1130, 1241].

1221 DR Year of the Frozen Flower
The demons of Hellgate Keep [912, 1376] 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 [1203, 1359], Zulkir of Thay, who is in turn defeated by Eliminster [1179, 1370] of Shadowdale, bringing the Harpers [1182, 1236] into conflict with Thay for the first time.

1227 Year of the Winged Worm
A Cult of the Dragon [1222, 1274] cell forms in the city of Elversult and the nearby port town of Pros. This cell worked with Hethcupressarvil, 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, Hethcupressarvil continues the controls used to "manage" a Sacred One and comes to dominate the cell as its leader.
— King Imphas II of Impiltur dies, and the Crown of Narfell passes to Crown Prince Lashilmbrar.

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
Manshoon, future Lord of the Zhentarim, is born in Zhentil Keep.

1230 DR Year of the Long Watch
High Mage Orjulam retires as ruler of Silverymoon [1104, 1232] and appoints his apprentice Sepur as his successor. Orjulam mysteriously vanishes after his confirmation of Sepur as High Mage while walking across the Silverymoon 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 Silverymoon [1130, 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 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.
— Warlord Khallos Shieldsunder seizes control of Silverymoon 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 [362] destroys the besieging orcs at the Battle of Tumbleskulls with the unlooked-for aid of the archmage Tulrun of the Tent. Alustriel slays the self-proclaimed High Mage Shallos Ethenfrost in spell battle. Alustriel is unanimously chosen by the people of Silverymoon [1232, 1361] to rule as High Lady Mage.

1236 DR Year of the Struck Gong
The Harper [1222, 1221] stronghold known as Moongleam Tower is built near Everlund by Storm Silverhand [1235, 1357] and other builders and artisans including the dwarf master stoneworker Gwuldeth Throck.

1237 DR Year of the Grotto
The orcs reside in ruined Illusk, using it as a secure base in Turmish and assumes control.

— Anaglathos, a venerable blue dragon, arrives in Damara.

1238 DR Year of the Lone Candle
A lich named Ulpharaz rediscovers the Underdark city of Pholzubbalt [1000].

1241 DR Year of the Lost Lady
Using information acquired during the Harpstar-Wars [1222], Clan Malauq attacks Chaulssin [1136, 1378] 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 Ordar Talonmist is slain in a spell duel by Darnthal Harpell.

— Spell-Prince Elthar, heir to the throne of Milvarn and husband to Queen Ulae [1197, 1257] of Aglarond, is slain by unknown assassins.

1246 DR Year of Burning Steel
First recorded use of bombardos 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 Alghairon [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
Verronan, last king of Westgate [1194, 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 FrÈs [1247, 1248] dissolves his own monarchy in Turnish and establishes the Assembly of Stars, a ruling council of free citizens.

— Guilds are formed in Waterdeep. The Lords of Waterdeep recognize the merchant gothri, 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.

1251 DR Year of the Raging Flame
Marune the Masked helps found the Shadow Thieves, a guild based in the heart of Mount Waterdeep.

— The Lords of Waterdeep recognize the merchant gothri, marking the formal beginnings of the Waterdhavian nobility.

1252 DR Year of the Betrothed
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 Daugroothoth, 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.
— 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 Flahorn's Duchy of Hunnabar, and decides to retire. The bearded half-dwarf chooses the lair of the copper dragon Haltathaer as the site of his castle. Dwarves are welcomed at Dragonspear Castle [537, 1290], and soon the outer ward fills with small stone cottages and dwellings 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 opened-end 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?"


"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, las. 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 outsiders. 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 nailed 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
1276 DR Year of the Dusty Throne

1277 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
—Lapaliiya [1147, 1371] attempts to invade Halruaa through the Talath Pass and is repulsed.

1261 DR Year of Bright Dreams
Manshoon claims his seat on the Zhentar council. He then founds the secret organization of the Zhentarim.
—Halacar of Aglarond dies of poisoning. His sister Ilione, an accomplished sorceress, becomes queen.
—Wai Juk 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 Tu Lung was responsible. The oldest 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 Tu 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 [1265], 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, 1395] moves the capital of Halruaa from Halagard to Halarath for defensive purposes.
—Fzoul Chembyril [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 Thurladar, an Estagundan community on the edge of the Lluirwood. Marchwardens and local ghostwise halflings 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 Demonsoilfields [132] are recovered from an ancient burrow 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 bard Sir Thaurog builds Thaurog’s Keep [1294] on the site of what is now Nesmé.

1270 Year of the Dusty Throne—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. Tryklathagra [1262, 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 Krakenscourge and the corpse of the weapon’s last triton wielder in her claws. The Krakenscourge [-106] has since lain unused in her hoard.

1272 DR Year of the Wagon
Joudath [1297] takes the reins as Lord of Shadowdale.
—The Lords’ Rule revives with Baron and Shilarn Silmaeril, two long-hidden Lords of Waterdeep, who slay the Lords Magister. Baron becomes Open Lord of Waterdeep. The houses of Zoar and Gildeggh are outlawed, 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 Austil 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 [1256] slays two cousins who are also active contenders for the throne and is immediately crowned queen.
—Zhentil Keep grants independence to Yulash. Though officially a free city, it is still quite secure in the grip of the Zhents.
—The Eldreth Veluuthra [797, 1277] establishes a presence among the elves of the Forest of Tethir.

1276 DR Year of the Crumbling Keep
Impbras III, elder son of King Lashilmbrar and Thelmara Rorntarn, is born in Impiltur.
—The power at Zhentil Keep meet with representatives of the other Moonsea cities and suggest that a joint force man the Citadel of the Raven [-18000, 1395]. The cities of Hillsfar, Phlan, Mulmaster, Voonlar, Melvaunt, Thenthia, Sulaspyn, Yulash, 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 [1024].
—Waterdeep expands the city’s borders to include North Ward and Sea Ward.

1277 DR Year of the Beholder
King Erzilam of Tethyr is killed in a hunting accident—the work of assassins of the Eldreth Veluuthra [1277]—and many whisper that the elves are responsible for his death. The king, who dies without issue, is succeeded by his first nephew, King Alexander 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 it 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 Lashilmbrar and Thelmara Rorntarn, is born in Impiltur.
Another attack occurred just last night. The Harrendyn man-
sion burned to the ground, and all within either perished in
the flames or were downed by the arrows of the hirewords
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—Tathryn 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 "Blackjaws" 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, Qarl 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
— 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 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.

