

History of the Nentir Vale

A fan-guide to the Nentir Vale's setting by Zeromaru X

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Ver. 7: Timeline fixes. Added footnotes and a few updates.

Ver. 7.1: Added info on Emirikol the Chaotic

Introduction

The Nentir Vale, also known as the “Points of Light” setting, was the default setting of D&D 4th edition, intended as a starting point for DMs who wanted to create their own homebrew world, with just enough fluff to justify the existence of everything within 4th edition (races, classes, monsters, gods, planes, etc.), but without any meta-plot baggage to tie experienced DMs down or confuse new DMs who may have never read campaign books or novels detailing one of the myriad other D&D settings.

However, as 4th edition began to release newer products, more information was revealed, and the Nentir Vale setting became as complicated as those other settings, with a lot of interesting lore about its world and history. This is my humble attempt to compile all those information about this setting. Well, almost all. There is a lot of 4th edition material maybe I don't have (or haven't read) yet, and also the Nentir Vale setting was left intentionally mysterious and vague by its creators, leaving room for DMs to world building.

Most of this information was salvaged from the defunct wikis of the WotC forums (specially, the Points of Light wiki), but I have done my contributions as well (bought almost all the Dragon and Dungeons magazines from the 4th edition era, a few sourcebooks, read the novels, and that stuff). As for the sources, I've used those that are specifically related in some way to the Nentir Vale setting, like adventures that use places related to Nerath, or specific Nentir Vale gods, etc. Generic adventures without any lore ties to any D&D setting in particular are not included on this compilation.

Some events from 3.x edition sources are included in this compilation as well, but only those that are specifically mentioned in 4th edition sources (such as the adventures from the Scales of War adventure path, which are related to the events of the Red Hand of Doom). Likewise, events from other settings (such as Dark Sun and Forgotten Realms) are mentioned only when they are specifically linked to the Points of Light setting in official 4th edition sources (the Dawn War, for instance).

The ages (and their names) are non-canonical. They are simply periods made up to organize the timeline into a more cohesive story. If desired, you may consider it to be an idiosyncrasy of an NPC historian.

Each entry has its formal sources from official 3.x/4th edition products, indicated as follows:

DMG# = Dungeon Master's Guide [No.]	PHBrD = Player's Handbook Races: Dragonborn
DMK = Dungeon Master's Kit	PHBrT = Player's Handbook Races: Tieflings
PHB# = Player's Handbook [No.]	DrCD = Draconomicon: Chromatic Dragons
MM# = Monster Manual [No.]	DrMD = Draconomicon: Metallic Dragons
R&C = 4th Edition Preview: Races & Classes	BoVD = Book of Vile Darkness
W&M = 4th Edition Preview: Worlds & Monsters	MME = Mordenkainen's Magnificent Emporium
MV = Monster Vault	MaGA = Madness at Gardmore Abbey
MVTtNV = Monster Vault: Threats to the Nentir Vale	RotG = Revenge of the Giants
DR# = Dragon Magazine [Issue No.]	Hf = Hammerfast, A Dwarven Outpost Adventure Site
DU# = Dungeon Magazine [Issue No.]	VR = Vor Rukoth, An Ancient Ruins Adventure Site
ToTP = Treasure of Talon Pass	ItU = Into the Unknown, The Dungeon Survival Handbook
H/P/E# = 4e Adventure path [number]	TGoM = The Gates of Madness (novel)
MoP = Manual of the Planes	TMoN = The Mark of Nerath (novel)
Demon = Demonomicon	TToYS = The Temple of Yellow Skulls (novel)
SotAS = The Plane Above: Secrets of the Astral Sea	OoV = Oath of Vigilance (novel)
SotEC = The Plane Below: Secrets of the Elemental Chaos	TEotCG = The Eye of the Chained God (novel)
S'fell = The Shadowfell: Gloomwrought and Beyond	TLG = The Last Garrison (novel)
UD = Underdark	TSoKK = The Seal of Karga Kul (novel)
MP# = Martial Power [No.]	UA = Untold Adventures (short stories)
AP = Arcane Power	FF = Fell's Five comic
DP = Divine Power	FRCG = Forgotten Realms Campaign Guide
PrP = Primal Power	DSCS = Dark Sun Campaign Setting
PsP = Psionic Power	RHoD = Red Hand of Doom
AV2 = Adventurer's Vault 2	EE = Elder Evils
OG = Open Grave, Secrets of the Undead	LQB = The Lich Queen Beloved
DD = Dungeon Delve	
HotFL = Heroes of the Fallen Lands	
HotFK = Heroes of the Forgotten Kingdoms	
HotF = Heroes of the Feywild	
HoS = Heroes of Shadow	
HotEC = Heroes of the Elemental Chaos	

