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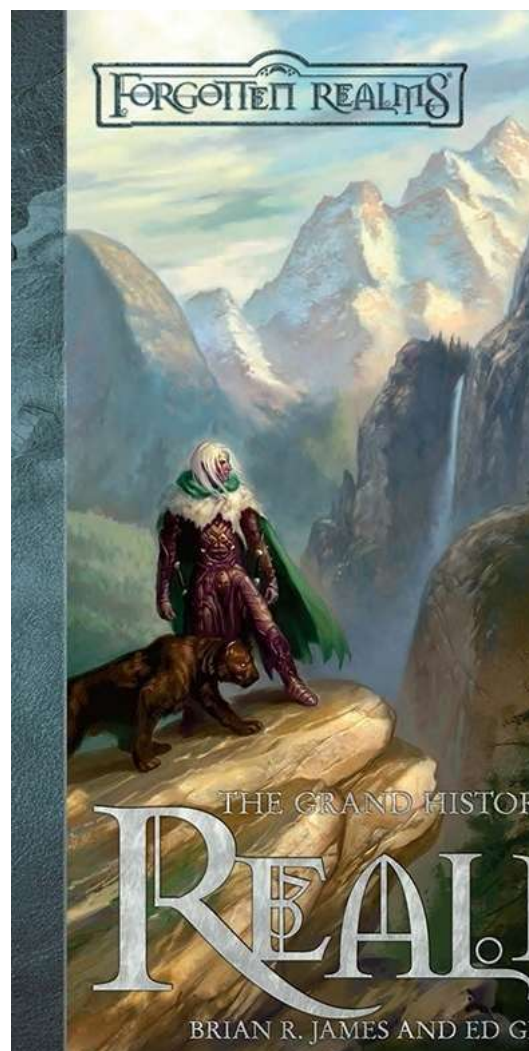
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A linha do tempo oficial de Forgo aventuras



Aqui está uma pergunta que muitos fazem ao ler as aventuras, como *Lost Mine of Phandelver*, *Curse of Strahd*, *The Icepire Peak*: quando isso acontece? E, qual é a ordem?

Ao longo do caminho, queremos explorar um assunto interessante: como funciona a linha do tempo de Forgotten Realms e o que devemos saber sobre isso?

A visão conflitante de D&D sobre linhas de tempo canônicas

A equipe 5E D&D luta com o cânone por boas razões. Eles querem que o mundo continue profundo e real e que os eventos sejam importantes. Simultaneamente, eles não querem que peguemos um produto e sintamos que está dessatualizado ou que devemos reproduzi-lo em uma determinada ordem. O mundo deve parecer acessível e flexível, ajustando-se facilmente às necessidades do Mestre.

Os produtos 5E têm modalidades diferenciadas para equilibrar essas necessidades conflitantes. Alguns produtos não têm nenhum dado. Outros escondem um dado em algum lugar difícil de encontrar, ou um dado pode ser inferido. Alguns produtos têm uma data claramente indicada. E alguns produtos possuem referências de dados incorretos! Em vários produtos, os designers não podem deixar de incluir referência divertidas a aventuras anteriores. Esses elementos enriquecem as aventuras, ao custo de forçar uma linha do tempo.

DMs e jogadores que desejam verossimilhança se encontram em busca de dados. Essa é uma grande parte da razão pela qual esta postagem no blog existe: para nos dar aquela linha do tempo que frequentemente desejamos. No entanto, não se esqueça das razões pelas quais a Wizards esconde os dados. Nossas campanhas domésticas podem fazer o que quisermos com esses dados. Podemos pular aventuras. Podemos jogá-los fora de ordem. O mundo é administrativo nosso.

No geral, eu apoio a utilidade das linhas do tempo e da tradição. Prefiro que os produtos tenham dados claros e também empoderar e exortar os DMs a fazerem isso como quiserem.



Tempo nos Reinos Esquecidos: Dale Reckoning

In the Forgotten Realms campaign setting, the years are typically expressed as a number followed by *DR*, such as 1385 DR. There are many other calendars used by different Faerunian cultures, both current and ancient. For example, Waterdeep and areas in the North sometimes use NR (Northreckoning), while the people of Shou Lung use the S Year. Later in this article we will run through notable years.

Calendar of Harptos

Each year of Dale Reckoning follows the Calendar of Harptos, created by the wizard Harptos. Years in Faerun have 12 months, each of 30 days. A week in the Forgotten Realms is a tenday (10 days, not 7), so that each month has an even 3 weeks. An additional 5 days fall in between months, bringing the yearly total to 365 days per year. Days of the week don't have names. Instead, the day is given the date and "of [the month]," such as the "14th of Marpenoth."

[More on the Faerunian calendar and holidays](#) can be found on the excellent FR Wiki with additional links at the end of this blog post. But for now, let's take a look at the timeline.

The D&D 5E Adventures, in Chronological Order

Let's simply order them, note the year, and explain this all later!

Out of the Abyss (1485 DR or later – perhaps end of 1486)

Hoard of the Dragon Queen and *Rise of Tiamat* (1489 DR)

Storm King's Thunder (1490 or 1491 DR)

Lost Mine of Phandelver (Starter Set) (1491 DR)

Princes of the Apocalypse (1491 DR)

Curse of Strahd (1491 DR)

Tomb of Annihilation (1490 or 1491 DR)

Waterdeep: Dragon Heist and *Waterdeep: Dungeon of the Mad Mage* (1492 DR)

Dragon of Icespire Peak (Essentials Kit) (1492 DR)

Candlekeep Mysteries (1492 DR)

Icewind Dale: Rime of the Frostmaiden (Winter 1489 DR or later, likely 1492 DR)

Descent Into Avernus (1494 DR)

Acquisitions Incorporated (1496 DR)

The Wild Beyond the Witchlight (Date unknown, presumably after *Rise of Tiamat*)

Spelljammer: Light of Xaryxis (While it can take place after *Lost Mine*, that is merely a suggestion and the adventure is setting-independent)

Surprised? I bet! Let's go through the timeline...

Timeline for D&D FR Hardback and Boxed Set Adventures, by Year DR



1357 DR – First edition’s “**Grey Box**” *Forgotten Realms Boxed Set* setting takes place

1358 DR – **Time of Troubles**, when the gods lose immortality and walk the land.



1367 DR – **Second Edition**’s *FR boxed set* takes place.

1370 DR – **Living City** organized play campaign events take place around this time in *Raven’s Bluff* in Vesperin (east of the Dalelands and south of The Moonsea).



1372 DR – **3rd Edition** begins, with several FR products.

1376 DR – Roughly the **end of 3E**.



1385 DR – Year of Blue Fire, when the **Spellplague** begins.

1451 DR – **Eruption of Mount Hotenow** near Neverwinter (events described in Drizzt novels, involving Jarlaxle, Valindra Shadowmantle, and others).

1479 DR – Year of the Ageless one, main year covered by **4E Forgotten Realms p** Mystra returns at the end, just after **Vault of the Dracolich**, causing the end of the Spellplague.



The Sundering, by Tyler Jacobson

1482 DR – Events of ***Murder in Baldur's Gate*** take place, the adventure supports previous editions and D&D Next.

1484 DR – ***The Sundering*** (second Sundering of Abeir-Toril) takes place. The first of the Sundering novels starts in 1484 DR.

1485 DR – The D&D Next adventure ***Ghosts of Dragonspear Castle*** likely takes place. The D&D Next adventures ***Legacy of the Crystal Shard*** and ***Scourge of Sword Coast*** take place. ***Dead in Thay*** is likely this or the following year. According to Chris Perkins, if using the *Archmage* novel, the ***Out of the Abyss*** 5E adventure takes place in 1485 or later.

As noted by reader Shaka in the comments to this blog article, “In the *Archmage* novel which indeed begins in 1485, the archwizard Gromph Baenre summons the demons 15th Nightfall (December) 1486. This is also consistent in the Brimstone novels by Eric M. Evans (*Ashes of the Tyrant* and *The Devil You Know*). So if we take those novels as canon *Out of the Abyss* should start no sooner than 15th Nightfall (December) 1486, given the fact that Chapter 1 assumes that the demons have just begun to appear in the Underdark.” I find that date of 15th of Nightfall 1486 to be a convincing one. As Shaka notes, the novels contain discrepancies – *Archmage* seems to take place after *Tyranny of Dragons*, but that creates issues as well. It could be that the intention was for the events to happen after *Tyranny*, and they got the dates wrong for the novels. It's worth noting that the novel *Death Masks* also refers to events in the Underdark involving the weakening of the Faerzress, further making it unreliable to use the novels as the main reference point.

1487 DR – Sixth and final Sundering novel, ***The Herald***, takes place. The D&D Next adventure, ***Confrontation at Candlekeep***, takes place just prior to the events in *Herald*. The events of the Sundering and Spellplague have largely ended and been undone.

1489 DR – **Adventurers League** 5E organized play campaign begins. ***Hoard of the Dragon Queen*** and ***Rise of Tiamat*** takes place. (In 1489, Lord Neverember is ousted as an Open Lord in Waterdeep, replaced by Laeral Silverhand.)

1490 DR or later – ***Storm King's Thunder*** takes place sometime after 1485 DR, per the adventure text, but has Laeral as an Open Lord who replaced Neverember, meaning

it takes place in 1490 or 1489 at the earliest. The text also mentions thwarting Tiamat and her dragons, meaning it takes place after *Hoard/Tiamat*. (A strong case could be made based on the novel *Death Masks* that *STK* should take place in late 1491, as it mentions a cloud giant castle and giants getting out of hand. In this case, *ToA* has to take place in very late 1491 just after *STK* or in very early 1492 before *Dragon Heist*. However, *Candlekeep Mysteries* clearly states a date of 1492. On page 12, an ogre is reading a book called *Storm King's Thunder*, describing the events that “caused great upheaval up and down the Sword Coast some years ago.” This suggests and earlier date than 1491.