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**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 Moonsca. 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, Voornlar, Yulash, 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.

Yulash had been granted independence by Zhentil Keep mere months before the pact was negotiated, and Voornlar 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 following excerpt is taken from *The March into Monsters*, written by the scribe Reldeveir 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 outing of the eye tyrants from Assur and Valectar 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 what seemed to be a hopeless task. “How can one exterminate and coin to “wade into the endless monsters” of Veldorn on

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 Liontongue 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 their 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 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

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.
1290 DR Year of the Whelm
Dragonspear Castle [1257, 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 goblinkin 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 Lashilmbrar, 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 only the assassinations.

— Through, son of Thaurog, is slain by human adventurers out of Waterdeep. They in turn are attacked by wyverns, which thereafter claim Thaurog’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 Ione of Aglarond, who sends her mysterious apprentice, known only as the Simbul [1762, 1320], to dispatch Thaum. With Thaum dead, his son Imphras (later Imphras IV) attempts to hold the throne.

— The dark naga Ebarnaje 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 Velprintlar. His grandson Imphas 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 Yûlash begin a bitter quarrel among themselves for the lordship of the city.

— The son of Malice and Zaknafein Do’Urdan, 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’Urdan 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 teniday 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 [1376], eldest daughter of King Rilimbrar of Impiltur, is born.

1300 DR Year of the Starfall

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.


— 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.
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 Hillsfarians 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 Ilouns, the Kromrors, the Marqrests, and the Vartors—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 Marqrest 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" Iloun 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" Vaolor. 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 to me. The last of the Evarlaurs, I live now only to avenge.

Amauritorla Evarlaur

— EG

Illustration by Carl Frank

Amauritorla Evarlaur contemplates bitter revenge

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.
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 Claugyiilamatar [1018, 1309] establishes a lair in the Deeping Cave in the depths of the Kryptgarden Forest.

1305 DR Year of the Creeping Fang
Allied bugbear tribes seize Dragonspear Castle [1290, 1315] and use it as a base to raid the Trade Way and surrounding lands.
— The chitin slaves of Yathchol are emancipated from their drow masters. [1215]
— Claugyiilamatar [1305] 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 Tu 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 Tu 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
Moones War: Hulburg [1310, 1347] and Sulaspryn are defeated by Mulmast-er [974, 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 Battle of the Hand of Tiamat, 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.
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1307 DR Year of the Mace
Azhyn IV [1324] of Cormyr is born.
— The Moones city of Sulaspryn suddenly and inexplicably collapses on itself, dropping into a large sinkhole. An entire city, and 7,700 people, are crushed in less than ten minutes. Sulaspryn is promptly abandoned for all time.
— Algraetha the Enchantress slaughters the resident wyverns of Thaurog’s Keep [1294] and rebuilds the city, which becomes known as Nesme.

1308 DR Year of the Catacombs
Wai Gada Sinzu, the nephew, takes the throne as the eighth emperor of the Lui Dynasty in Tu 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 Tu 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 Lhystyn, 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. Chessoran 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, 1377] placed around the Host Tower [906]. 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.
— Zelphar 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, 1348] as a favor to the Shadow Thieves). Khelben the Elder [1276, 1344] 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 effigial 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 Manshoon 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, 1337]. The Mlaerae want a Dragonmere port under their control, and Tazair 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. “Tazair” was the name of those earlier cities, “Teziir” a more modern corruption. Tazair is believed to have been a long-ago human female pirate leader.
— Thongamoir “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.
— Durunn, 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 Pergarion Paladinson [1355] becomes Open Lord of Waterdeep.

1317 DR Year of Spilled Blood
War of the Returned Regent: Nanathor 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 Gulagaar
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 Telmsner, 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 Black-buckler, was falsely denounced, challenged, slain, and replaced by Selfarii 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.
— Iilone, 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 thultyrl 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

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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 Tals, 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

Illustration by Michael Philippa
— 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.
— Kelben 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
Alaskeirbanbastos (1018, 1367), the Great Bone Wyrm, 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, 1313) 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 Vengerdahast (1106, 1337) 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.
— Aodk and his Arcounts.

1326 DR Year of the Adder
Drizzt Do’Urden (1297, 1338) flees from his homeland of Menzoberranzan (1297, 1337). 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.”

1327 DR Year of the Lost Helm
Morkoth, at the behest of Great Arcane Aodk, kidnaps merfolk Queen Wylla, Princess Diera, and Princess Aeda, and magically change them into monstrous forms that mindlessly attack Vaoldru. Their deaths are avenged with the attacks on Olleth later this year and the death of Aodk and his Arcounts.

1328 DR Year of the Marching Moon
Lizardfolk and troglodytes join the grimlock population of Reeshov after being freed from mind flayer control.

1329 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.

1330 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 last year under some mysterious calling.
— Hansandrar 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.
— Mulsarkh is founded along the northern bank of the River Memnon in the Duchy of Teshyl-lal 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
Mulsarkh’s army destroys Crown Prince Rythan of Tethyr, the brother of King Alexander IV, and his army in the Battle of Nightflames. The armies of Calimshan destroy Mulsarkh itself shortly thereafter. The Sword of Starlight, a Tethyrian sword of state and a powerful magic item, is secreted away by Yuras Nur y Yusuf el Tingar, a military officer who has greater ambitions than abilities.
— Hyarmon Hussilthar becomes Huong of Rashemen.

1335 DR Year of the Snow Winds
The Evereska Charter claims the Greycloak Hills for the elves.
— Alusair Nacacia, 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.
— Yaman Kahan (1338) becomes chieftain of his own tribe in the Hordelands.
— Erevis Cale (1348), future Chosen of Mask, is born in Westgate (1312, 1348).
— Rhigaer II of Cormyr dies in the waning days of this year.

1336 DR Year of the Highmantle
Azoun IV (1234, 1360) takes the throne of Cormyr.
— The Zhentarim conquer Daggerdale.
— King Rilimbrar has his daughter, Princess Samhral (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.
— Matsauresi Nagahide becomes the new shogun of Wa.