This document is meant to be a supplement to, not a replacement for, those materials.

I also tried to make this document useful for those people that maybe are interested in the Nentir Vale setting, but never played or aren't interested in 4th edition, so you'll find some terms from other editions related to certain names inside parenthesis.

Disclaimer:

Don't feel like this is some sort of "Bible" of canonical facts that cannot be changed. Nentir Vale was created to be developed as a DM would see fit, and so there is no written-on-stone canon information; this document, then, is just a compilation of ideas for DMs. If one of the events in this document happened in a different way in your campaign or even didn't happen at all, then don't feel forced to add it to/modify your campaign backstory because it is listed here. It's your Nentir Vale. You can decide if any and all of the information compiled here is truth or not in your game.

Credits:

Thanks to Wizards of the Coast for distributing the Dungeons & Dragons game, as well for creating the Nentir Vale setting in the 4th edition era (and supporting it in the 5th edition DMG!). If you like this fan-work, please support D&D by purchasing its official products.

Many thanks as well to the people at The Piazza forums, for encouraging me to do this stuff despite my terrible English, as well to the people of tribality.com, for the useful information I've found in their website.

And last but not least, special thanks to those DMs I don't know, but who created useful wikis or websites about their campaigns in the Nentir Vale, as some of that information was really useful to me while doing this.

If you want to contact me, you can talk to me at The Piazza forums or leave me a message on my Twitter account (@ZeromaruX)

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The Age before ages

There are many stories about the creation, and no mortal can truly know what has occurred in the depths of prehistory. All they can do is read through the religious texts of various faiths and try to piece together an approximated truth.

This is one such possible truth.

Before creation

The original forces of **good**, **law**, **evil** and **chaos** battled each other before the creation of the universe, but reached a stalemate. In an effort to change the game, those forces created minions and followers to act as agents for their causes. The **baernaloths** and **yugoloths** were created by one of those forces during this period of time. Some sources say the **baernaloths** were the first to be created, and that they created the **yugoloths**, while other sources state that the **yugoloths** were the first race and that they created the **baernaloths**. (DR417, p.5)

Some old myths associate the creation of the city of **Sigil** with the legendary proto-entities of old—the predecessors of the **gods** and **primordials**. (DMG 2, p.186)

Some ancient accounts state that the **Lady of Pain** is either an embodiment of **Sigil**, or even a proto-entity from the time before time. (DMG2, p.190)

The **weavers** say that their civilization predates the **gods** and the **primordials**. (MM3, p.202)

The dying universe

The oldest myths and legends tell of a race of vile entities that once presided over the remains of a dying universe. These beings of evil incarnate were known as the **obyriths**. When they drained their realm of all life and power, they knew their days were numbered. Following **Pazuzu**'s instructions, the surviving **obyriths** breached the barrier that separated their universe from another, and pushed a **Shard of Pure Evil** through a fissure in reality (a fissure that crossed the **Far Realm**), hoping to use the **Shard** to corrupt the most powerful beings of that new realm and to eventually control the new realm as well. However, eons passed before someone noticed the **Shard** and most of the **obyriths** died. (Demon, p.7, p.133; MM3, p.202)