1491 DR – ***Princes of the Apocalypse*** adventure takes place. The novel *Death Masks* takes place, and those events reference the adventure ***Curse of Strahd***, which therefore takes place in 1491 or slightly earlier. ***Lost Mine of Phandelver***, from the *Starter Set*, likely takes place here (probably before *Princes*). Pages 30-31 of *Lost Mine of Phandelver* describe the eruption of Mount Hotenow (1451 DR) as occurring “30 years ago”, which would place the adventure in 1481 DR. However, the *Acquisitions Incorporated* book suggests *Phandelver* and *Princes* take place at the same time (as *Princes* is stated as taking place in 1491 DR). Ed Greenwood said on Twitter, “Lost Mine is officially a bit nebulous in date for DM convenience, though there are detailed internal WotC timelines so as to keep things straight (i.e. novels). Safe to say: 1490s DR.” The date of the eruption is incorrect in another 5E product, so 1491 is likely the correct date for LMoP. ***Tomb of Annihilation*** likely takes place in either late 1490 or 1491 (or early in 1492), as it features frost giants searching for Artus Cimber and the *ring of winter*. Both *Storm King* and *Tomb* name Jarl Storvald and feature the frost giant captain Drufi with the same accompanying bodyguards and beasts. Drufi leads the assault on Bryn Shander, and it is noted in *Storm King* that if Drufi does not find Artus there, Jarl Storvald sends Drufi back out in search of the ring (and perhaps to Chult). Since *Storm King* has variable starts and not all locations are visited or all villains defeated, this is plausible. *Tomb* has Volo writing his book, *Volo's Guide to Monsters*, and *Waterdeep: Dragon Heist* mentions the book is published, so *Tomb* must take place before *Dragon Heist*.

1492 DR – ***Waterdeep: Dragon Heist*** takes place. *Dragon Heist* mentions the Year of Three Ships Sailing (the name for 1492), and it has to take place after Lord Neverember is ousted (1489) and after Savra Belabranta repents for her role in *Princes of the Apocalypse* (1491). This also places ***Waterdeep: Dungeon of the Mad Mage*** as

taking place at this time, since it links to *Dragon Heist*. “The adventures in **Candlekeep Mysteries** are presumed to take place in 1492, but the exact date is not important” – as mentioned in the sidebar at the bottom of page 4 of the book.

1492 or 1493 DR: Likely the intended date for **Dragon of Icespire Peak**, from the *Essentials Kit*. (NPCs such as the young Toblen Stonehill are roughly the same age as Phandelver. *Icespire* says Mount Hotenow erupted “some fifty years ago,” but that would place *Icespire* in 1500 DR which is unlikely.)

1492 DR, or as early as Winter of 1489 DR – **Rime of the Frostmaiden**. Though published in 2020, this adventure says “This adventure is assumed to take place in the winter of 1489 DR or later” in the sidebar entitled *Tendays and Dalereckoning*. 1489 DR places *Rime* only 4 years after the events of *Legacy of the Crystal Shard*, and 138 years after Akar Kessel first came to Icewind Dale in *The Crystal Shard* novel. However, the description for Jarund Elkhardt in *Rime* states he is nearly fifty years old and that his son died almost a decade ago. In *Legacy*, Jarund is 42 and his son died 3 years prior. The adventure is therefore likely taking place no earlier than (when Jarund is 48 and his son has been dead for 9 years) and before 1493 (when Jarund would be 50 and his son dead for 11 years). 1492 is a likely year given other potential 1491 adventures involve Icewind Dale inhabitants but do not mention the Dale (mainly *ToA*). If *Rime* is in Winter of 1492, this places it 7 years after *Legacy* and 14 years after Akar Kessel’s arrival.

1494 DR – The adventure **Descent into Avernus** has a Baldur’s Gate gazeteer that describes it as being in 1492 DR. However, Elturel descends in 1494.

1496 DR – **Acquisitions Incorporated** takes place. (States on pages 103 that it takes place “five years or so after Lost Mine of Phandelver” and on page 179 says regarding Princes of the Apocalypse, “As with Phandalin, this version of Red Larch is set about five years later than that earlier adventure.”)

The Wild Beyond the Witchlight does not have a clear date. It was released after *Rime of the Frostmaiden* in release order, but since *Rime* is set earlier than other releases, this does not help us establish a clear date for when it takes place. One potential clue is the presence of Alagarthas in the Fey Beacons encounter in Yon. Alagarthas is said to have been there at least a year (though perhaps this is Feywild time) and that he bargained with Endelyn Moongrave to see his future regarding the

green dragon that threatens his home in the Misty Forest. Alagarthas appears in *Rise of Tiamat* and is working with the Emerald Enclave and characters to fight against the green dragon Chuth (who also threatens the Misty Forest in *Ghosts of Dragonspear Castle* 1484-1485 DR). The characters are unlikely to defeat Chuth, as the dragon seems to flee when wounded. It's unclear whether this dragon is the same. Does Chuth flee count as "defeated" in the vision? If so, then *Witchlight* would take place before 1485 DR, when *RoT* takes place. But, the Feywild is a strange place and I don't consider that definitive since Chuth isn't actually named. It could be another green dragon or the return of Chuth. The authors, Will Doyle and Stacey Allan, say "We presumed *Witchlight* took place after *RoT*, but it's entirely reasonable (and preferable really) to view it as flexible in terms of timeline. For context, Stacey asked Chris for a "character from D&D history" she could use for the Fey Beacons, and he suggested Alagarthas." So, canonically, it is logical to say *Witchlight* takes place sometime after *RoT*.

Note on *Journeys Through the Radiant Citadel*: The adventures take place in the Ethereal plane and connecting them to the Realms is optional.

Note on *Spelljammer Academy*: *Light of Xaryxis*, the adventure in the Spelljammer 5E set, lacks a true setting or timeframe relative to the Forgotten Realms. The set of adventures released for organized play, called *Spelljammer Academy*, take place on the island of Nimbral, many miles southwest of Chult. The adventure includes the famed NPC Mirt (who has been around across several editions), and aspects of the adventures feel like the same era as recent adventures, but there isn't anything specifically placing the adventures before, after, or during other adventures. Mirt is called Mirt the Merciless, the name he used in his youth, but that may just be a cover name of sorts he uses at the academy.

Note on *Keys from the Golden Vault*: This set of adventures is largely setting-independent. The adventure *Prisoner 13* takes place in Revel's End, and lacks a date. The location is described almost exactly as it is in *Rime of the Frostmaiden*, including the Warden's quirk. For some reason, one of the two courtyards is missing. It is unclear if this is a map error. It would make sense to use the timeline for *Rime* for this adventure, though it lacks a clear timeline. Since the *rime* is not mentioned, we could argue this adventure takes place soon after or just before *Rime*.

Note on Hotenow as an incorrect source: In the *Sword Coast Adventurer's Guide*, the date of Mount Hotenow's eruption seems in error. This likely caused errors in the

dates of other products as the references fed on each other or on a common internal design source. Speaking with Scott Fitzgerald Gray, who has worked on these products, he believes the Hotenow-derived dates are incorrect.

Notes on Dagult Neverember and Waterdeep: In 1488 DR, Neverember is an Open Lord of Waterdeep, but he spends almost the entire year in Neverwinter rebuilding the city. He is Ousted by the Masked Lords of Waterdeep in 1489. His ouster is mentioned as a recent event in *Rise of Tiamat*, which helps date it. Laeral Silverhand is named to replace him as Lord in 1490. The novel *Death Masks* takes place in 1491 and says Storm Silverhand is treating Mordenkainen for bouts of madness. This suggests *Curse of Strahd* takes place before 1491.

Notes on Avernus: The Companion, the second sun of Elturel, appears in 1444 DR. The deal is for the sun to remain for 50 years, meaning Elturel descends and the adventure takes place in 1494. However, the *Gazeteer* is dated 1492.



Naming the Years and the Roll of Years

Starting in the year -700 DR, each year has a distinct and often poetic name, such as “1385 DR – Year of the Blue Fire,” when the Spellplague begins. The names of years past and future were written by two prophecies from different eras. The first comes from Augathra the Mad around -400 DR, the second from Alaundo the Seer (of Candlekeep fame) around 75 DR. These prophecies also rely upon elven lore and prophecy.

Thus, we can look at the names of upcoming years and wonder what future products may hold. Here are some fun ones:

- 1494: “Year of Twelve Warnings”
- 1495: “Year of the Tyrant’s Pawn”
- 1496: “Year of the Duplicitous Courtier”
- 1497: “Year of the Palls Purple”
- 1498: “Year of the Black Regalia”
- 1499: “Year of the Desperate Gambit”
- 1500: “Year of the Sea’s Secrets Revealed”
- 1501: “Year of the Shining Mythal”
- 1502: “Year of the Pox Plague”
- 1503: “Year of the Haunted Inn”
- 1504: “Year of the Conquering Queen”
- 1505: “Year of Ogres Marching”
- 1506: “Year of the Discarded Shields”
- 1507: “Year of the Glowing Onyx”
- 1508: “Year of the Legend Reborn”
- 1509: “Year of the Sea Lion”

If you are at all like me, you are wondering which storylines the D&D team might make with those names!

Resources: **Official D&D Podcasts on Timeline**

The D&D Podcast has an amazing segment called “The Lore You Should Know,” and [listing of episodes and subjects can be found here](#).

[This particular episode covers the FR Timeline](#).

Two episodes cover Holidays and Calendars:

https://dnd.wizards.com/articles/features/dratalk_courtswords100

<https://dnd.wizards.com/articles/features/james-damato-one-shot-rpg>

Calendar Tool from WotC

This is a fun simple calendar tool on the old WotC site.

“The following launches the Forgotten Realms Calendar Tool — chronicling the complete cycle of days (with important holidays and Shieldmeet “leap days” include phases of the moon — and even names of all years in their complete and accurate for



The FR Wiki and Roll of Years

One last excellent resource is the Forgotten Realms Wiki. It covers all manner of FR subjects, including articles about the **naming of years**, the **Calendar of Harptos**, **Year Name**, and **coverage of nearly every single year!**

My Completely Insane List of Notable Years in the FR Timeline

The best source for the FR Timeline is the incredible hardback tome, *The Grand History of the Realms*, by Brian R. James and Ed Greenwood. The work is all the more incredible because it began as Brian, under the online name Iakhovas, compiling a 1 page pdf of the timeline. Richard Baker and Chris Perkins worked with Brian and Ed and others to turn the fan work into the book. Richard Baker calls it a revolutionary product and process for Wizards of the Coast. The book covers from -35,000 DR to 13,599 DR!

Here are some notable years. Note, much of this text is from the *Grand History*, with additional notes from the FR Wiki and my own notes:

The year 1 DR is the Year of Sunrise, when Dalelands humans and the elves of Cormanthor established an alliance. They raised an obelisk known as the Standing S

and signed the Dales Compact.