1337 DR Year of the Wandering Maiden
Yulashi nobles agree to abolish the lordship and instead rule by council.

Foreign traders are ordered to leave the country. Unauthorized interaction with foreigners is declared illegal.
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. Pacts 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

— EG
— The adventuring band known as The Nine, led by Laeral Silverhand, acquires the Crown of Horns (1357). Laeral (1312, 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 Jazimura Castle, which has been seized by a coalition of displaced rokin and radical worshipers 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 Ihhrëtha, Prince Verimlaun, and Crown Prince Imphas IV die in a mysterious fire at Filur. The infant Prince Soar- imbrar the Younger, a descendant of Velimbrar, is crowned king but Imphas’s wife Samhryl (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 is marked for great destinies. The youths Keryth Adofaer, Talor Vurtalis, and Selu’kiira the Younger, a descendant of Velimbrar, is crowned king but Imphas’s wife Samhryl (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.

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 (1305, 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 Grifon Eyes, an all-female adventuring band from Selgaunt, is chartered by Azoun’s hand.

— Montolio Debrouchee, Moonsh to his friends, invites Drizzt Do’Urden (1340, 1347) into his grove. There he teaches the drow the Common tongue and the way of a ranger in service to the goddess Mielikki. Moonshie dies peacefully in his sleep as the first snows of winter descend over the grove.

— In Seros, Sylkhir celebrates as the High Mages Taranath Reefglamer and Yrlinn Tidark announce the first acceptance of students for High Magic study in over two hundred years. Their current student Pharam Il'dacer 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 withdraw from the increasingly human controlled lands of mainland Faerûn. Most, though not all, elf communities begin a Retreat (1342, 1357) to the Green Isle of Evermeet (1322, 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 Saddler

The Covid Plague affects Murann, Athkatla, Purskul, and Grimmor in Amn, killing thousands of people. The plague spreads by caravan, infecting folk in Beregoit and Zazessper.

— Jyordhan (1339) is slain by Khelben Arunsun (5312, 1348) of Waterdeep, bringing about the Time of No Lords (until 1358 DR) in Shadowdale.

— The Lord of Murder, Bhaal, corrupts one of the Earthmother’s Moonwells of the Moonshe Island. From this Darkwell, Kazgaroth the Beast attempts to destroy the Earthmother and ruin the Moonshe.

— Religious strife breaks out in Waterdeep between the church of Shar and the churches of Lathander, Selune, 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 Heralds’ refuge in Cormyr, Dawnhunting, is discovered by adventurers. Within lies a chest holding more than a thousand large and splendid emeralds as well as four big, expensive spellbooks and several items of minor magic.

— Of seven students chosen by the High Mages of Selu’Marar, three are marked for great destinies. The youths Keryth Adofaer, Talor Vurtalis, and Jhanna Merllistar excel at the basics of High Magic. They privately learn more about High Magic in an unorthodox manner—Taranath unveils three selu’kiira 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 Sylkhir.

— Bhaal’s avatar, the Ravager, is banished from the Moonshe Islands. Tristan Kendrick becomes high king of the Moonshe.

— 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 (–2200, 1351) for the first time.

— The Ten Black Days of Eleint: King Alerander IV and the rest of the Tethyrian royal family die during the conflagration that destroys Castle Tethyr. Crown Prince Alerander—the late Prince Rythan’s younger brother and second son of King Alerander IV—and General Sharboneth die in the fires of their own making. From the 13th to the 22nd day of Eleint, hyste- ria 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 (1377) 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 [1356, 1378] is recruited by the Night Masks in Westgate [1357, 1359].

— S elfaril [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 [1322, 1360] succeed in breaking the Rundeen trade monopoly in Chult and disrupting their activities in Calimshan after slaying three Rundeen leaders and nearly fifty lesser agents.

1350 DR Year of the Crown

— The apprentice wizard Akar Kessel discovers Warhammer of Tyr [1372] is stolen by Bane.

— The evil god Bane, in an attempt to increase his own power, tries to draw a group of Moonscale cities into the nether regions. The Heroes of Phlan, who vanquished Tyrannithraxus 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] forhrs the Fangs of Set.

1352 DR Year of the Dragon

— Bruenor Battlehammer slays the shadow dragon Icingdeath.

— King Noarinbahr 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 Impheas V, and Sambryl [1338, 1363] remains Queen-Regent.

— 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.

1353 DR Year of the Arch

— Devils claim Dragonspear Castle [1315, 1356].

— Demons tunnel from Hellgate Keep [1221, 1365] to the Nameless Dungeon [4900, 1374].

— Retreat [1342] of the elves from Cormanthor reaches its peak.


— Helm Dwarf-friend becomes the sixth Ruling Master of Sundabar.

— The Dalelands, Cormyr, and the cities of the Moonscale are devastated by a Flight of Dragons. Syluné [1300] of the Seven Sisters is slain defending Shadowdale from a great red wyrm.

— 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.

— Maalthuir [1357] becomes the ruler of Hillsfar [673, 1357].

— Mulmaster's [1348, 1356] fleet is destroyed in a large naval battle with ships of Zhentil Keep.

— The evil god Bane, in an attempt to increase his own power, tries to draw a group of Moonscale cities into the nether regions. The Heroes of Phlan, who vanquished Tyrannithraxus 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] forhrs the Fangs of Set.

1356 DR Year of the Worm

— The Night Masks become secret rulers of Westgate [1348, 1368].


— Retreat [1342] of the elves from Cormanthor reaches its peak.


— The evil god Bane, in an attempt to increase his own power, tries to draw a group of Moonscale cities into the nether regions. The Heroes of Phlan, who vanquished Tyrannithraxus 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] forhrs the Fangs of Set.

— The Night Masks become secret rulers of Westgate [1348, 1368].

— The House of the Lady (a temple of Tymora) is established in Shadowdale.

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
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, 1367], 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, 1359] fight. Artemis is defeated and left to die.

— Later in the year Artemis is rescued by Jarlaxle of the Bregan D'airthe 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.

— **Salamanter War**: A Thayan army reinforced by fire elementals takes Escalan and Loathkund. 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 Lathyl, 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 Yûlash. 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 Catashite 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 gyasar, Shoon VII [470, 1358].

— Netyarch Zalathorm [1357, 1372] goes briefly mad while dividing 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 Lapaliiya, and his adventuring band of dhavian wildblades escape capture by a band of black dragons.