The creation of the universe

At the height of creation lies a cause or a purpose whose intent remains inscrutable even to the **gods**. This being beyond beings—this idea and first cause, the **Demiurge**, is responsible for the sum of all things. (PsP, p.141)

Before the **World** existed, the universe was divided into two parts: the **Astral Sea** and the **Elemental Chaos**. Some legends say that those two were once one realm, but even the **gods** can't know that for certain, for they had their origin in the **Astral Sea**. (DMG1, p.160)

In the beginning was a point of infinite potential, an epitome of perfection (potentially, the **Demiurge** mentioned above). A disturbance caused this nameless entity to erupt, splitting existence asunder. From the detritus coalesced the **Astral Sea** and the **Elemental Chaos**, while in between of the two realms torrents of creation-stuff spilled and eddied into nothingness. The **Elemental Chaos** was a churning storm of physical matter and elemental energy, in an endless cycle of creation and destruction. The **Astral Sea** was an unchanging and eternal smooth silver ocean of pure thought and ethos. (W&M, p.56, p.68; DMG1, p.160)

The **weaver** civilization stood against a terrible incursion from the **Far Realm**. The **weavers** tried to prevent a “seed of chaos” (the **obyrith’s Shard of Pure Evil**) from entering the cosmos. They failed to stop it, and the seed ruptured, breaking their homeland apart and scattering it across the planes. **Weavers** suggest that the planar disjunction that toppled their society created the **Astral Sea** and the **Elemental Chaos**. (MM3, p.202; TEotCG)

Krakens existed before mortal life began, at a time when the planes were filled with the mad creatures of the **Far Realm**. (MM3, p.122)

According to ancient writings, creation was the result of a “prime mover.” Most scholars agree this entity must be the force behind the **gods** springing forth into existence from the primeval void. This force, idea, or being is called **Atropus**, the World Born Dead, believed to be a **primordial** by some sages. Some scholars believe the appearance of these divine agencies came with a dreadful price: For life to exist there must be death. **Atropus** must have caused its own death and in that sense became the afterbirth of creation. (EE, chapter 2; OG, p.16)

The **gods** and **primordials** arose out from the **Astral Sea** and the **Elemental Chaos**, respectively. Other lesser entities, such as **angels** (celestials) and **slaads**, also arose from their respective planes during this period of time. (W&M, p.56, p.68; MM, p.14, p.237)

The Astral Sea

A hidden gateway in the depths of the **Astral Sea**, known as the **Living Gate**, slept through the ages. A powerful being, said to be neither **god** nor **primordial** but **kin to both**, guarded the **Living Gate** so that none could open it or peer into the **Far Realm** beyond. (PHB3, p.4)

An unknown **deity** sacrificed itself to give life to its sons, the twin gods **Corellon** and **Gruumsh**. This deity believed its sons could eventually turn the tide of a future war in favor of the **gods**. It imbued **Corellon** with exceeding intelligence, beauty, and the gift of arcane magic; and **Gruumsh** with savagery, chaos, and a little spark of divine prescience. Another tale also says that **Sehanine**, **Corellon** and **Lolth** were siblings (from the eldest to the youngest, respectively). **Corellon** took the twin goddesses **Lolth** and **Sehanine** as his brides. (HotF, p.4; DR361, p.8; DR408, p.6)

The **gods** created their homes, the astral dominions (Outer Planes), in the **Astral Sea**. They shaped their dominions by mingling the tiniest bits of physical matter with pure astral essence of thought and ideals to form domains that reflected their nature. (W&M, p.68; SotAS, p.39)

The **Obelisk of Night** was already present when **Zehir** created the dominion of **Tytherion** from the shadows of the **Astral Sea**. (SotAS, p.85)

