

FORGOTTEN REALMS

THE GRAND HISTORY OF THE
REALMS™

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FORGOTTEN REALMS®

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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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620-21543720-001-EN
9 8 7 6 5 4 3 2 1
First Printing: Sep. 2007
ISBN: 9780-7869-4731-7

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FOREWORD

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

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

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

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

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

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

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

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

Richard Baker

introduction

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

Timeline format

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

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

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

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

MONARCHIES OF FAERÛN

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

calendar conversions

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The roll of years

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

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

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

The Days of Thunder

–35000 DR to –30000 DR

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

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

c. –35000 DR

Rise of the Sarrukh Empires (sauroid creator race).

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

c. –34800 DR

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

c. –34500 DR

The sarrukh establish the realm of Issrosseffifil, 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, Meas, that I am quite familiar with your feeble kind. My people ruled the whole of Merrouroboros while your ancestors cowered in caves and banged rocks together to create fire. My own domain was vast, stretching from the depths of the Black Sea in the north to the fiery peaks of Lopango in the south. You know not these lands because the fool Zhoukoudien threw our empire away in an imprudent conflict with the 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 straad, who make their home on the same plains. 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 zutkir. All shall bow before the Order of the Black Flame and tremble before the fury of the Firebringer.

–BRJ



c. -34100 DR

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

c. -34000 DR

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

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

c. -33800 DR

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

-31000: The creator races

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

Dear Master Tethtoril,

Many leaves have turned since my last communication—a delay for which I beg the Binder's forgiveness. Balduran 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 Neindre, of the Fair Folk of Evermeet, during a voyage of exploration down the coast from the north during the reign of King Zoar.

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

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

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

their ship to escape a wing of wyrms that had suddenly appeared on the horizon.

I can only guess at the fate of Eartharran and his crew, but the discovery of a broken black dragon scale amid the wreckage of the

ship suggests that their journey met a violent end.

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

— ELB



Eartharran's flight

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 their weavings of Art caused the Istosseffil empire to collapse.

c. -33500 DR

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

— Rise of the Batrachi Empires (amphibioid creator race)

c. -31500 DR

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

c. -31000 DR

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

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

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

c. -30700 DR

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

c. -30400 DR

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

DAWN AGES

-30000 DR to -24000 DR

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

c. -30000 DR

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

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

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

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

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

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

c. -29500 DR

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

c. -28000 DR

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

c. -27000 DR

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

c. -26000 DR

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

-26000 DR to -25000 DR

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

c. -25500 DR

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

c. -25400 DR

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

c. -25100 DR

Sharlarion 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 Mabatnartorian, known to the green elves as Master of the Mountains.

c. -25000 DR

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

C. -24500: first of the dragonspaw

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

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

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

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

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

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

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

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

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

—May the Lunar Lady's light never fade

—TC

THE FIRST FLOWERING

King-Killer Star, the *Dracorage myth* al[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 Avornash. The sun elf city of Occidian is heralded as the center of elven music and dance, while the moon elf city of Sharlarion is unrivaled as the crossroads of trade and commerce.

—Kobolds and urds become the first of the dragonspawn.

c. -24400 DR

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

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

The first flowering

-24000 DR to -12000 DR

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

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

c. -24000 DR

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

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

c. -24000 DR to -23000 DR

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

c. -23900 DR

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

-23600 DR

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

-23200 DR

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



Kuraulyek, the First of the Urd

-23100 DR

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

-22900 DR

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

-22500 DR

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

-21400 DR

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

-21000 DR

Establishment of the green elf settlements of Eiellûr (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, locathab, 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 Tashwa. For many years, human and half-orc bandits used the citadel as a refuge, but civilization wiped these marauders out as it advanced north.

-17800 DR

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

c. -17600 DR

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

-17600: The Sundering

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

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

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

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

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

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

— ELB

Illustration by Dana Knutson