— The Jaezred Chaulssin [1241, 1372] learns 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 overpowers 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, Ibrandal, 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, Liira, 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, 1358]. 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 Wyverspur, The Nameless Bard, destroys Moander and becomes a demipower.

— The soon-to-be deity known as the Red Knight defends strife-born Tethyr from an army of monsters that threaten to surge forth from the Forest of Tethir.

— The avatar of Síhest appears briefly above the water of the Lapal Sea before battling the dinosaur avatar of Uthba on the eastern edge of the Jungles of Chult. The sarrukh of Olothro approach the divine minions of the deity Set and agree to bind their god Síhest 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 Changedinn Silverbeard and Leabas Enorcth when their avatars confront each other.

— The visitations of Sekolah, Anhur, and other lesser water powers cause much disruption in Serós. Umbrelle 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 Slarkretchel as her seraph.

— Tiamat slays the deity Gilgeam, and Unthallass [711] is heavily damaged during their battle. Assuran (Hoard) also slays the deity Ramman, bringing the Untheric pantheon to an end. Riots erupt throughout Unther, and the empire falls into chaos.
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 goblinkin 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

The Red Knight battles through wild magic to slay a fell foe
— Malar attempts to enter the confines of the Guulthmer Forest [200] to destroy the druids residing there, but is battled by Nobanion and driven north-west 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 Selune 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 Elond Draht Sect [1202] in the Merc of Dead Men collapses with the destruction of Myrkul.

— The Shadow Thieves of Ann 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 Obilona, 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 Obilona, is destroyed by the ruling House Baneer.

**Battle of Keeper's Dale:**
House Baneer leads an army of drow, goblins, and kobolds out of Menzoberranzan to attack the dwarves of Mithral Hall [1387, 1370]. The dwarves are aided by svirfneblin, local barbarians, troops from Nesnie and Silvermoon, 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 [1387] unleashes the demolich Shoon VII [1377] on Zallanora Argentresses, a young female moon elf wizard, and the spirits of the undead qysar and the young elf switch bodies.

— The realm of Erkazar 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 [1359, 1361] unites the barbarian tribes of the Hordelands.

**1379 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 goblins and the vaunted Griffin Legion are defeated at the mouth of Shar's Pass. Zalkir Ssasz 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. Pushed 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, 1378] 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.


— Large numbers of Leiran (Cyriss) priests settle in Samarach after the Lords of Nimbrar ban the practice of any state religion or organized priesthood in their realm.

— Isarachihl temporarily conquers some areas of northeastern Hum 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 [917, 1361]. People of many nations rally to the cry of the Council of Thesk. Their combined forces defeat the Tuigans at Phsant [972, 1362]. King Azoun IV [1316, 1369] defeats Yamun Khahan in individual combat.
The following excerpt was taken from Battles Glorious, a treatise penned by the sage Ravildus of Telflimm and published in 1366 DR.

**1360: The Lake of Tears**

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 Altur iak. 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 Otherl.

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 harassed 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
— A volcanic eruption created by magic buries the Semphâri city of Solon (~6422), in the Raurin Desert, under magma.

— Thelich 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 [1356, 1357] and unleash spells to draw Alustriel out. She and Taeln "Thunderspell" dispatch two of them easily, but Taeln and other Spellguard members are soon kept busy with a dracolich unleased on the southern walls. Alustriel [1358, 1371] defeats another Cult mage, but only the timely arrival of Khelben "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 Ulutos 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 Banedeth: The First Banedeth, an inquisition launched by Cyric [1398, 1368] through his agent Xeno Mirrombrane, 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, Marmoon 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 god elf Kymil Nimesin [1321, 1373]. 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.

— 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.

— 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.

— When the followers of Cyric take control of Zhentil Keep, Manshoon becomes a Harper [1360, 1362] and serves the order. He seeks to cleanse the city of its worship of Lathander, why he is not worthy of worship.

— The Battle of Daggerford: Devils entering Tori through portals in Dragonspear Castle assemble an army of ogres, hobgoblins, elves, 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, local militia, and a troop of the City Guard of Waterdeep.

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 Zulkir. His plan might have worked were it not for the intervention of agents of the Harpers [1356, 1369] and the lich Stass Tam [1359, 1367], Zulkir of Necromancy.

— The Council Schism in Amn results in the deaths of Amn’s Meisarch, Thayac Semlych, and the Namarch and Pomarch of the Council of Six [1355, 1367], who are soon replaced. The death of the Mazzarch, an ally of Syl-Pasha Kalan of Calimshan, stalls his plans to conquer Thay.

— The Edificant Library in Erlkazar is destroyed. Construction of its replacement, the cathedral Spirit Soaring, begins.

— The Knights of the Black Gauntlet [1361, 1369] 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 Mintar on the Lake of Steam.

— Waterdeep, along with the rest of the Lords’ Alliance, is forced to threaten war when Luskan once again conquers Ruathym [1358] to the west.

— 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 Harper Assassin plagues the North. Danilo Thann and Arilyn Moonblade [1368] discover that the assassin is really the god elf Kymil Nimesin [1321, 1373]. Danilo becomes a Harper [1360, 1362].

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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 Tori 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, local militia, and a troop of the City Guard of Waterdeep.


— 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).

— 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 [1366].

— A large number of surface-world shipwrecks descend upon the Hmnr 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 Ztolulk Sarmrn and the priest of Loviatar Quinan Varneacl establish the Iron Ring slaver consortium in Skullport.

— Hrabdar, son of Tamun Khahtan [1360], declares himself khahtan and founds the nation of Yaimmunahar.

1364 DR Year of the Wave

TheSEMBIAN CULT OF THE DRAGON [1361, 1367] steps up its activities against the Zhentarim, attacking caravans and attempting to usurp control of various trade routes.

— Long feared dead, the barbarian Wolfagar [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, Wolfagar, 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 Caled Caldorien is corrupted by the evil of the shadowstone and begins a transformation into the Shadowking. He releases three shadevaris servants into Faerûn that are destroyed by his former adventuring companions. They succeed in saving Caldorien and preventing the return of the Shadowking [325].

— An agent of the Knights of the Shield assassinate 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 Lethry. A group of adventurers tracks down the real killers, servants of the Shadowmasters [1366] who had hoped to destabilize Uthmore.