However, for historic purposes the years in official sources go back as far as -35,000 when the progenitor race of the sarrukh rose. This was an ice age during a time when humans existed, but only in primitive form. Few recognizable species existed back then. I mention it just for a sense of scale. FR has an insanely detailed history!

-31,000 DR: The Tearfall, related to the Sunderings, when Abeir and Toril were first separated. Meteors (perhaps dragon eggs from which the first dragons were born) fell and natural disasters change continents. One of the Tears of Selune may also have fallen. Or, one of the creator races may have freed several primordials from ancient prisons, creating catastrophes and throwing an ice moon at Toril.

-30,000 to -24,000 DR are the Dawn Ages, when the creator races (including the sarrukh) disappear or fade, replaced by the Time of Dragons and the Time of Giants. The adventure *Storm King's Thunder* deals with these events. In -30,000 the *nether scrolls* are created and (unrelated) the Seldarine Wars take place where Lolth becomes a demon.

-24,000 to -12,000 is the peak of elven civilization, helping other humanoid races become more civilized as well.

-17,600 is the **First Sundering**. Elven high mages create/summon the island of Evermeet to be their elven homeland. The cost is unexpectedly high. The magic stretches across time and space, altering the landscape with natural disasters on Toril and the mirror-world Abeir and killing thousands.

-12,000 DR to -9,000 DR are the Crown Wars, when the elven peoples fight. This is when the drow descend underground, after Corellon's magic transforms the evil elves into drow. (The story of Corellon, Lolth, and the drow is an interesting one and worth investigating if you are new to it.)

-3,533 DR: The *nether scrolls* are discovered. These scrolls (two sets of them) were created by one of the creator races and anyone reading them learns incredible secrets dealing with magic, including crafting mythals. The netherese use these to become supremely powerful. The elves steal one set in -3,095 DR and hide them in Windson Tower, the school of magic in Myth Drannor. One of the gnomes stealing them glanced at the scrolls and learns powerful illusion magic, spreading this knowledge throughout

gnome kind. The first mythal is created in -3,014. The scrolls are stolen several times, changing hands.

-3,000 DR: The couatls begin to teach humans about Ubtao, who remains distant, and ultimately lead the humans to Chult, so that they can help keep the yuan-ti from awakening Dendar the Night Serpent. (It is at the very beginning, before written history, that the primordials and gods fight, with Ubtao deciding to watch over Dendar's prison and prevent the destruction of the world.)

-2637 DR: The city of Mezro is founded in Chult by Ubtao.

-2,207 to -1,206 DR is the "golden age" of Netheril.

-1,950 DR: The dwarves begin building Citadel Felbarr, completing it in -1,900.

-1,887 DR: The first of the Nine Immortals (dragons) appears in Shou Lung.

-1,471 DR: The Netherese floating City of Shade is created.

-1,365 DR: The Shou emperor, who gained the throne through assassination, tricks Hu Jen the guardian dragon, who is thousands of kilometers long, into flying to the lands of the horse barbarians. Using an artifact known as the jade mirror, they turn the dragon into the Great Dragonwall.

-1,288 DR: The shield dwarf Melair discovers mithral under Mount Waterdeep. Clargormulac is formed and begins digging their home, the Underhalls.

-1,080 DR: After much upheaval (including battles with dragons and beholder nations), Calimshan now rules from the Sword Coast to Mintar. Calimport doubles in size, roughly equal to Waterdeep in the 1300s.

-1,076 to -1,069 DR: The orccgate wars, as wizards open a portal to an orc world and hundreds of thousands of orcs appear in Thay, Mulhorand, and Unther. The orc god Grummsh kills the Mulhorandi deity Ra, in the first known deicide. Other deities are killed by orc deities. Tiamat is killed in battle. Finally the orccgate is closed and their deities defeated.

-1,064 DR: The Netherese, in an era of traveling the planes, first encounter the illithids.

-700 DR: The Roll of Years begins, with each year receiving a name derived from two prophecies from different eras. The first is Augathra the Mad around -400 DR, the

second is Alaundo the Seer (of Candlekeep fame) around 75 DR. Their prophesies all rely upon elven lore and prophecy.

-690 DR: The deep gnome community of Blingdenstone is founded. (An adventure was released for it as part of the 5E D&DNext playtest, and the town appears in *Out of the Abyss*.)

-530 DR: In Calimshan, the drow retreat underground. This marks the final time the drow truly held any land on the surface.

-500 DR: Citadel Sundbarr is constructed by Deloun dwarves.

-461 DR: The phaerimms (slug-shaped highly intelligent evil aberrations) had been driven underground in ancient times (-33,800). Spellcasting from the Netherese was unwittingly changing the nature of magic underground, harming the phaerimms. In retaliation, the phaerimms begin casting spells that drain the life out of all living things on the surface. This eventually creates the Great Desert of Anauroch.

-400 DR: The “Lost Sage” Augathra the Mad works with elven and Netherese lore and her own divinations to name the years both past and future. This becomes the Roll of Years, with each year’s name being prophetic. Secretly, at night (while having nightmares) she also pens a second and different set of names for the years, known as the Black Chronology.

-370 DR: The dwarves begin construction on Citadel Adbar, completing it in -272 DR.

-354 DR: The Netherese wizard Melathar constructs the Host Tower to protect Illustrium from phaerimm attacks. This is later known in current years as the Host Tower of the Arcane Brotherhood.

-339 DR: The Netherese wizard Karsus casts a spell to steal divinity. He chooses Mystryl, goddess of magic and thus triggers the fall of Netheril, as nearly all Netherese floating cities fall to the ground. This also causes Netherese mages in what would become Undermountain to be twisted into the Skulls of Skullport.

-335 DR: The dwarves begin construction of Gauntlgrym, completing the underground city in -321 DR. It falls to orcs in -111 DR and is resettled in 141 DR. It falls to illithids in 153 DR.

-200 DR: Candlekeep is founded and the Calendar of Haptos begins.

-137 DR: The Eshowe tribe in Chult unleashes an ancient evil known as the Shadow Giant, which destroys Mezro before being repelled. The giant nearly destroys all the Eshowe, and it comes to be known as Eshowdow. The death of so many leads to the of the Batiri goblins in -120 DR.

1 DR: Elves of Cormanthor and humans that will settle the Delves raise the Standing Stone, cementing peace. The start of the Dalereckoning calendar.

26 DR: Founding of the human kingdom of Cormyr, with permission from the elves.

75 DR: The prophet Alaundo the Seer arrives in Candlekeep. He extends the Roll of Years far into the future. Some believe he sees future events in dreams and names the others that gods inspire him, and some that he is an avatar of a god.

87 DR: Eigersstor (Neverwinter) is founded.

134 DR: A Shou mariner discovers Kozakura and meets the emperor.

168 DR: An unknown wizard calling himself Halaster Blackcloak (the Raurinese wizard Hilather) builds a tower along the harbor shore of Waterdeep and begins exploration of the Underhalls (later Undermountain), claiming it for himself.

177 DR: Elves of Iliyanbruen destroy the orcs of the Severed Hand, but this is their final act. Only a few moon elves remain as most survivors depart for Evermeet.

201 DR: In the Moonshae Isles, Cymrych Hugh becomes high king after defeating the beast Kazgoroth. Cymrych dies in 250 DR, and the isles become independent once more.

204 DR: The demon lord Eltab is imprisoned below what is now the Thaymount in Thay. Eltab has a rich history as an adversary, involved in the history of Rashemen and demon infestations/wars spanning several hundred years.

212 DR: Elminster Aumar is born in Athalantar. He becomes a chosen of Mystra in 229 DR, defeating those who killed his parents.

253 DR: The human wizard Anders Beltgarden turns the panther Guenhwyvar into a figurine of wondrous power.

261 DR: Myth Drannor founded in Cormanthyr and its mythal laid. The city is open to non-elves, though many elves disagree and some powerful elven families leave.

307 DR: Halaster's apprentices, known as the Seven (Arcturia, Jhesiyra, Muiral, Nes Marambra, Rantantar, Trobriand) move into Underhalls/Undermountain to establish their own holdings. Halaster's tower falls into ruin and is known as cursed by the barbarian tribes of Blackcloak Hold. By 932, this is known as Nimoar's Hold, after the barbarian of that name.

309 DR: Halaster defeats drow and duergar to now rule the Underhalls.

324 DR: The Harpers are formed in secret by Dathlue Mistwinter. Her family crest becomes the symbol of the Harpers. Early members include Elminster.

329 DR: The Anauroch desert stops growing when the sharns (teardrop shaped abominations created from ancient elves) defeat the phaerimms.

342 DR: The elf realm of Illefarn disbands, with most of the Illiyanbruen elves leaving for Evermeet.

367 DR: City of Phlan founded on the Moonsea.

400 DR – 1,000 DR: Golden age of Maztica.

418 DR: The first aarakocra arrive from Maztica to northern Faerun.

426 DR: Arun's unnamed son becomes a student in Myth Drannor. In 464 Mystra makes him a Chosen. First human to stay in Evereska, the secret elven land. Later becomes Khelben Arunsun.

457 DR: Mages including Aganazzar found the school of wizardry in Neverwinter. The founders will later become the Covenant and perform many heroics, thwarting Thay.

623 DR: First time a spelljammer is confirmed. It is actually *the* Spelljammer.

658 DR: A portal is secretly created between Myth Drannor and the Underhalls/Undermountain.

659 DR: Wizards from Myth Drannor move to Silverymoon and establish it as a sister city and a center of magical learning.

668 DR: Wizards are disappearing from Myth Drannor, later found to be pulled into Undermountain by Halaster Blackcloak.

684 DR: Augathra the Mad's *Book of the Black*, a tome containing the Black Chrono is discovered by mages of Myth Drannor. It also contains the *Leaves of One Night*, revealing secrets of Shar. Followers of Shar steal the book.

708 DR: Seaval Ammath had raised a red dragon from an egg, using magic to make kind. Unwittingly, he flies over Cormanthor, fulfilling the conditions for the release of three nycaloth demons from their prison. Their release was conditioned to be when a dragon that never held malice or greed flew over the coronal's throne. These demons spend several years summoning forces, known as the Army of Darkness.

