

THE HIGH HISTORY OF IMPILTUR

Introduction: This timeline compiles, adds to and completes the history of the kingdom of Impiltur from the time of the elves until the Spellplague. The timeline entries provided here are referenced and annotated where they come or draw from official TSR/Wizards of the Coast products. Also included are a series of fictional vignettes that offer insight into various events throughout the history of Impiltur.

by **GEORGE KRASHOS**



This work is dedicated to Ed Greenwood, Eric L Boyd, Steven Schend and the scribes of Candlekeep and stands as a testament to their interest, inspiration, encouragement and love of the Forgotten Realms.

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The High History of Impiltur

The history of Impiltur and its four great dynasties spans more than an age. Born in the shadow of the demon-tainted realm of Narfell, the kingdom owes its roots to the continual human diaspora that was a feature of the Chondathan race. The melding of Chondathan and Nar cultures that followed secured the solid foundation that would see our kingdom dominate the Easting Reach and nurture the founding of such kingdoms as Milvarn, Velprin, Aglarond and Damara.

Beset by a myriad of foes, most notably the dark legacy of fiends left behind after the fall of Narfell, the men and women of Impiltur have braved and tamed this land, and in so doing have endured Talona's dire regard, the depredations of the orcs and the scourge of the hobgoblins.

Now with the crowning of a new king, Impiltur must wake from its somnolence and prepare itself to once again seize the mantle of greatness that many had considered lost to it forever. A golden age looms on the horizon, for as surely as the sun rises of a morn, so too must Impiltur's glorious history be made and remade anew as the seasons turn and heroes stand tall.

Relamphras, Royal Sage of Impiltur
The Regency Annals
Year of the Lightning Storms (1374 DR)

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- *The Foehammer has blessed us on this day of blades, and while we have bathed in scarlet, we now bask in glory. Our lands increase and the bards sing of our deeds. Verily this is a day of triumph for the line of Inrath!*
 - *Verily sire. But this day is not yet done and as the Moonmaiden relents, will be swiftly followed by another.*

King Meldath "the Magnificent" conversing with Duke Harnaeth Durlarven
Year of the Thousand Enemies (443 DR)

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- 9750 The Riildath (Modern: Rawlinswood and Forest of Lethyr) is settled by moon and gold elves of Shantel Othreier fleeing the persecution of the Vyshaan of Aryvandaar. Establishment of the first settlements of Lethyr.¹
- 6850 The moon elves of the Yuirwood travel to the forest of Saerdath (Modern: Grey Forest), and establish the realm of Larlotha.²
- 2550 Ulutiu, a minor sea deity, exiles himself to the Astral Plane. His ice necklace sinks causing the formation of the Great Glacier.³
- 2497 Dwarves of Dareth led by Ulnorn Emberaxe trek south seeking to reclaim the lost delves of Sarphil.
- 2488 Ulnorn establishes the dwarven realm of Felimar in the mountain range they name Thorordmorn (Modern: Earthspur Mountains).
- 2475 The Great Glacier continues to grow, expanding south to cover the lands that will eventually be known as Vaasa and Damara.⁴
- 2465 The elves of Lethyr use High Magic to stop the spread of the Great Glacier southward and to regulate temperatures, thereby preserving their forest lands.⁵
- 2460 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.⁶
- 2457 The Nar defeat the hobgoblins in battle and force them west and south into the uninhabited lands of Caerthiilor where the hobgoblins establish the realm of Haekrukkha. The Nar humans settle the plains on the northern fringes of the Riildath.
- c. -2440 The hobgoblins of Haekrukkha raid the forests of Larlotha for the first time, beginning over a century of skirmishes, attacks and invasions between the two realms.
- 2336 The dwarves of Felimar begin construction of the great underground city of Halrunedar (Modern: Earthfast).
- 2305 The city of Halrunedar is completed this year.
- 2287 In response to forest fires lit by the hobgoblins of Haekrukkha, the elves of Larlotha begin their final, genocidal war against the humanoids.
- 2284 The dwarves of Felimar ally with the moon elves of Larlotha against the hobgoblins.
- 2281 The hobgoblins of Haekrukkha are defeated and their realm is shattered by the combined forces of the dwarves and moon elves. The elves of Larlotha, led by their warrior-queen Eldratha, suffer grievously in the final battles losing almost a whole generation of young elves in the fighting. The few surviving hobgoblins flee to the sanctuary of the Giantspire Mountains.
- 1335 The moon elves of Larlotha begin a Retreat to Cormanthyr with the marriage of their ruler and queen Ildranna “Starflowers” to Coronal Mürphys of that realm. Within fifty winters only small pockets of elves reside within the Saerdath.⁷
- 1068 The Scattering of the Tusks: Defeated by the forces of Mulhorand, the surviving gray orcs summoned during the Orcgate Wars flee northward into surrounding lands, coming into conflict with the elves of Lethyr. Felling trees and dying by the thousands under a storm of elvish arrows, the orcs construct crude boats and cross the Easting Reach.
- 1050 Fall of Felimar to a great horde of orcs led by their fearsome four-armed chieftain Namrane. Halrunedar survives the onslaught and many fleeing dwarves seek the sanctuary of its gates.
- 744 The orc shaman Vas “the Redeye” unites the orcs and establishes the realm of Vastar (Modern: The Vast).
- 722 The orcs of Vastar overwhelm the elven city of Yrlaphon. The survivors are lead to safety by Lady Oluevaera Estelda after Lord Rhalfros Ilnatar is slain in the fighting.⁸
- 255 **Year of Furious Waves**
Jhaamdath is destroyed by elven High Magic and a tide of migration commences to the lands of the Inner Sea.⁹
- 160 **Year of the Stone Giant**
The Great Conflagration: Narfell and Raumathar begin their final war – a decade-long cataclysm that involves the summoning of demon lords and an avatar of Kossuth. At its conclusion, both nations lie in ruins.¹⁰
- 156 **Year of the Flickering Sun**
Construction begins on Dun-Orthass (Modern: Citadel of Conjurers) at the command of Nentyarch Rheligaun of Narfell.