— 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, 1367] estate forms the core of the new settlement, whose garrison protects New Amn's frontier. The colony is called O quarl, after an old native town near the site.

— First non-Amnian ships arrive from Faerûn at Helmsport. The mercenary company lose over two-thirds of their complement to failed explorations and wild Maztica 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 Baldur.

— Shieldmeet in Waterdeep is disrupted by hard and ex-Harper Iriador "Garrett" Wintemist and the green dragon Grimnoshtadrano, the Riddling Dragon of the High Forest.

— The Sharkjaw, a flotilla of pirate vessels under the corsair lord Evyruth the Red [1366], descends on Telflamm and makes the city their home port. Evyruth 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 Glarond meet the southern Thayan army and force it back, then come around through the Tanath Gap and take the Thayans at Emmech from behind.

— The Semian Cult of the Dragon [1364, 1372] cell convinces Mahlyris, 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.

— Alasklerbanastos [1322] and the young chromatic wyrm who follow him seize control of Thrskel, Thomor, 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 at Helmsport because of the council's restrictions on transoceanic trade.

— The Simbul [1320, 1371] disappears from Aglarond for three months during his long imprisonment. Szass Tam's plans to bind the demon lord Eltab [922, 1373] from his centuries-long imprisonment are thwarted, and Eltab flees to a demodragon crypt beneath Thaymount.

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— With the aid of some rangers and more wizards than the Amnians' usual west, the Waterdhavian contingent forth north and establishes a second colony called Trychosford [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.

— Tingalluri diviners from Maztica complete their ritual and gate more than a thousand of their kind into the caves and tunnels beneath Amn. This expeditionary force quickly descends deeper into the Underdark and infests the abandoned dwarf kingdom of Xothaeur, where it establishes Oaxapupta.

— Grintharke, 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 Iccrin 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 Moonsshaes with the gods of Faerûn. The legendary "Elf-Eater" [1371] is defeated. Alicia Kendrick becomes high queen of the Moonsshaes.

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 Maztica converts and inland survey maps.

— The First Princess of Thay, Dmitra Flas, travels to Mulmaster [1356] to be in the company of High Blade Seifarli [1376, 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 Evyruth [1364] and his pirate fleet with a bloody night of murders and arson.

— Waterdhavians refund 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 Eltahbar in Thay as the Zulkir Szass Tam [1362, 1369] releases the demon lord Eltar [922, 1373] from his centuries-long imprisonment. Szass Tam's plans to bind the demon lord to his service are thwarted, and Eltar flees to a demodragon crypt beneath Thaymount.

— The Simbul [1320, 1371] disappears from Aglarond for three months during the spring. 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 Wartch [1364] of Old Thâlarndor and replaces the ruler of the Great Desert's loose society of blue dragons.

— With the aid of some rangers and more wizards than the Amnians' usual west, the Waterdhavian contingent forth north and establishes a second colony called Trychosford [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.

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— The wizard Shoundra establishes herself as Sceptrana of Mirabar and rules the city in union with the Council of Sparkling Stones and Marchion Elastul Rajury.
— Aeron Morieth becomes the Stormwalker of Marchwood in Cheshenta.
— 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


— 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 Suldanessellar. Joneleth unleashes Bhaal’s avatar, the Ravager, upon Suldanessellar while he taps the powers of the Tree of Life, seeking immortality. Abdel

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 bloodcowls.
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
Adrian and his companions confront Joneleth, known to them as the mage Jon Irenicus. As the battle rages and the elf city burns, Queen Eliesime and a few survivors flee to Myth Rhnyn.

— 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 Abdul 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 Lethry, 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 New Waterdeep and New Waterdeep are opened to all parties, Maztica 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 Clockmaster Teldin Moore travels to Toril from the heavens and is granted an audience with Queen Amlaruil [623] of Evermeet [1344, 1371].

— High Blade Salfaril [1366, 1369] of Mulmaster [1366, 1369] is slain by his twin brother Rassendyll, who assumes his identity. The disguised Salfaril then marries the Tharchioness Dmitra Flass of Eltabbar, a Red Wizard and his twin brother Rassendyll, who assumes his identity. The disguised Selfaril is 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 [1378] and Dragonshalt defeat Victor Dhostar (The Faceless) and the Night Masks of Westgate [1383, 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 Cinbar, Phsant, Proskur, and Tsurlagol. Thay has maintained a noticeable presence in the city ever since. Thay launches its latest invasion attempt against Aglarond in the winter. Seass Tam [1367, 1371] 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 Dunspririn march on Deep Shanatar as well, and war soon rages between the two armies of the Stout Folk.

— The dwarves of Mirabar destroy the Krehit goblin tribe in the Crags with the unlooked-for aid of the crystal dragon Saryndalaghlothtor. They form the House of the Axe in alliance with this wyrm.

— Piergeiron [1355] destroys the dracolich Katarianth 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.

— 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. Kheelben [1367, 1370] and Fzoul meet secretly in Voornlar, where Kheelben provides Fzoul with information about Lord Orgath, and Fzoul vows to limit the Xvimlar's easternward expansion for 10,000 days. Thay seizes control of the Keep with no opposition. Lord Orgauth rallies the troops that remain and Lord Orgauth rallies the troops that remain and Lord Orgauth rallies the troops that remain and the armies set upon Zhentil Keep [1368, 1371] remain entrenched around the besieged city. Lord Orgauth rallies the troops that remain and Lord Orgauth rallies the troops that remain and Lord Orgauth rallies the troops that remain and the armies set upon Zhentil Keep [1368, 1371] remain entrenched around the besieged city. Lord Orgauth rallies the troops that remain and assumes control of the Keep with no opposition.

— 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.
— Surviving daemonry of House Dlardrageth [–4700, 13°4×], from the destruction of Hellgate Keep, are freed after millennia of imprisonment.
— The Twisted Rune [1358], through its agent Shryessa, fails to take over Zerith Hold in Erfkazar. Shryessa is defeated by Lord Purduin, Liam, and Ryder.

**End of the Twelfth Serós War:** The Nantarn Feasts collect the allied races at Myth Nantar [1358] to celebrate the end of the Twelfth Serós War. To the surprise of many, the Dukar Orders make themselves known to Serós 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 creatures.