714 DR: Fall of Myth Drannor due to the Army of Darkness, though the three nycaloths are defeated.

753 DR: Florsten's Hold is renamed Zhentil Keep in honor of lord Zhentar. A temple of Bane is founded there.

762 DR: Mystra possesses Elue Shundar so as to birth mortal servants for herself. Alustriel is born, second of seven silver-haired daughters that become the Seven Sisters, all chosen of Mystra.

800 DR: Sammaster, eventual founder of the Cult of the Dragon and Chosen of Mystra is born. By 835 he is an archmage and travels Faerun.

806 DR: Laeral begins rebuilding ruined Illusk and explores the Host Tower. She finds the Cabal of mages still there, now liches, so she seals the tower off magically to prevent entry or exit.

841 DR: Laeral comes into conflict with Sylune, and both are made Chosen by Mystra. They travel the planes for years before returning to Faerun.

863 DR: The Chultan city of Mezro disappears. It is actually invisible, due to a wall that hid it from the world. It remains hidden until 1363 DR.

875 DR: Sammaster attacks Alustriel after dating her and the relationship ending. Khelben and Laeral come to her aid and Sammaster is stripped of being a Chosen. Sammaster becomes insane and fully evil. In 887 DR he translates various ancient prophecies, including Magla's *Chronicle of Years to Come*. Sammaster believes dragons will rule the world.

902 DR: Sammaster creates the first dracolich, Shargrailar, transcribing the process *Tome of the Dragon*, a holy relic for the eventual Cult of the Dragon. The Cult begins spread around 905 DR.

916 DR: Harpers ambush Sammaster and the Cult of the Dragon. Sammaster is seemingly destroyed by an avatar of Lathander. Alagashon becomes the leader for the Cult.

922 DR: Red Wizards of Thay rebel against Mulhorandi rule, summon the demon lord Eltab to fight for them. Eltab is later imprisoned in Thay.

932 DR: First Trollwar as Nimoar at Nimoar's Hold (later called Waterdeep) fights them off. Second trollwar in 940 DR, ending in 952 with now Waterdeep being defended by many including the wizard Ahghairon.

940 DR: The first lord of Shadowdale, Ashaba, magically merges with the river that bears his name, living on as part of the land he loves. On the Moonsea, the city of Hulburg is founded.

1007 DR: Waterdeep expands, absorbing the ruins of Halaster's Hold. Ahghairon builds his tower and magically wards Halaster's towers to prevent horrors from entering Waterdeep from below.

1018 DR: A Rage of Dragons takes place. The green dragon Claugiyliamatar plunders lands. In 1303 Claugiyliamatar establishes a lair in the Deeping Cave in Kryptgarden Forest. In 1489, Claugiyliamatar meets with members of the Cult of the Dragon, but adventurers (in the first Adventurers League Epic, ***Corruption in Kryptgarden***) thwart the cult and prevent an alliance.

1030 DR: The Zhulkirs become the rulers of Thay, crushing all opposition by 1074.

1038 DR: The Great Glacier retreats, revealing the lands of Damara, Vaasa, and upper Narfell.

1071 DR: After an adventurer flies a copper dragon over Waterdeep, Ahghairon raises the dragonward to prevent any dragons from entering unless he has used his staff to grant them access.

1081 DR: Red Wizards of Thay attack the Covenant's school in Neverwinter and kill Aganazzar.

1148 DR: The three kingdoms of Shou Lung are reunited. Under Waterdeep, the settlement that will become Skullport is established by a necromancer, who links underdark waterways and portals to distant seas.

1157 DR: The Zulkir of Necromancy is killed by other Red Wizards, including Szass Tam (born 1104 DR), and he replaces her. Szass Tam becomes a lich in 1159.

1229 DR: Manshoon, future leader of the Zhentarim, is born.

1235 DR: Largest host of orcs ever amasses. Alustriel and Storm Silverhand defeat the Black Horde and is chosen by Silverymoon as their ruler.

1242 DR: The Monastery of the Yellow Rose is founded in Damara.

1246 DR: First recorded use of bombards by Lantan.

1250 DR: Illithids prepare to enslave Waterdeep, but are foiled by Githyanki who kill elder brain Ch'Chitl.

1255 DR: A half-dwarf adventurer, Daeros Dragonspear, retires in the lair of the copper dragon Halatathlaer and builds Dragonspear Castle.

1256 DR: Ahghairon dies and the Waterdeep guilds begin scheming and fighting for control. Khelben the Elder disappears, leaving his apprentices to run his tower.

1261 DR: Manshoon founds the Zhentarim as a secret organization.

1279 DR: The green dragon Dretchroyaster of Cormanthor attacks three dales and is wounded, but his lair cannot be found. In 1352, the Cult of the Dragon offers the dragon to become a dracolich, and a new lair in Monarch's Fall Glade, where the remains of Spelljammer had been found. Dretchroyaster wished to find a way to transform into Spelljammer and fly through Realmspace. Dretchroyaster later appears again in the events of *Vault of the Dracolich*. (Note, the *Grand History* has an error, saying Dretchroyaster was slain in 1279).

1282 DR: A lich calling itself Sammaster appears, gathering an army. The Company Twelve, composed of paladins, attack the stronghold in 1285 and nine are killed. They destroy the physical form, confirming it is Sammaster.

1290 DR: Ithtaerus Casalia, a Calishite mage, tricks the adventurer (Daeros) and drains Dragonspear Castle, resulting in a portal to Avernus, the first layer of Hell. Ithtaerus

dies, as do the dragon and Daeros. The castle is reduced to ruins. In 1315 Waterdeep Baldur's Gate send armies and clear out the evil denizens, establishing a temple to Tempus.

1297 DR: Malice and Zaknafein Do'Urden have a son, Drizzt Do'Urden. The power of birth allows Malice to empower a spell to defeat rival House Devir. House Do'Urden becomes the Ninth House of Menzoberranzan.

1302 DR: Illusk is rebuilt with help from Neverwinter, and Illusk is renamed Luskan. Khelben Arunsun the Younger is born. Waterdeep begins exiling criminals to Undermountain. The adventurers Durnan and Mirt the Merciless return from Undermountain with a fortune.

1306 DR: Moradin gives the "Thunder Blessing," raising the birth rate of all dwarves 1/5th of births result in twins. The War Wizards of Cormyr are founded. Dragons raz Phlan in what is known as the Dragon Run.

1310 DR: Luskan conquered by pirates. The captains (Taerl, Baram, Kurth, Suljack, Rethnor) become the leaders of the city.

1311 DR: Arklem Greeth enters the Host Tower in Luskan, bypassing Laeral's wards. forms the Brotherhood of the Arcane with the aid of the liches who were once part of Grand Cabal of Illusk, now known as Old Ones. Khelben the Younger is killed by a lich and the Elder begins training his grandson and namesake.

1312 DR: Durnan, now a hidden Lord of Waterdeep, starts the Red Sashes as his personal agents.

1325 DR: Lords' Alliance founded in Waterdeep, to oppose Amn's mercantile machinations and increase trade.

1328 DR: Drizzt Do'Urden leaves Menzoberranzan, surviving in exile in the Underdark.

1335 DR: Erevis Cale, future Chosen of Mask, is born in Westgate.

1340 DR: Tyranthraxus, the Possessing Spirit, claims the Pool of Radiance. It corrupts and takes over the body of a bronze dragon and controls the ruins of Phlan until defeated by adventurers. Drizzt Do'Urden reaches the surface.

1345 DR: Bhaal, god of murder, creates a Darkwell from one of the Moonshae Isles Moonwells. Kazgaroth the Beast emerges, attempting to destroy the Earthmother at the Moonshaes. Bhaal's avatar is banished from the Moonshaes in 1346 and Tristan Kendrick becomes high king of the Moonshaes.

1347 DR: Drizzt Do'Urden reaches Icewind Dale. Zhengyi the Witch-King claims Damara.

1350 DR: Elminster retires to Shadowdale. The god Bane tries to pull several Moons cities into the nether regions, but is foiled by the same heroes that stopped Tyranthraxus.

1351 DR: Akar Kessel, apprentice of the Arcane Brotherhood, finds the artifact Crenshinibon and begins raising an army against Icewind Dale.

1353 DR: Mourngrym Amcathra becomes Lord of Shadowdale. Randal Morn of Daggerdale begins his adventures, fighting Zhentarim.

1354 DR: The angel Zariel rallies an army of warriors out of Elturel and into Avernus, hoping to defeat the evils in the Hells. Unrelatedly, Dragonspear Castle falls to devils, but the devils are defeated in the Dragonspear War in 1356. The castle is again destroyed.

1356 DR: Drizzt and Wulfgar kill the white dragon, Icingdeath. Bruenor Battlehammer kills the shadow dragon Shimmergloom and becomes the Eighth King of Mithral Hall. Artemis kidnaps Regis, ultimately resulting in Pasha Pook and his guild being destroyed in Calimport. Demons trapped under Hellgate Keep tunnel into Undermountain.

1357 DR: Elminster of Shadowdale travels to the alternate Material Plane known as Earth, and there speaks with Ed of the Greenwood, sharing drinks, snacks, and lore. Back in FR, Gauntlgrym is discovered. Laeral, who had been under the influence of an artifact called the *Crown of Horns*, is freed by Khelben and Alustriel and returned to sanity in Blackstaff Tower. Shandril Shessair develops Spellfire, and is hunted by factions including the Zhentarim and Cult of the Dragon. She slays three dracoliches and has adventures in Myth Drannor and Shadowdale and more.

1358 DR: **The Time of Troubles!** Lord Ao, the overgod, punishes all other gods by casting them down to the Realms, where they must walk as mortals until they find the stolen Tablets of Fate. Magic changes and gods die (Bane, Bhaal, Ibrandul, Myrkul,

Untheric pantheon) and others ascend (Red Knight, Midnight as Mystra, Cyric). The Mulhorandi deities leave. Silvanus blesses the island of Ilighon, home of the Emerald Enclave and his Chosen.

1359 DR: The Tuigan Horde breaks through the Dragonwall and invades Shou Lung then continues west to Thay. Thayans make a deal and use a portal to transport the horde to Rashemen. The Horde continues ravaging. In Damara, Zhengyi the Witch-king is destroyed by heroes in the adventure *Throne of Bloodstone*, with Gareth Dragonsbane and companions entering and returning from the Abyss, having stolen the *wand of orcus* and shattering it in the blood of the avatar of Tiamat. Bahamut blesses Damara with the Tree-Gem, which protects Damara against demons so long as the nation aligns itself with the forces of good.