- 153 **Year of the Starry Shroud**
Dun-Orthass is completed in the early days of this year and the demon lord Eltab is summoned there along with a host of demonic servitors.¹¹
- 150 **Year of Recompense**
End of the Great Conflagration with the destruction of both Narfell and Raumathar.¹²
- 135 **Year of Old Beginnings**
Impil Mirandor, a refugee from the former lands of Jhaamdath, establishes a settlement known as Impil's Tor atop an abandoned delve of Felimar at the site of present-day Lyrabar.¹³
- 133 **Year of Silent Screams**
Impil rescues the Nar clan chief Mauthok from a rampaging vrock whilst out hunting, forging the first ties of friendship between the native Nar clansmen and the Chondathan settlers.
- 121 **Year of Ample Rewards**
Impil dies of natural causes and is succeeded as ruler of Impil's Tor by his son Ornrath. The Nar clan chief Mauthok and his three brothers attend the funeral and reaffirm their ties with the Mirandors.
- 118 **Year of Elven Delights**
The now thriving settlement of Impil's Tor is re-named Lyrabar by Ornrath Mirandor, harking back to its dwarven roots and encouraging tentative trade ties with the xenophobic dwarves of the surrounding mountains.¹⁴
- 93 **Year of Forgotten Smiles**
The Nar warrior Nurith establishes the holding of Arnafel (Modern: Hlammach).
- 88 **Year of Hostile Hails**
Ornrath dies from shaking fever and is succeeded by his son Inrath as ruler of Lyrabar. The Nar clan leaders of the surrounding region travel to Lyrabar and pay their respects.
- 86 **Year of Goodfields**
Nar folk begin to settle permanently in numbers in and around Lyrabar, leaving their clans and pledging fealty to Inrath.
- 75 **Year of Leather Shields**
The two Nar clan leaders Her glaun Orbil and Carndoon Durlarven come to Lyrabar and swear oaths of fealty to Inrath and his house.
- 74 **Year of Splendor**
Inrath Mirandor establishes the kingdom of Impiltur and crowns himself king, beginning the Mirandor dynasty of Impiltur.¹⁵
- 72 **Year of Enchanted Hearts**
The settlement of Chessagol (Modern: Tsurlagol) is founded.¹⁶
- 65 **Year of Monstrous Appetites**
Fisherfolk found the settlement of Elnar (Modern: Dilpur) and name it for their leader.
- 53 **Year of Happy Children**
King Inrath becomes the first human to walk the halls of Halrunedar, as he establishes a trade agreement with Ironlord Dorn mac Emmath. Human traders come to call the dwarven city Earthfast, which in time lends its name to the mountain chain where the dwarven city is located.
- 47 **Year of the Angry Centaur**
King Inrath is slain in battle against marauding hill giants and is succeeded by his son who is crowned King Inrath II.¹⁷
- 22 **Year of Broached Gates**
King Inrath II recruits the Stonesword mercenary company led by Garyann Obarskyr out of Dathtar (Modern: Telpir) and conquers Arnafel, re-naming it Hlammach to commemorate the deeds of one of his warriors who saves his life in battle.
- 18 **Year of Honor's Price**
King Inrath II is slain in a border clash with raiders from Chessagol. He is succeeded by his eldest son who is crowned King Varanth I.¹⁸
- 9 **Year of Fell Traitors**
King Varanth leads an army west and takes the settlement of Chessagol after a siege.
- 3 **Year of Ruins**
King Varanth is captured and ritually sacrificed to the demon prince Orcus by Nar clansmen on the northern fringes of the realm, bordering the Earthfast Mountains. He is succeeded by his eldest son who is crowned King Tamarth I.¹⁹