**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 manner of monsters through Waterdeep’s streets. Mulhorand briefly seizes Alaor. Alaor [1358, 1370] and Bezantur [–135, 1370], causing much destruction.
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— Increased trade along the Golden Way [1368] prompts western nations to establish trading outposts in Almored [–280] and Kournima [1367, 1374].
— New Waterdeep is razed to the ground by Kultakan raiders. Refugees flee north to Tryhosford [1367]. Waterdeep is unable to send aid due to continued sauhugin 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 Tethymar [1364], sees leadership of this dwarf ruling family pass to his twin sons Taster and Tester.
— The female old blue dragon Araughoths the Bluctalon escapes from Undermountain during Halaster’s Highharvestide. After slaying a great wyrm red dragon that Lairied near Citadel Ammur and claiming his hoard, she flies south to rejoin her mother Eryklothagra [1362].

**1370 DR Year of the Tankard**

**The Menshoon Wars:** Fzoul Chemhry [1369, 1374] slays Menshoon and purges the Zhentarim of Menshoon’s supporters, giving him control over most of the organization. Several clones of Menshoon 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 Fluvenisistra [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.

— Thay retakes Alaor [1369] from Mulhorand and rebuilds its shipyards and settlements with the aid of epic magic.
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— 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 Silverymoon [1367] and begin reforesting the upper Definimyr.
— Sufontis, the ailing Pasha of Calimport, dies, leaving various predators and heirs to fight over his estate.
— A group of adventurers enter Cymbh Tower [890] with the aim of destroying its demons. They are never heard from again.

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Whamite Isles to sack Alaghôn. Haarn Brightoak and the Emerald Enclave [1170] come to Alaghôn’s aid then as Klosk seeks to activate Tarakthil’s Hive, an artifact that would destroy the ecology of Turnish for centuries.

— The deity Velscharoon shifts his allegiance from Talos to Azuth and is shielded from the Destroyor’s wrath by the deities Azuth and Mystra.

1371 DR Year of the Unstrung Harp

Orc chieftain Obohul [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 Obohul’s Kingdom of Dark Arrows and thwart future evils of the North, High Lady Alustriel [1362, 1372] of Silverymoon gathers the leaders of the region to council. From Old Dzeloun, 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, 1378] is attacked by rebel gold elves led by Kymil Nymsun [1361], drow, and the Malar-unleashed Elf-Eater [1367], 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 Ausreiel. They bring the Tree of Souls (–17600, 1371) 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 zulkir 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 gobhils 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.

— Shalim is crowned Overking of Lapalîya [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 it 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 Chaupli 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 humanoid allies led by two ogre mages allies with the local priesthood of Cyric to bring devastation to the realm. Establishment of the Sothillian Empire in Amn.

— The army of the Rotting Man [1362, 1373] overruns Dun-Tharos, driving the Nentyarch into exile at Yeshelmara.

— Thydrim Yvarg, Iron Lord of Rashemen, is slain by a Thayan assassin. Rather than raising him from the dead, the witch kelp replacement with Vekas 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 reestablish the capital of Durpar to Vaelan [1367].

— 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 Serós. Once the Sérôsian 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.
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 Desanca, son of Tarn and Shal (Heroes of Phlan), recovers the Warhammer of Tyr [1350]. For assisting with Kern’s quest, the legendary undead Paladin Miltades 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.

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 decades 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 off 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 Tarasakh 26: The Shadovars trap the phaerimms [1371] surrounding Evereska with a shadowshell.

Tarasakh 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 blighthawks 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 Laural Silverhand-Arunsun [1372] and her sister Storm [1375, 1376] arrives in Evereska.

Mirtul 21: Galaseron Nihmedu arrives in Cormyr, bearing proof that the Shadovars are melting the High Ice and crippling the Heartlands.

1372 Mirtul 27: Aware of Cormyr's preparations for an assault on the City of Shade, the Shadovars gather an army and march on Tilverton [1386, 1374].

During the ensuing battle, Vangered [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 Plamereul 7: Wulfgar [1364] returns to Icewind Dale [1371].

Plamereul 7: Akhlaaur [1246] and Zalatthorn [1357], who owe their long lives to certain magic they created together in their youth, face off against one another for control of Hurluau. Zalatthorn destroys the red gem around his neck that houses the last remaining portion of their life-extending magic, killing both of them. Immediately afterward, the survivors of the battle, together with the Cabal—a group of elf spirits recently freed from another, larger gem—resurrect Zalatthorn.

Plamereul 10: The shadowshell surrounding Evereska fails.

Plamereul 12: The Shadowmasters [1366] effectively take control of the Merchants' Council of TelFlang. Few outside the council suspect the extent of the guild's power.

1372 Elessias 2: The Shadovars lose the Karsestone when several of Mystra's Chosen attack and damage Shade's mythalaur. 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.

Elessias 28: Lothlórien 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 [1372, 1373] has nearly fallen, Ched Nasad [1335] is destroyed, Eryndlyn falls to followers of Ghaunadur and Vhaeraun, and Maerimydra falls (unexpectedly) to followers of Kiarasnicl. Smaller strikes in Duskllyngh, Jhachalkyn, and Karsolthiul weaken the hold of the ruling Matron Mothers and allow male-dominated merchant houses to gain in influence.

1372 Eleint 23: An army of goblings, ogres, giants, and demons led by Korgoth Hellspin, 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 Dhunrvn, 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 Quenthel 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: Daemonfew 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 [1373] 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 [1379] under lava.

1373 DR Year of Rogue Dragons

Hammer 1: The lich Summoner [1289] completes his transformation of the Zeacrow sage 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 Spandelyon seeking information on a one-eyed hin named Brin [1370].

Hammer 14: Aided by the bard Tychoben Arisaemn, 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.

Ches 12: Yraphun, a settlement on the Dragon Reich, 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.

Ches 13: Seeking to combat the Pharoah 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 Gilgearm.

Ches 15: Around this time, merchants of the Shining Lands travel as far as Waterdeep, the Utter East, Zakhar, and Maztica to procure wares for other markets.


1373 Tarasakh 1: Granted an audience with the Council of Lords, the avariel Maestro Taegan Nightwind informs the Regent-Queen Sambryl [1362, 1374] and her ministers of a Cult of the Dragon cell in the city of Lyrabar and of a lair within the Grey Forest.

Tarasakh 5: Narlgathra, 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.