Gruumsh attacked **Corellon** in **Arvandor** before the **elven god** had finished the dominion. **Corellon** won this battle, but **Lolth** became infatuated with **Gruumsh** after seeing him in battle. Some believe **Lolth** began her romance with the god of destruction not long after. (SotAS, p.40)

The goddess **Khala** gave birth to the gods **Achra**, **Kord**, and **Tuern**. Presumably, their father is **Zehir**, who was the lover of **Khala**. Other accounts say that the three brother gods coalesced out of the **Astral Sea** instead. (SotAS, p.45; DP, p.67; DR372, p.26)¹

Aurom was an early **god**—or, in some records, **goddess**—that held sway over a broad of portfolios. Many deities were less than pleased with **Aurom**'s claim on so many subjects. Among its many portfolios was that of the deity of the dead. (Dr390, p.46)

Torog, a god of perfect health for whom any injury healed almost instantly, unable to feel either pain or pleasure, and feeling aloof and ostracized by his divine peers, began to study the sensation of pain. (DU177, p.69)

Beleth was one of the first “generation” of beings in the service of a now-forgotten **god** of peace, kingship, wisdom, and the sky, known to modern sages a “**He Who Was**” or “**He Who Once Lit Our Way**”. Never one of the greatest warriors of his ilk, he was, for lack of a better term, a bureaucrat. He delivered commands from “**He Who Was**” to agents of the deity. At his service he had tiny creatures—the original nature of which has been lost to time—whose job was to fetch, carry, and deliver missives. (DR365, p.36)

At some point three young **gods** found the **Living Gate**. **Pelor** was the one who discovered it and **Ioun**, whose mind hungered to understand all things, awoke the sleeping gate. **Tharizdun**, who feared no danger and doubted all authority, distracted the **guardian** so that all three **gods** could catch a glimpse through the **Living Gate**. The three **gods** left, forever changed by the knowledge they had gained and linked by a terrible secret, and swore never to seek the gate again or share with others what they had seen. Some believe **Ioun** learned the mysteries of **psionics** when she peered through the gate. (PHB3, p.4-5; TGoM, p.35)

The Elemental Chaos

The **Pillars of Creation** have existed since before the **World**'s genesis. (SotEC, p.82)

Neither the **gods** nor the **primordials** claim to have created the **Pandemonium Stone**, which had existed from before the **Dawn War**. (SotEC, p.52)

¹ Those are just two of the creation myths about Bane, more popular among goblinoids for reasons connected to goblins' extended family social structure. Other sources imply Bane was either a demigod or a mortal hero. (SotAS, p.51)

The first **primordials** sired other **primordials** out from the stuff of the **Elemental Chaos**. “First Creator” **Annam** is potentially the first one to have sired another **primordial**, a being that was eventually known as the **Stone King**. **Primordials** also crafted the **archomentals**, also known as the **Elemental Princes**, as their first servants. (HotEC, p.24; MM3, p.160; DR394, p.53)

Elementals were made by **primordials** out of elemental spirits. **Efreets** believe they are the firstborn of the **elemental** races created by **primordials**. (MM, p.18; MV, p.102; SotEC, p.130)

The **djinns** boasted the most advanced society of all the **elemental** races of this period of time. (SotEC, p.52)

A fearsome **primordial** known as **Lormoch** the Master of Tides strode the planes. This entity was less patient than its **primordial** kin; wherever it traveled, it ripped apart whatever structures it discovered, leaving raw entropy in its wake. Even the planes themselves offended its sense of chaos, and it tore rifts between them as it moved. (Dr383, p.46; HotEC, p.33)

The **primordial** **Bryakus** pulsed through the uncharted reaches of the **Elemental Chaos**, moving like a kraken through the deepest seas. **Bryakus** was so tall that stars danced around his crown and he awed even the **gods**. (MV, p.175)

Creation of the World

In the beginning of time, the primordials used the energy of pure creation from the raw material of the Elemental Chaos to shape the World, and the gods gave it civility and permanence, and then created mortals to populate it.