1360 DR: The Tuigan Horde is defeated at Phsant, with King Azoun IV defeating Yai Khahan in individual combat. The *wyrmskull throne* of Shanatar is found by pirates on Hook Isle and then is lost again.

1361 DR: The Cult of the Dragon attempts to kill Alustriel, but Khelben "Blackstaff" Arunsun and Laeral Silverland come to the rescue. The Amnrite general Cordell discredits Maztica and conquers a city they name Helmsport. This ushers in terrible colonization and trade battles. Back in the Moonsea, Cyric takes over Zhentil Keep and prohibits Banite worship. The lich Tan Chin takes over Shou Lung, Lou Tu, and Khazari.

1362 DR: The lich Tan Chin is finally slain. Bruenor Battlehammer abdicates his throne, granting it to the original first King of Mithral Hall, Gandalug. Gandalug is both the eighth and ninth king.

1363 DR: Devils again enter Dragonspear Castle and assemble an army of orcs and goblinoids. The Battle of Daggerford narrowly saves the city, though the Way Inn is destroyed in a second Dragonspear War. In Chult, the ancient city of Mezro reappears welcoming visitors. Harper agent Artus Cimber finds the *ring of winter* within. Artus and Alisandra, a bara (Chosen of Ubtao and city protector), marry.

1364 DR: The Companions of the Hall (Drizzt, Bruenor, Catti-brie, Wulfgar, Regis) banish the demon lord Errtu back to the Abyss. The Flaming Fist company reaches Maztica, establishing Fort Flame near the Bay of Balduran.

1365 DR: Waterdeep sends ships to Maztica, establishing the colonies New Waterdeep and Trythosford. In the Moonshaes, the god Talos tries to supplant the Earthmother. Alicia Kendrick becomes high queen of the Moonshaes.

1367 DR: Szass Tam releases the demon Eltab, causing earthquakes. Eltab flees to a demoncyst below the Thaymount. Dwarves retake citadel Feldbarr. Khelben "Blacks" Arunsun unmask himself and resigns as Lord of Waterdeep.

1368 DR: Teldin Moore, the Cloakmaster, travels to Toril on his Spelljammer adventures, meeting with Queen Amlaruil of Evermeet. Alias and Dragonbait defeat Faceless and the Night Masks of Westgate. Thay begins to export magic to other lands through Thayan enclaves. Zhentil Keep falls after Fzoul Chembryl reads from the *True Life of Cyric*, revealing Cyric's betrayal of his followers. Mask is involved, igniting the prison and the temple of Cyric with divine fire. The events of the Baldurs Gate 1 and 2 video games take place at this time.

1369 DR: Iyachtu Xvim, son of Bane, escapes from his prison in ruined Zhentil Keep and becomes a lesser god. Xvim then possesses Fzoul Chembryl. The Harpers destroy Hellgate Keep using the artifact *Gatekeeper's Crystal*. The Seven Sisters stop Thayans from using a Shar-tainted Halaster to steal the secrets of Mystra's Chosen. Randal M. Mearns reclaims the throne of Daggerdale. Halaster is momentarily abducted, causing wards to fail and monsters to be released from Undermountain.

1370 DR: Fzoul Chembryl kills Manshoon and takes control of the Zhentarmy. Manshoon's clones simultaneously awaken and fight each other. Orc hordes controlled by King Obould Many-Arrows attack Mithral Hall. Khelben resigns the Harpers and creates his own organization, the Tel Teukiira.

1371 DR: Phaerimm attack Evereska. Khelben and the Lords' Alliance help Evereska. The Underdark svirfneblin city of Blingdenstone is destroyed by drow. Cormyr is ravaged by Nalavaroyl the devil dragon. King Azoun IV dies slaying the dragon, leaving the infant Azoun V on the throne.

1372 DR: The flying City of Shade reappears as the archwizards of Netheril return to Faerun. As Iyachtu Xvim is consumed by green fire, Bane emerges from his son and reclaims his status as a greater god. The shadovars trap some phaerimms around Evereska, then hunt the phaerimms around fallen Myth Drannor. Armies of good prepare to fight the shadovar, while others face the phaerimms. Evereska is freed and

restored. Lolth falls silent as she becomes a greater goddess, testing her faithful and resulting in war in the Underdark. This is the year when the events of the *Neverwinter Nights* video game take place, with the Wailing Death plague striking Neverwinter.

1373 DR: The lich Sammaster causes a Rage of Dragons. Sammaster impersonates the Witch-King, raising an army in Vaasa, taking Bloodstone and Damara. The demon E is released from below the Thaymount, but is bound again in Impiltur. Shadovar again recover *The Leaves of One Night*, the text that can release the Shadowstorm – an apocalypse that would raise Shar above all greater gods. The Rain of Fire takes place one of the Tears of Selune descends from orbit hovers for a day, and then breaks into falling pieces. Sammaster is finally destroyed, ending the Rage of Dragons and releasing Bahamut from a prison. Bahamut invades Tiamat's demesne of Dragon Eyrie.

1374 DR: A rain of lightning strikes plagues Faerun, often marking the site of meteor strikes. Tiamat and Bahamut urge their followers through visions to find these sites, dragon eggs are found there. House Dlardrageth, made of half-demons surviving Hellgate Keep, lead attacks in Myth Drannor and other places. House Dlardrageth destroys the Standing Stone. Zhentarim invade Daggerdale and Shadowdale. Followers of Amaunator raise a second sun over the city of Elversult. House Dlardrageth finally in Myth Drannor and the elves fight the Zhentarim for control in the Cormanthor wilderness. Adventurers find the *Book of the Black*, containing the alternate Roll of Years known as the Black Chronology and the prophecies the Sharrans are following. Khelben, the original Blackstaff and over a thousand years old, dies creating Rhymanthiin, the Hidden City of Hope, in the High Moor. Elyril Haven, priestess of Shar, starts the Shadowstorm, tearing a planar rift over the city of Ordulin. Ordulin is destroyed as the plane of shadow consumes it and an army of shadow emerges. Sharran assassins attack Elminster in Shadowdale, causing his tower to be blasted into ruin and hurled into another plane. The King of Shadows attacks the Sword Coast from the Plane of Shadow creating a stronghold in the Mere of Dead Men – these are the events of the video game *Neverwinter Nights 2*.

1375 DR: Adventurers free Shadowdale. Lord Mourngrym rejoins the Knights of Myth Drannor and Azalar Falconhand becomes Lord of Shadowdale. Fey return to Shadowdale. Zhentil Keep occupies Phlan. Citizens of Waterdeep and mages throughout Faerun experience visions, seeing Halaster destroying himself while attempting a ritual.

While battling Lolth, Eilistraee kills her brother and absorbs the Church of Vhaeraun. She also defeats Selvatarm, and Lolth absorbs his church.

1376 DR: Zhentil Keep retreats from Myth Drannor.

1377 DR: The *Tree of Souls*, an artifact and originally a sapling planted on Evermeet by elven gods, is planted in Myth Drannor. The mythal is repaired in 1380.

1383 DR: The Durpari begin adorning bodies with living crystals that can enhance the wearer's talents. The Dwarven gods clash, with the deaths of Gorm Glulthyn, Haela Brightaxe, Laduguer, and Deep Duerra.

1384 DR: The god Tyr slays Helm over love, but Cyric's hand is suspected.

1385 DR – Year of Blue Fire: Mystra is murdered by Cyric with the help of Shar. This event causes the weave to collapse and causes the Spellplague (lasting until 1395). Mystra's death results in a release of chaotic raw magic defiled by the Far Realm, the very nature of arcane magic changes, and Toril transforms as it melds and exchanges parts with the sister-world of Abeir. Cyric is punished by being bound to his throne for one thousand years. Mezro, in Chult, appears to be destroyed by the Spellplague as its Barae protectors pull it into a demiplane to save it (and also to save it from Ras Nsi, saying it will not return until Ras Nsi is dead).

(This marks the end of what the *Grand History of the Realms* covers)

1444 DR: In Elturel, the priest of Torm, Thavius Kreeg, appeals to any power that will listen to save the city from a vampire lord. The Companion, a second sun, appeared in the skies of Elturel, remaining until 1494.

1480 DR: **Second Sundering**, as Abeir and Toril separate due to Lord Ao once more creating the Tablets of Fate he had destroyed during the Time of Troubles. Mystra returns, and the Weave is resurrected along with her.

In conclusion, I am a nerd. If you read this far, you are a nerd too! Hurray!

If you are a really huge nerd, I am dying to know.... what events did I miss that you think are notable? Did I get anything wrong?

90 comments on “The Official Timeline for the Forgotten Realms and Its Adventures

fohswe
April 10, 2020



Typo? “1492 or 1393 DR: Likely the intended date for DoIP”, should be 1493, no?

Thanks for making this! As a D&D newbie a timeline was something I went for immediately to get a grip on Faerun.

Reply

Alphastream
April 10, 2020



Lost Mines is 1491, and Icespire is after that, but not long enough after that for young NPCs to have grown noticeably older. That's where I think 1492 or 1493 work well. Is that a reason to rule out 1492? Thanks!

Reply

Martin Karlsson
April 10, 2020



Oh no, I'm with you. I was only referring to the typo “or 1393”, which is 100 years earlier 😊

Reply

Alphastream
April 10, 2020



Ha-ha! My brain totally missed that. Fixed. Thanks!

Reply

Richard Green
April 10, 2020



I love this! Excellent detective work on the 5e releases. I remember driving myself round the bend trying to figure out how FR 2 Moonshae, the original Moonshae novels, and FA1 Halls of the Moon King fitted into the timeline. Thank goodness for a Grand History of the Realms which is an amazing book!

Reply

Alphastream

April 10, 2020



It took me this long to read it, but I finally made it! It is amazing to me how much there is to this book that I can barely follow... and I can follow a lot of it. But it is dense. It's shockingly dense compared to other campaign works which are so much simpler. It's also incredibly real. Most fantasy worlds, some nation falls and rises. Here, it ebbs and flows much like real conflicts. Reading it felt like reading actual history.

Reply

V2Blast

April 10, 2020



“Events of Mulder in Baldur’s Gate take place, the adventure supporting previous editions and D&D Next.”

But what about Scully in Candlekeep? 😊

Reply

V2Blast

April 10, 2020



Also, the post would be improved by linking to the sources of info where available (e.g. when they're from tweets or interviews, rather than books).