Tarasakh 12: The Zhentarim garrison of Elmwood and three war galleys are destroyed by a band of dragon hunters.

Tarasakh 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.

Tarasakh 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 Glau Bogg 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: Lantaian 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.

Greengrace: 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 [1379] 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 Harashmalithyn. At Maura's insistence, Prince Lamruil returns the Tree of Souls [1372] to Evermeet [1373, 1374], while the princess and their remaining followers provide a valiant rearguard defense.

Mirtul 3: King Gareth Dragonsbane [1379] 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 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 wyrm, but no trace of Princess Maura or her rearguard.

Mirtul 7: The Rotting Man [1375] 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 Skepter from the sunken ruins of the Jhaamdhath 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 Erich.

Mirtul 25: The Monastery of the Yellow Rose [1324] is besieged by a score of chromatic dragons.

1373 Kythorn 3: Aided by Zulkir Szass Tam [1309, 1377], Thazienne Uskevren unwittingly releases Etab [1367] from his imprisonment beneath the Thaymount. Wielding the Crimson Gold, Tziti and her companions confront the tanar'i loid and his army of Blooded Ones. In defeat, Etab 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 Uarthrakt, a Disciple of the Dark Moon, arrives in the Border Kingdoms city of Odele 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 Plamarule 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.

Plamarule 9: Construction of the Great Lighthouse of St. Ippen is completed.

Plamarule 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 Elassias 1: Yu-ti purebloods begin infiltrating St. Uzurr in an effort to assassinate its abbot.

Elassias 7: Thraxata the Flamefiend sets fires across Battledale that consume large swaths of woodlands.

Elassias 20: Shadowfax 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]

1374 Eleint 4: The site of its previous settlement still under Kultakan control, the colony of New Waterdeep is resettled on nearby Maztrapan 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 Teirs 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: Verthandantalyx, a green wyrm lairing in the depths of Cormanthor west of Myrth Drannor, succumbs to the Rage and attacks the village of Trenahess, leaving it in ruins.

Uktar 13: Blackswill Haarken Akhmeler, using the ancient Calishtite artifact known as the Golden Lamp of Sammesog, 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 Irykkathagra during the Rage of Dragons and the mysterious being known as the Sojourners.

1373 Nightal 1: The great red dragon Tchazzar [1308] 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 Cambar 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 Cambar in Chessenta and swiftly overpowers its defenders, installing himself in the Palace of the Scepter and establishing his absolute rule over the city.

1374 DR Year of Lightning Storms

Faerun 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: Daemonsey attack Tower Reilloc in Evermeet [1373] and steal the Gatekeeper crystal.

1374 Altriak 16: After gathering the final piece of the artifact, Sarya Dlaradrageh [1369] uses the Gatekeeper crystal to free the Fey’ri imprisoned within the Nameless Dungeon [1336].

Altriak 17: House Dlaradrageh leads an attack on shades in the ruins of Karse [888].

1374 Ches 3: The daemonsey 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 Hydroot 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 Thuth, 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 god elves of House Dlardrageth returns to Myth Drannor, accompanied by a legion of fey'ri liberated from the Nameless Dungeon.

Tarsakh 13: After consulting with the other members of the Shield Council, Thuth 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 Balukran 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 tweak 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 Amauonator.

Tarsakh 19: The elven Crusade arrives in Myth Drannor.


Tarsakh 21: The remaining leaders of the Iron Throne—Kraskosh, Maready, Hogley, Seecer, 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 simultaneously in Scornubel, Irieabor, and Arabel by assassins in the employ of the Iron Throne.

1374 Mirtul 2: Ffizul Chembryl [1370, 1377], 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 Draconor, 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 10: Scyllua Darkhope learns of the fey'ri presence in Myth Drannor.

Mirtul 11: Dabron's caravan leaves Myth Drannor's struggling colony of Balukran and moves through the heart of the Iron Throne's territory.


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 Yulash.

Mirtul 24: Lord Seiveril Miritar of Eligon, 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 Moongate Road to Mistledale and Battledale. Sembia recruits a mercenary army to send north along Rauthauvyri's Road through Featherdale and Tasseldale.

Kythorn 7: Zhentarim 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 Dagderdale 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 Soth 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 Zhentarim troops while crossing the Bridge of Fallen Men. The Black Network's troops are driven off at a heavy cost.

Kythorn 20: Thamalon Usekvren 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 Yulash.

Kythorn 24: Agents of the Iron Throne attack the Merchant's League warehouse in Arabel but are roundly defeated.
THE PRESENT AGE

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 sullendered.” He also rejects the Zhentarim call 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 Seiverili’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 Daldegath 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 Xotharion is home to a large colony of stingers, strange human–scorpion centaurlike hybrids.

Midsummer: Sunlord Daldegath Ondrade, 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 Mactria.

1374 Eleasias 5: emissaries of the Crusade reach a truce with the Sembians. House Dlardrageth launches a raid against the Crusade encampment at Sembelholme, but is repulsed.

Eleasias 6: Zhentil Keeps army crushes the Hillsfar garrison at Ylashal.

Eleasias 9: House Jaalre attacks the Sembian and elf delegations in Tasladden; all three groups suffer casualties. Maalthiir decamps from Hillsfar, destination unknown.

Eleasias 10: The Zhentaril invade Hillsfar’s western territories.

Eleasias 11: The Crusade allies with Sembia against House Dlardrageth.


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 27: Fzoul Chembyril meets in secret with Jeff the Lame of House Jaalre and representatives of the Auzkowyn Clan. The three groups agree to work in concert to destroy the Fair Folk before they can truly reestablish Myth Drannor.

Eleasias 29: Fzoul Chembyril orders Scyllua Darkehope to seize control of the Moonsca Ride by establishing a series of fortifications along the road from Hillsfar.

1374 Eleint 3: Skirmishes erupt along the Moonsca 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 (Vaerun-worshipping drow of House Jaalre and the Auzkowyn 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 tijnacallis of Oaxaperta.

Eleint 6: Adventurers in service of Mystra root out a false temple to the goddess in Whedoom, 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 13: The adventurers who revealed the false temple to Mystra in Whedoom 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 Marenoth 10: Sembia’s High Council elects Miraheta Selkirk as temporary Overmistress of Sembia.