The First Work

The **primordials**, originated themselves from the creation-stuff, felt the urge to create. With the help of their elemental servants they created the **World** and a dozen of other planets out of the creation-stuffs that eddied between the **Elemental Chaos** and the **Astral Sea**, by mixing and merging different elemental forces to create glowing spheres of cooling magma, and by discarding chunks of proto-matter which were too bright or too dark. The **World** was then one of elemental fury, engulfed in an endless cycle of destruction and rebuilding. (DMG, p.161; W&M, p.56; E1, p.16; DR372, p.26)

One theory holds that **primordial blots** are stillborn worlds created during this time period—blobs of matter quickened with the genesis of new planes of existence that failed for some reason and were never able to become the new worlds they were intended to be. (SotEC, p.140)

The chunks of discarded proto-matter that were hurled to the right were dark, more shadow than substance. The chunks hurled to the left were intensely bright and vivid, more “real” than their central counterparts. The bright pieces coalesced into the **Feywild**, while the dark ones into the **Shadowfell**. Both realms are echoes of the **World**. One, bright and dreamlike, filled with arcane magic; the other, dark and dead, filled with sorrow. (DMG, p.161; E1, p.16)

When the **primordials** created the **World** and the other planets, they hung them in the void between the **Astral Sea** and the **Elemental Chaos**, and set them in motion alongside other celestial bodies that track across the heavens. **Iktha-Lau** the Ever Empty, **primordial** of nothingness, cleared away the raw chaos that made room for creation, and she resides still in the emptiness that is her legacy. (HotEC, p.31)

The **Underdark** was crafted as part of the same effort to create the **World**, though the original purpose of its creation was lost to the ages. (UD, p.6)

A small number of radical sages maintain that the **aboleths** were established in the **Underdark** from the moment of the creation of the **World**. Such scholars speculate that something must already have existed within the unformed stuff that was pushed aside to make room for the creations of the **primordials**. (PsP, p.95)

Accounts chronicled by the **Fraternity of Order** in **Sigil**, during this **Age of Creation**, when **primordials** shaped and destroyed **worlds** at whim, unchallenged by the **gods**, an era of wondrous invention on a cosmic scale, without a framework to give them permanency, these creations were fleeting. A **primordial** known as the **Prime Architect** peered into the **Outside** of the universe and saw the **Accordant Expanse**, the opposite plane to the **Far Realm**, a

plane of perfect order and harmony. Inspired by what he saw, the **Prime Architect** convinced some of his peers to shape the Elemental Chaos on a massive scale, distilling the chaotic maelstrom into four base elements: air, earth, fire, and water. At last the **Prime Architect** beheld its momentous creation, raw elemental power molded by symmetry and order. By drawing on this cosmic arrangement of elements, the grand creations of the **primordials** could persist, allowing mortal life to flourish at last. (DR414, p.8)

The **primordial Piranoth** the World Mover was the creator and master of the first **titans**. He made them to help explore and shape the new creation. **Timesus** the Black Star and other **primordials** sent the **titans** and other servants out to shape and build the **World**. Even in their immensity, however, the **titans** were too few to explore the vast **World**. According to some accounts, the **titans** created the **giants** as a servant race, modeling them to resemble the **titans'** own elemental natures. **Giants** of every kind labored long for their elemental overseers to construct a beautiful place of ever-shifting primordial wonder, in the perfect image of the **Elemental Chaos** that had birthed it. (MV, 130; RotG, p.24; E1, p.14; SotEC, p.58)

Fomorians emerged in the **Feywild** as perverse reflections of the mighty **titans**. (MM, p.110)

Behemoths, **Urbeasts**, and **Urdrakes** are among the first creatures that roamed the **World**. Sages speculate that some types of **urbeasts** are ancestors to more common beasts. (MM3, p.20; DR427, p.5, 7)