Reply

Alphastream

April 10, 2020



Great catch on the typo, thanks. Almost worth leaving in. Yeah, I wanted to do more links, but it's really hard to do that and get this posted. In most cases, the sources are 5E books, Grand History, or the FR Wiki (when the wiki has a reliable source). And sometimes it is

conversations with staff, which I can't always share.

Reply

V2Blast

April 10, 2020



More corrections:

“Likely the intended date for Dragons of Icespire Peak, from the Essentials Set”

It's the Essentials Kit.

“Note on Hotenow as an incorrect source: In the Swor Coast Adventurers Guide, the date of Mount Hotenow' eruption seems in error.”

SCAG (it's “Adventurer's”, by the way, not “Adventurer mentions Hotenow exactly once, without giving a date: “Nearly half a century ago, Mount Hotenow (the nearb volcano that perpetually heats the river flowing through city) violently erupted, destroying much of Neverwinte killing thousands, and leaving in its wake a great, gapir chasm that split the city.” As such, SCAG's specified da can't really be in error, since it doesn't give one... “Near half a century ago” seems about right.

Also, scattered typos throughout the rest of the timelin “Githlanki” should be “Githyanki” “Lords Alliance” sho be “Lords' Alliance”, “Bhall” should be “Bhaal”, “Mounrgrym” should be “Mourngrym”... and most amusingly, “Thavius Kleep” should be “Thavius Kreeg”

Anyway, thanks for the detailed post!

Reply

Alphastream

April 10, 2020



Thanks for catching all of these! Most were typos but I can never remember Lost Mine despite trying. I think I had it right once in the whole document. Ah, well.

As to SCAG, it is really about how it likely influenced other works. SCAG states the current date as 1489. That rough 50 years isn't so bad rough take, but 1439 is 12 years off from the actual date of 1451. Storm King repeats "about 50 years ago" for Maegera's information, and Neverwinter Wood. Princes of the Apocalypse says "about 100 years ago," as well. Then we get to Icespire and derived adventures. "Some fifty years ago" shows up again there. It's a common treatment. Though the most interesting is Hoard of the Dragon Queen, where it says "about a century ago" – I guess is that they were thinking of the Spellplague?

[Reply](#)

V2Blast

April 11, 2020

Interesting, thanks for the writeup!

[Reply](#)

V2Blast

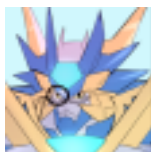
April 10, 2020

Oh, and also, spotted one last thing: It's "Lost Mine of Phandelver", not "Lost Mines"! A common mistake, but still...

[Reply](#)

Zero

April 11, 2020



You lack all 4e dates, lol. Why doesn't that surprise me...

Reply

Alphastream

April 11, 2020



I love 4E! The Grand History doesn't cover them, since ended with late 3E (due to when it was published). I focused on the 5E period because it was so critical. But you are willing to provide some 4E dates I would love to add them. Long live 4E!

Reply

Gustavo Souza
(@sembiano)

April 11, 2020



Great Work man! I am your fan!

Could i ask you one questions? I am little bit confused about the Timeline

Did you consider Adventurer's League seasons Timeline and the Novel Archmage?

According to information from the Adventurer's League the 'Tyranny of Dragons' arc takes place in 1489 DR and according to pg.10 of the THE Rise of Tiamat Adv. the adventures take place 'after the Sundering'. But the novel 'Archmage' tells us, that Tiamat's gamble for power had already failed at the end of 1485 [See pg. 2] Additionally the Adventure mentions Connerad Brawnnavil as ambassador of the dwarves to the 'Lord's Alliance' but Connerad dies in 'Archmage' / 1486 DR. [See: pg.282/ 356] mentioning of Connerad stepping down as king (THE Rise of Tiamat Adv. pg.15) is also wrong, as he is still king at the time of his death [See pg 282]

Reply

Alphastream

December 3, 2020



I greatly appreciate this information!

I am less inclined to use novels, however, unless they seem to be deliberately making a statement regarding a prior adventure. I suspect the detail regarding those elements of Archmage are mistakes, but that is mainly my opinion. Tiamat moves much earlier, it runs into problems with both the official timeline given to the Adventurers League team and the use of Laeral Silverhand. I tend to think Archmage was in error (or, other errors were made and continued to be made such that a new timeline reality was necessary by everything after it.)

[Reply](#)

Jorge Jacoh

April 12, 2020



I really missed the dates of events occurred in Baldur's Gate games (the progeny of Baal) and Neverwinter nights (The plague and Shadow Lord).

Great article by the way!

[Reply](#)

Alphastream

December 3, 2020



Added. Thank you!

[Reply](#)

Juan Antonio Serrano
García

April 12, 2020

Sorry, could you please add the Baldur's Gate videogames event dates? Ty!

[Reply](#)



Alphastream

December 3, 2020

Added. Thanks!

[Reply](#)



Bogdan

April 12, 2020

No word of the Knight Captain who defeated the King of Shadows in 1374 DR?

[Reply](#)



Alphastream

December 3, 2020

Added it, with a note to Neverwinter Nights 2.

[Reply](#)



Shayan Ghorbanian

April 12, 2020

Fab job, the only thing I disagree with is STK happening in 1490. In Death Masks which takes place in 1491, Vajra clearly talks about how Giants are starting to get out of hand. Therefore we can infer that the events of STK haven't quite happened yet by then or are starting.

[Reply](#)



Alphastream

December 3, 2020



This is a good point. I may revise that. For now I've added it as a possibility. It really clogs the timeline if we have WotC and ToA happen all at the very end of 1492 (or ToA in the early 1491) since the adventures mention each other. But it is possible.

[Reply](#)

K. Ryan Parker

April 12, 2020



Your work here is significant. WotC would do well to have you write a campaign source book. Question about the adventures from “The Yawning Portal”: when would “Sunless Citadel” and other adventures fall in the timeline?

[Reply](#)

K. Ryan Parker

April 12, 2020



*...write a campaign...

[Reply](#)

Emerson Havey

April 12, 2020



I'm not noticing dates for the Digital adventures such as the Baldur's Gate series. From what I can tell it should be somewhere near 1368 DR

[Reply](#)

Juan Antonio Serrano García

April 16, 2020

I have noticed that in the book you used (The grand history of the Realms), in the year 1368 DR, the plot of the video games Baldur's Gate 1 and 2 appears described:



— Sarevok, spawn of Bhaal, plots with the Iron Throne start a war between Amn and Baldur's Gate by "poison the iron mines above the Amnian town of Nashkel. In the conflict, Scar of the Flaming Fist mercenaries and Grar 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 Suldanesseal. Joneleth unleashes Bhaal's avatar, the Ravager, upon Suldanesseal while he taps the powers of the Tree of Life, seeking immortality. Abdel Adrian and his companions confront Joneleth, known to them as the mage Jon Irenicus. As battle rages and the elf city burns, Queen Ellesime and few survivors flee to Myth Rhynn.

So effectively it is in the year you were aiming for. That's a lot.

Reply

Cedric

April 13, 2020



I have a few issues with that timeline. Taken into account that the Eruption of Mount Hotenow can't be trusted as a relative date. It still raises plenty of issues, as your chronology is odd in some places, namely

Storm King's Thunder (1490 DR)

Lost Mine of Phandelver (Starter Set) (1491 DR)

Dragons of Icespire Peak (Essentials Kit) (1492 DR)

While I agree on the rough date for Storm King's Thunder. However, in LMoP Leilon is shown as a Ruin (on the map), being rebuilt in events during and after (i.e. Storm Lord's Wrath) Dragon of Icespire Peak, and fully rebuilt in Storm King's Thunder.

Combined with the fact that Cryovain the eponymous dragon of Icespire Peak is a young dragon in that adventure, and is found &

adult dragon in Storm King's Thunder. We can't really have a dragon aging backwards...

I would think that LMoP and DiP happen either sequentially, or concurrently- since the NPCs within both are the same age (i.e. Linene Graywind is 35 in both, etc). I would make a lot of sense selective with the Eruption time- Either 30 or 50 years.

I'm comfortable with placing LMOP and DIP both in 1481DR, 3 years from the eruption. Mostly by historical context as Phandelver has been settled within 3-4 years before the adventure of LMoP (p.14), and DiP mention of the "devastation tax" (p.34) present c Neverwinter goods, as well as Leilon appearing as a town and in ruin in DiP- would have me place it in the "New Neverwinter" movement of re-settling the North.

I could likely try to narrow it down with the subsequent Dnd Beyond DiP adventures (Storm Lord's Wrath, Sleeping Dragons Wake, and Divine Contention) but they have relative dating there too. Tower of Thalivar is said to be established 200 years ago, maybe I'll do more research later- but until then I've placed LMOP and DIP both in 1481DR

Reply

Alphastream
December 3, 2020



You bring up great points. What I have heard is that the good folks writing Dragon of Icespire Peak were likely working with correct dates, based on the original mistake regarding Hotenow's eruption. Thus, it's all off in Icespire and we just disregard that source. I suspect the same is of the map. I personally doubt the labeling of Leilon was done super-carefully or deliberately.

But, realistically, it's all very strange, and it's done by mortal hands who all mean well but have trouble (just we do) pulling it all together at whatever hour they are

writing this all up. And, it's probably now too late to so all properly.

My approach is subjective, for sure, but in general I've to use what I consider to be relatively hard facts (something that really can't happen before something else and/or the words of people who I really trust to tell me whether something was done intentionally or erroneously). Maps have been wrong so many times (because cartographers get such poor information as part of projects), that I don't trust that as a sole reason for establishing an order. But when an author deliberately writes in Storm King's Thunder that Tiamat was thwarted that's to me very strong. Similarly, having frost giants searching for the ring of winter in Chult seems very deliberate. Ed Greenwood's comment that LMoP is "officially a bit nebulous" says it all. He says 1490s.

Reply

Anton Palikhov
April 14, 2020



I have a little different point of view on timeline of 5ed adventures. Lost Mine of Phandelver – take place in 1481 DR (in description of Thundertree we have such words "Then thirty years ago, the eruption of Mount Hotenow to the north devastated Thundertree. Hotenow blown up in 1451. $1451+30=1481$ DR. Tyranny – begin in 1489/ Vorgansharax attacks Phlan in Marpenoth, 3rd, 1489. So, i think most probably Tyranny of Dragons ends in 1490 DR. PotA take place in 1491 DR (text of adventure). Oota – yes, if we take book canon then it will take place in 1485-1486 DR. Curse of Strahd take place between 1490 and 1491, SKT – i think, it's begin after Ed Greenwood "Death's Masks" novel (in last chapters of books castle of cloud giants arrives to Waterdeep. "Death's Masks" ends in end of 1491, so i think SKT

has place in 1492 DR.