Marenoth 23: A plague known as “the blush” appears in Logfell, a village north of the Qurth Forest in the Border Kingdoms.

Marenoth 28: 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.

Marenoth 24: The regency of Queen Sambryl [1373] comes to an end, as King Imbrar II reaches age sixteen and assumes the throne of Impiltur.

Marenoth 28: The Heart of Runallatha is stolen from the Sanctuary (nestled 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 Vella 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 [139] is raised to once again fly over Faerûn. The Empire of Netheril is reborn.

Uktar 3: A Sharran priestess, Eavele Greycastile, forges an alliance with Fzoul Chembyril, Tyrant of the Moonsca.

Uktar 7: Morgynn the blood mage’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: Saerloons’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 Vestemminharan 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**: Saerb 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 Lothw­orshiping drow of House Dhuurniv and the Zhentarim. Khelben “Black­staff” Arunsun [1371] dies creating Rhymanthin, 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, Fzoul orders her to invade Shadowdale again, but this time with support from the Church of Shar and the drow of House Dhuurniv.

**Nightal 1**: Eleyril 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.

**PARCHMENT**

The shadows fall properly and others signs make it more clear. At long last, the Black Chronology is coming to fruition. I trust i

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Most honored Watchful Skull, Blackwill Akhmelere,
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 Sharrans 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, Angabira 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
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— Matthew Sernett
Shadowstorm. A planar rift is torn open over Orduln, and that portion of the Plane of Shadow known as the Adumbral Calyx pours forth. Orduln is destroyed in the cataclysm, and the bulk of its citizens are killed. Volumvax the Divine One, also known as Kessen Kel the First Chosen of Mask, emerges from the rift amid an army of shadows and shadow giants. Volumvax raises Orduln's dead as shadows to bolster his own army.

**Nightfall 13**: Sharran assassins infiltrate the village of Shadowdale and attack Elminster's Tower. After a fierce battle, Elminster [1378] vanishes and his tower is blasted into ruin and hurled into another plane.

**Nightfall 14**: In the early morning hours, the Zhentarim army led by Scyllua Darkhope overruns Shadowdale with the aid of the Church of Shar and House Dhuurinn. The Army of Myth-Dranor is unable to respond as Zhentarim brigades to the east launch simultaneous attacks on several key elf fortifications.

**Nightfall 18**: Lord Mourgrym Amcathra [1378, 1377] publicly embraces the Army of Darkhope as allies and defenders of Shadowdale.

**Nightfall 27**: Scyllua Darkhope begins preparations to march south with two brigades to attack Mistledale, leaving behind the Brigade of Shadows to occupy Shadowdale.

**Nightfall 29**: The triggering of ancient wards alerts Isevele Miritar that Ary'Velahr'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].

**Nightfall 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 Negarah, a fallen Netherean enclave, beneath the sands of Anturoch, from which she barely escapes with her life, her sanity, and a new companion, the exile Gethali Garon.

**Hammer 13**: Adventurers liberate Lord Mourgrym [1374] from possession by a servant of the Shadowwar. Roosing the residents of Shadowdale, they break Zhentarim control of the area and kill Scyllua Darkhope. Mourgrym 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 Alaba and is proclaimed Lord of Shadowdale. In the months that follow, fey return in large numbers to Shadowdale.

**Hammer 17**: Fzoul Chembyl [1374] publicly blames Scyllua Darkhope for all the failures in the Cormanthor War and proclaims that the "Bitch in the Nightal 30: an uncertain fate. and are forced to teleport away. Their comrades in arms are left behind to an uncertain fate.

**1375 Mirtul 1**: The Zhentarim army is defeated by the berserkers of Rashemen in the Gorge of Gauros during a failed invasion of Thay's northern neighbor. The Tyrant of the Moonsea concludes an uneasy peace with Ilsevele 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 Moonside 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 Aglaround, usually near the old elf menhirs. Reports of the creatures' depredations are of such shocking bloodiness that the Simbul exacts a bounty on nilshai hides.

— The Swordbelt Alliance sacks the subterranean city of Oaxatupa, scattering the tlinclallis like a giant stepping on an anthill. In the years that follow, the stingers boil up to attack targets throughout Amn and Muramnheim without warning, forcing the two neighbors to maintain their uneasy truce. Although the Armory of Nedkeim 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 tlinclallis. The Council of Six institutes a heavy war tax on Amn in preparation for years of warfare.

**1377 DR Year of the Haunting**

The Sinrshie returns to Myth Drannor and offers Isevele Miritar the *Ruler's Blade* in recognition of her wise and resolute leadership in the realm's refounding. Isevele humbly accepts the *Ruler's Blade* and takes the title of coronal. Queen Amlarul 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 the *Starsoul Shrine*.

— Followers of Karansalsee cause faerzress throughout the Realms Below to affect the ability of drow to teleport or employ divination magic. In hopes of reversing the effect, Elistraee's worshippers launch an assault on the Crone of Karansalsee who rule the Acropolis of Thanatos amid the ruins of Ve'ddrinnshar deep beneath the Galena Mountains. At the same time, Qarylynd Melarn and his apprentices, employing six Miyeritari *kiiras*, cast High
Magic to strip Karansalee's name from the Realms. Bereft of any worshipers, the Revenancer fades from existence.

— A minor earthquake off Amn's coast disrupts Spellbend, the asylum on the island of Brynmlaw. Several of the deviant spellcasters held within escape, vowing vengeance against the nation that imprisoned them.

1378 DR Year of the Cauldrón
A crazed cultist of the bound efreeti Menmon in Calishman attempts to instigate a holy war in Menmon'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 stirring 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 Amninish 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 Ogharisky hangs the spy in a public square. This event touches off a short-lived conflagration of hostilities with the Shadowars, 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-simmering giant content, for the time being, to digest its new empire. Thresh is consolidated under the rule of the Great Bone Wyrm, 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 Nagaflow 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 Silderyuir, sets out for the hidden realm of Auseriel. There he meets and befriends Prince Lamruil. The two eladrin 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 Theska. 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 Theska 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 Durnani city of Vaclai 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 Vaclai 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 Hacla Brightaxe perish in the battle, but Moradin destroys Laduguer, and Clandegind 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 loretaker 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 Tethyrans and Calishmanite 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.
EXPLORE THE PAST,
GLIMPSE THE FUTURE

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