Sekolah, the great white shark, hunted before the land had scarred the face of the water. He tracked and killed a great **behemoth** of the deeps and, exulting in victory, sang a song that shocked the entire ocean. From a chasm below, echoes of his holy voice joined the song, and up rose the **sahuagin**. (DU193, p.81)

Some sages believe **umber hulks** emerged from the raw stuff of the world before the **primordials** finished crafting it. (MM3, p.198)

Ogrémoch was one of the **archomentals** who devoted most of its energy creating landmasses and mountains. (HotEC, p.27)

Goliaths have wandered the mountain ranges of the **World** since the **primordials** first shaped the peaks and valleys. (PHB2, p.12)

According to some sages, **Death titans** are elemental beings that relocated to the **Shadowfell** during this period of time, where they evolved into the soul-eating horrors they are today. (MM, p.120)

As the the **Prime Architect** proudly surveyed the stabilized creation, his admiration turned to horror when he saw a nearby world dragged into a mass of tendrils and devoured by a colossal worm-like entity from the **Far Realm**. This being was **Mak Thuum Ngatha**, the nine-tongued worm. The **primordial** moved quickly to intercept the aberrant behemoth before it could chew its way farther into reality, and was able to barely repel the creature and sent it back to the **Far Realm**. Mortally wounded and unable to stabilize the **Elemental Chaos** ever again, the **Prime Architect** called one last time on the **Accordant Expanse**, bathing in the cosmic energy of absolute Order. The **Prime Architect** surrendered its flesh and was re-created as

innumerable mechanical life forms, the **modrons**. The horde of newly created **modrons** quickly spread across the cosmos to seal the remaining breaches to the **Far Realm**. Once this task was complete, they shifted themselves to the **Accordant Expanse** en masse to create their own home, the plane of **Mechanus**. (DR414, p.8)

After 289 years of work, the **modrons** built their capital city at the heart of **Mechanus**, the clockwork metropolis of **Regulus**. At the heart of their home the **modrons** erected a grand cathedral in honor of the **Prime Architect**. Then, the four highest-ranking among them submerged themselves in a scintillating pool of pure Order and conjoined, triggering an unexpected apotheosis. From the pool arose the vestige of the **Prime Architect**, given new flesh and purpose: **Primus**, the One and the Prime. (DR414, p.8)

After building **Regulus**, the **modrons** marched forth from **Mechanus**, thousands upon thousands of them, on a trek through the cosmos for some unknown purpose, and then returned to their home plane. This cycle of cosmic processions has repeated every 289 years, like clockwork. The purpose of the **Great Modron March** remains an enigma to sages and planar researchers. (DR414, p.8)

The **gods** looked down from the **Astral Sea** and saw what the **primordials** had created with interest, excitement, and even a touch of jealousy. They coveted the **World**, because they understood how to make it better—though each, perhaps, had a different view of what “better” might mean. Fascinated with the new world, the **gods** attempted to improve on the **primordials**’ work. The churning elements resolved into oceans and landmasses, diffuse light became a moon and stars. (DMG, p.161; E1, p.16; DR372, p.26)

Couatls were born of the first light in the **World**. (MM2, p.39)

The nascent **World** was too hot and too unruly for life to prosper. And so the **Dragon God Io**, eager to populate this new realm, blew upon its surface to bank the land’s fire, to settle the boiling oceans, and to solidify its tumultuous mass. According to some accounts, His breath mingled with the elemental energies, and from this union were the first **dragons** born. (DR425, p.28)²

Primal spirits, the living embodiments of everything from the life-force of the world itself to specific locations, came into being. Perhaps their existence was a natural consequence of the **World**’s creation, or maybe the **gods** created them—intentionally or inadvertently—when they imbued the creation with permanence. (PrP, p.116)

The **World Serpent**, legend says, is among the greatest of the **primal spirits** that established the natural laws of the world and is one of the staunchest defenders of those laws. (PHB2, p.132)

The **Primal Beast** is a predator from the dawn era, when the first sentient races were just another kind of prey for the mighty beasts. (PrP, 126)

² This is just one of the many myths about the origin of dragons.