Tomb of Annihilation take place after SKT (Ring of Winter plot) so it also take place in 1492.

WDH – 1492

[Reply](#)

Anton Palikhov

April 14, 2020



Also

Legend of the Crystal Shard (5e preview adventure) take place in 1486 DR

About timeline of books. Ambassador of dwarves in Tyranny of Gauntlgrym died in 1486, so if we seriously take Salvatore books then Tyranny must took place in 1486.

I read a lot about timeline of 5e FR. One of best work is http://forum.candlekeep.com/topic.asp?TOPIC_ID=1
<https://docs.google.com/document/d/100OWBmCNTtAvbPv-okngpVeQ/edit#>

[Reply](#)

Anton Palikhov

April 14, 2020



And Murder in BG take place in 1481 DR.

And i still not know when Ghosts of Dragonspear Castle and Scourge of Sword Coast take place

[Reply](#)

Alphastream

December 3, 2020



Hotenow is known to be an error that was carried through so I can't justify dating LMoP based on Hotenow. It's entirely possible that the intention was for it to be earlier but with everything else, and Ed Greenwood's comments, I think it has to be after 1490 and then it really ends up at 1491 as a more logical date.

I don't completely object to pushing Storm King to 1491 but it seems intended for Tomb to take place after it or least during it, and Tomb is before Dragon Heist. So we end up with SKT having to not be later than 1491. But, could work if late in 1491 we have STK and then immediately have ToA (at the very end of 1491, or very early 1491 before Dragon Heist).

Reply

Anton Palikhov
April 14, 2020



And if we talk about years – WDM has revolver and wine from future :-).

Anyway – your work is great

Reply

Eric Kamander
April 14, 2020



Thanks for putting this together. This inspires me to pay more attention to the 'official' timeline, which I used to do so diligently but gave up on after...The Time of Troubles! (I still maintain a detailed and robust timeline, just not one that corresponds with anything official.)

Reply

Pingback: [Owlbear Soup Live Stream 4/12/20 - D&D, Nerdy Stuff, & Life Chat!](#)

aurvay
April 15, 2020



LMoP definitely cannot take place after ToD because the dragon cultists in 'Ruins of Thundertree' are still trying to forge alliance with the dragons in the area.

Reply

Alphastream

April 16, 2020



The Cult of the Dragon does this all the time. Is there a reason to believe this has to be related to ToD specifica

[Reply](#)

aurvay

April 16, 2020



Because at the time they would have suffered great defeat at the well of dragons, lost their leadership and would logically just be scattere hiding rather than going out bold seeking alliances with dragons who now care little abc them.

[Reply](#)

Arthur

November 16, 2020



almost read it all, there is a small typo/order? anyway it's:

134 DR

1374 DR

168DR

[Reply](#)

Alphastream

November 16, 2020



Thanks for catching that. I took out that 1374 entry, as was duplicative of the later 1374. No idea why I had it i that spot!

[Reply](#)

Nathan Jewell

November 28, 2020

There is a duplication of year -354 as it relates to Melathar.

354 DR: The Netherese wizard Melathar constructs the Host To to protect Illusk from phaerimm attacks. This is later known in



current years as the Host Tower of the Arcane Brotherhood.

-339 DR: The Netherese wizard Karsus casts a spell to steal divi
He chooses Mystryl, goddess of magic and thus triggers the fall
Netheril, as nearly all Netherese floating cities fall to the ground
This also causes Netherese mages in what would become
Undermountain to be twisted into the Skulls of Skullport.

-354 DR: The Netherese mage Melathar uses powerful magic to
raise a tower protected from the phaerimms. This becomes the
Tower of the Arcane.

[Reply](#)

Alphastream
December 3, 2020

Fixed. Thank you!

[Reply](#)



Bwandls
December 24, 2020

Tales from the Yawning Portal isn't on your list – any advice? 😊
We're starting with the Sunless Citadel, and I'm feeling like it
probably belongs somewhere early on in the timeline – after
1312/Durnan starting the Red Sashes. Any insight = much
appreciated!



[Reply](#)

Alphastream
December 30, 2020

Tales is a strange one, because most of the adventures
actually take place in a different campaign world than
Forgotten Realms. The exception is Dead in Thay, which
did take place in FR.



I would say this hinges on how you personally treat the Yawning Portal concept. The idea is that through this tavern, you can reach other worlds/campaigns. In this it's simply the day you happen to go. There is a local calendar (and some of those adventures have a local date or one has been derived by fans of those settings), but it isn't the FR calendar.

Reply

Bwandls
January 6, 2021



Sunless Citadel/Oakhurst is in the Forgotten Realms, though. I take your point on the worlds/campaign being flexible, but since the book provides a starting setting of the Yawning Portal Tavern and Inn (optional, albeit), it would seem relevant to have to choose a date since so many of the details surrounding Durnan (his involvement in the Red Cloak's, his role as a Masked Lord of Waterdeep, etc.) depends on the year. Ultimately I think it's up to the DM's discretion, although I don't really agree with the publisher's decision on that front! 😊 It complicates things in some ways, and makes it easier in others – but having at least a suggested starting date would have been nice for beginning

Reply

Alphastream
January 8, 2021



I checked, and I also asked Bruce Cordell (the author). Sunless Citadel, and all the original 3E adventure path modules are all setting independent. While there has been some retrofitting to place Oakhurst and the Citadel in FR, it's not a perfect

(Ashen Plain, for example) and is primarily for convenience. The text remains setting independent. I'm therefore not going to place it in a particular FR year officially. There is actual FR year for the adventure.

Reply

Ellie

March 15, 2022



New to DMing for Forgotten Realms and I stumbled across your timeline when searching for information regarding Mount Hotenow eruption. Really love how detailed this timeline is!

I just purchased TYP set of adventures. The Sunless Citadel has a "Placing the Adventure" section for different worlds. For Forgotten Realms it reads "In Faerun, the Sunless Citadel was once a secret stronghold of the Cult of the Dragon, located in the foothills northwest of Thundertree. It plunged into the earth when Mount Hotenow erupted and threw Neverwinter into chaos. So timeline wise I suggest that Sunless Citadel would start sometime after Mount Hotenow eruption. However, additional text in the adventure suggests that the

current residents of the city who moved in after it was destroyed/sank into the ground have been thriving there for hundreds of years; which makes the tie to Hotenow eruption erroneous.

This makes sense since Sunless Citadel was originally published as setting independent, but definitely creates challenges for someone wanting to run the adventure in a timeline accurate to the Forgotten Realms setting. I'll make due though. Just want to add comment here for anyone else that may come looking for information regarding where to start The Sunless Citadel.

Alphastream
March 15, 2022



I did see that! I did not include it in the timeline since it isn't originally an FR adventure, but it is really interesting! Thanks for sharing.

Zackary
March 18, 2021



Now I'm wondering about Candlekeep Mysteries. Thanks by the way, been referencing this article a lot.

[Reply](#)

Arcus Nero

April 20, 2021



You forgot to mention the Icewind Dale games, as well as the Neverwinter MMO. There's Baldur's Gate III coming up too, which's set in late 1492, nearly a hundred years after the events of Baldur's Gate II: Shadows of the Past.

I found this article that lists some of this information, but it's been deleted, it seems.

https://baldursgate.fandom.com/wiki/Forgotten_Realms_Fra

[Reply](#)

Pingback: [Cronologia delle avventure nei Forgotten Realms \(D&D 5e\)](#)

Stephanie

July 13, 2021



You mentioned that you don't usually take information from books, but is that why there's nothing regarding Liriel Baenre? Although she was very briefly mentioned in the Sword Coast Adventurers Guide.

[Reply](#)

Alphastream

July 13, 2021



Liriel is a cool NPC. I just can't possibly capture all of the key elements in sourcebooks, let alone novels. I tried to capture the key elements across years, with an emphasis on occurrences that impact the main storylines of FR or the published 4E and 5E adventures. The FR Wiki lists the events with the Blooding ritual taking place in 1348 DR and her move to the surface in 1361 DR.

[Reply](#)

Stuart Castle

July 18, 2021

Hi, can you please tell me what happen between 1377DR, and 1383DR ? Was there anything significant, if so, I would like to add it to my characters backstory. Thanks in advance.



Reply

Alphastream

July 18, 2021



A lot happens, especially in novels, though whether it is significant depends on your campaign. Drow and Netherese plots abound. You can start here at the FR V and click through each year:

https://forgottenrealms.fandom.com/wiki/1377_DR

Reply

Also Nerd

August 4, 2021



1306DR should read “raze Phlan” not “raise Phlan,” as later events should indicate.

Reply

Alphastream

August 4, 2021



Thanks! Fixed!

Reply

Pingback: [Big Changes To The D&D Canon Could Spell Controversy - The Level Up Corner](#)

Sam

December 3, 2021

Great website, obviously created with love for the source material. Keep up the great work!

Reply



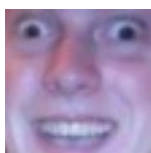
Alphastream
December 3, 2021

Thanks so much! I do adore our hobby.

[Reply](#)



Joe
January 9, 2022



Hi there. You have done an incredible job on this, I've had a fantastic time reading this!

Do you plan on updating it as new modules come out? I'd love to know where The Wild Beyond the Witchlight fits into things.

[Reply](#)

Alphastream
January 9, 2022



Easy: Sometime after the 1980s! Okay, on a serious note I did not find any reference within the adventure regarding this adventure. It happens after Mister Witch and Mist Light made their deal with Isolde (as detailed in Van Richten's Guide to Ravenloft), but there is no date for when that happens. If anyone has any ideas on how to pinpoint the timeline for Witchlight, I too would be interested.

[Reply](#)

shaka
January 12, 2022



Hi, the only indication so far is that in Yon the a location called 'Fey Beacons' with a certain character, Prince Alagarthas. The book states he agreed to stay one year (already passed) in exchange for a vision in the future in which

green dragon that was pestering his realm was defeated and Alagarthas survived. The green dragon is Chuth, who was pestering the Misty Forest during Ghosts of Dragonspear Castle (1484-1485 DR) and that is defeated during Rise of Tiamat (1489). Also in Rise of Tiamat Alagarthas is dealing with the Emerald Enclave to prevent further dragon's attacks. So either Alagarthas enters Yon after 1484-1485 and manages to leave before or during 1489, or he enters Yon in 1489 after the attacks have begun but before the dragon is defeated.

[Reply](#)

Alphastream
January 12, 2022



Excellent sleuthing! Thanks!

[Reply](#)

Alphastream
January 12, 2022



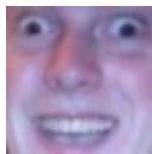
I've updated the post with the Rime information. I'm convinced! For Witchlight, I'm adding notes but I find the text is a bit too ambiguous to be sure of the time. Great info, thanks!

[Reply](#)

Joe
January 14, 2022

Amazing, it's a bit of a tough one! Thanks!

[Reply](#)



shaka

January 12, 2022



A note regarding Frostmaiden:

the adventure states that it happens in 1489 DR or later. I think 'later' is the case giving the comparison with Legacy of the Cryst Shard which is stated to happen in fall 1485. In LotCS Jarund is years old and his son has been killed 3 years ago.

In IWDRotFM Jarund is 'nearly fifty' and his son has been killed 'almost a decade' ago. So Rime of the Frostmaiden should take place a little bit earlier than 7 years later than Legacy, so probably 1495 DR.

Reply

Alphastream

January 12, 2022



Will Doyle, co-author of Witchlight with Stacey Allen, [commented on Twitter](#) that "We presumed Witchlight took place after RoT, but entirely reasonable (and preferable really) to view it as flexible in terms of timeline. For context, Stacey asked Chris for a "character from D&D history" she could use for the Fey Beacons, and he suggested Alagarthas."

I will add that to the text.

Reply

shaka

January 18, 2022



Hi, about Baldur's Gate: Descent into Avernus there is this state by the lead writer, Adam Lee:

<https://twitter.com/adamofadventure/status/1176524289517895040>
So he confirmed that the adventure takes place in 1492 DR. This seems to fit with the placement in the same year of its 'sequel', Baldur's Gate 3 (although I don't recall where it is stated)

Reply

Alphastream
January 18, 2022



It's really interesting reading the comments to that. I tend to think that Adam is right regarding the intention. We probably intended it to be in 1492, and that's why the Gazetteer is dated that way. However, the details of the adventure place it 50 years after the Companion appears (in 1444). This date works with earlier material. So, I think this is a case where the intention was one way, but what should happen is another: 1494 DR.

[Reply](#)

Thane
March 29, 2022



I believe The Brimstone Angel books, specifically book 4 Fire In Blood have some dates about the founding of Cormyr, like the year of the killing of the Purple Dragon and various rulers. It's also just a good book!

[Reply](#)

Thane
March 29, 2022



Oh, book 2 The Adversary includes the year Tarchamus the Unyielding blew one of the cities of Netheril out of the sky. Besides that, I think the events at the conclusion of the book bear inclusion here but I am somewhat unsure about what events do or do not have a place on this list.

[Reply](#)

Milestone20
April 30, 2022



Small typo, in the section Notes on Dagult Neverember and Waterdeep, Mordenkaining should be Mordenkainen.

[Reply](#)

Alphastream

April 30, 2022



Fixed, thank you! I really want to know how that one happened!

[Reply](#)

CollinTheBenevolentBard

May 18, 2022



Do you happen to know, if you are running adventures in Adventurer's League official play: A) What year is considered "the present" in the Realms? B) If we are running an adventure, are we expected to set it in the year originally described in the adventure material? Or do we update it to "the present" year?

[Reply](#)

Alphastream

May 19, 2022



That's a fantastic question! I asked someone on the team and they said it's a tricky subject. The easiest answer is everything can take place in 1489 DR. But, of course, so can clearly happen after that. 1492 works for many of the storylines, and even up to 1495 can be safe. It's largely up to the DM.

For B), the answer is "No, you can adjust. I would just make sure that if it references other events from other adventures you make sure to keep that internal timeline correct for the sake of players who might play at tables beyond yours."

[Reply](#)

Pingback: [Your Game's Lore? Make it Actionable! | Alphastream](#)

DiceGoblin8-3

June 24, 2022

OK, for this Wild Beyond the Witchlight retiree looking for where to take her character next (me, lol), this article is helpful. Next stop



this case, Curse of Strahd, since it takes place BEFORE Descent Avernus.

In a nutshell, my character that traversed the Feywild is a Toril-native wood elf named Vadania Raethran. She's a cleric of Hana Celanil, the elves' love goddess, who kept seeing visions of a man in her trances all throughout the Thither and Yon chapters – eventually identifying him as the unfortunate elf-turned-vampire Jander Sunstar. Vadania interpreted her visions to mean that Hanali wished for her to restore Jander's elfhood to him and bring him back to Toril with her – and maybe, by so doing, she could win his love. Miraculously, the party managed to liberate the archfey Zybilna (aka Iggwilv, Tasha, etc.) from temporal stasis without breaking her cauldron, and she granted each of us one wish in exchange for freeing her – the apparent best outcome of the Palace of Heart's Desire chapter. Vadania's wish was thus: "If the soul of Jander Sunstar is a measure of corrupt only because many centuries of vampirism have maimed it, then I wish for the means of giving him back his elfhood." To that end, Zybilna obliged Vadania with a set of five super-shiny diamonds (disguised with illusion spells to resemble nuggets of fool's gold) inside a jewel-case carved from a Scroll of True Resurrection (similarly magically dressed up to appear blank to outside observers, and to resemble a map to Toril). Vadania also set a stake carved from hawthorn and bearing a sun motif (presumably a form of identifying tool to single the real Jander out from a series of clones). Only downside then? Jander probably won't be at peace with the prospect of regaining his elfhood and returning to Toril until even Strahd von Zarovich (whom he tried to destroy but ultimately failed) is erased from the multiverse permanently. Vadania, therefore, must fight Jander's battle for him and have a hand in succeeding where he failed.

Oh, I REALLY hope the friend in my group who considered DM CoS (he played a human Wild Magic sorcerer, whose sense of direction the hag Skabatha had stolen, in Witchlight) keeps with

“returning lost things” theme and sets Vadania up to be the PC who returns Mordenkainen’s missing spellbook to him (I already know about the Mt. Baratok encounter and the potential of the rumor of the Mad Mage being a fated ally). Given that I got the expanded elven pantheon from MToF, hence my choice of Vadania’s deity, and the fact that Mordenkainen has some history with Tasha...it’ll be interesting if and when Mordenkainen recognizes Tasha’s magic signature on some of Vadania’s possessions. (Saw some of this friend’s writing that may or may not be DM notes for a scenario in which Vadania nearly dies trying to reach Mt. Baratok, only to wake up in a magnificent, if strange, room with the feeling as if she *should* recognize the magic signature that suffuses her whole surroundings, but it’s not coming to her right away...)

[Reply](#)

Alphastream

June 25, 2022

Ha! This sounds like a very fun group!

[Reply](#)



Jon Berle

November 10, 2022

When does Barovia leave the FR?

[Reply](#)



Alphastream

November 10, 2022

For Adventurer’s League, the assumption would be at the end of that time period, and before the next season (which was Storm King). However, that is for AL only as official

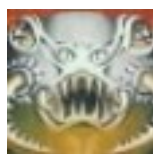


the AL adventures are not changing the canon of the FR setting.

Reply

Nathan Mezel

March 20, 2023



Ya know, this is why I love the brevity of the 1st edition box set. Tying a game world to fiction was all the rage in 2nd edition and sorta ruined the belief that your world (the DM's game) was unique.

Good fiction does not equate to good campaign settings. I prefer to run my 5e FR games in the late 1300's, ignoring all the metaplot and picking and choosing what "big events" took place.

On another note, you can also get a sense of WotC's frustration with how the whole Spellplague/Sundering timeline messed things up because all of their beloved NPCs have to now wear heavy plot armor to explain their presence in the current timeline.

Reply

Alphastream

March 21, 2023



My favorite are the random town mayors who somehow jumped 100 years into the future and stayed the same. Ah, so it goes. To be fair, fans did complain really loudly if WotC had jettisoned all those NPCs they would have been criticized for that. Either way it's hard.

Reply

shaka

March 22, 2023



Hi, I would like to give my take on Out of the Abyss.

Its placement depends if you are in the 'novel' canon or in the '5e products' canon, as clarified last summer by Chris Perkins in an article on the D&D website called 'What is canon?'.

I know that Chris Perkins (prayed be his name) said that if using the Archmage novel, the Out of the Abyss 5E adventure takes place

‘1485 or later’, but the key is ‘later’. In the Archmage novel, which indeed begins in 1485, the archwizard Gromph Baenre summons the demons on 15th Nightal (December) 1486. This is also consistent in the Brimstone novels by Erin M. Evans (Ashes of Tyrant and The Devil You Know). So if we take those novels as canon Out of the Abyss should start no sooner than 15th Nightal (December) 1486, given the fact that Chapter 1 assumes that the demons have just begun to appear in the Underdark.

Keep in mind that Archmage also seems to place after Tyranny of Dragons in 1485, so that reinforces the idea that the ‘5e product canon’ diverges from the novels.

But again in the novel ‘Death Mask’ which takes place in Mirtul (May) 1491, it seems that the whole demon summoning is quite recent and still unknown to the surface. I quote: “there are some odd reports from the Underdark, too, Dove said. Of a weakening and lots of fluctuations—in the Faerzress.” I concede that it is a bit vague, though.

[Reply](#)

Alphastream
March 22, 2023



That’s really good sleuthing. I’ll add this to the article.
Thank you!

[Reply](#)

Gabriel
March 22, 2023



Could you update The D&D 5E Adventures, in Chronological Order plz. There’s new campaigns that should go into the list. Thank you

[Reply](#)

Alphastream

March 22, 2023



Obrigado! Deixe-me saber o que estou perdendo. WotC parece ter mudado de abordagem e desde Candlekeep parece estar evitando referências diretas a dados ou inferências fortes. Eu adicionei uma menção de Spelljammer e Keys, embora Spelljammer seja independente e Keys tenha apenas uma aventura FR que parece ocorrer mais ou menos na época de Rime. Existem muitos livros como Strixhaven ou Dragonlance, mas eles não abordam FR.

[Responder](#)

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