In the **Feywild**, the awakened **spirits** became known as the **archfey**, godlike avatars of their chosen aspect of nature. In time, other fey creatures of great power also rose to become new **archfey**. (MoP, p.36)

Among the **primal spirits**, four sisters were more beautiful and wilder than any other spirit of nature. The sisters were the seasons—**Summer**, **Autumn**, **Winter**, and **Spring**. (MM3, p.150)

Legend holds that **Hyrsum**, Prince of Satyrs, was born from the very first notes of music. Indeed, some go so far as to say that he is music incarnate. He was born before **Corellon** and the other gods discovered the **Feywild**, and even before the fomorians held dominion over the plane. In those days, the **Feywild** was a brutal but beautiful realm occupied by the fey creatures who would one day become the members of the **Court of Stars**. **Gnomes**, **satyrs**, **dryads**, and **treants** frolicked and capered in the brightest sunlight, unfettered by the strictures of court or church. (DR422, pp.4-5)

Corellon, **Erathis**, **Zehir**, and other **gods** wanted to prevent internecine strife. **Amoth**, **Moradin**, **Torog** and **Tuern** created the first **maruts** from the stuff of the **Astral Sea** and the souls of unborn **angels** to serve as impartial arbiters of divine disputes and, eventually, enforcers of divine pacts. The **gods** agreed to share their power over creation, signing the “**Compact of Heaven**” that also compelled **angels** to serve them. (SotAS, p.32, 98)

In their earliest years the **gods** had no written form of language. Only as time passed did they realize the need for a form of “permanent words.” The name of the **god** or **gods** who first set out to create a written language is forgotten today—many assume it was **Ioun**, though more accurate accounts claim she learned from another. The **maruts** helped to develop and disseminate the **Supernal** language throughout the **Astral Sea**, educating **angels** and even **gods** in its use. The first tablets written in **Supernal** are rumored to contain knowledge of either the fate of souls that pass beyond the gods’ reach, or the ultimate fate of the cosmos. (SotAS, p.98)

The **gods** busied themselves with projects on the surface world, refinements to the places and beings originally created by the **primordials**. They forged countless mortal vessels, giving rise to all the beasts and plants that would populate the **World**. Legend holds that the gods crafted a set of powerful runes, each imbued with a core of divine power, to help give order to the **World**. (PHB3, p.98; DrMD, p.6)

Many **gods** ventured a short distance into the earth. A few, notably **Moradin**, went even deeper. But none of the gods fully understood the crude immensity of the world beneath the surface, the **Underdark**, least of all **Torog**. (UD, p.7)

Moradin crafted the sun in a legendary mountain at the eastern edge of the **World** named the **Dawnforge Mountain**. (DMK, p.56)

Moradin wanted to craft a monument that would be visible anywhere in the world, a towering symbol of the **gods’** power that would inspire worship and obedience and serve as a testament to his artistry. He worked the stone of the living earth into a mountain that touched the sky, even as its roots sunk far into the depths of the earth. He named the mountain **Stoneroot**. Like the rest of the newly birthed world, it had its own spirit. The mountain’s peak was draped

in a cloak of snow, rains flowed down its sides and formed mighty rivers, and hosts of lesser spirits were born in **Stoneroot**'s mighty shadow. (PrP, p.126)

When **Corellon** descended from the **Astral Sea** to survey what the **primordials** had wrought, arcane magic simply flowered in his footsteps. (DR394, p.34)

Some say **Corellon** planted the **World Tree** (the spirit of the **World** itself) and in that way seeded the first forests of the primeval world. Other legends say that **Corellon** or the **primal spirit Tree Father**, or the **god** and the spirit working together, gathered seeds from the **World Tree** and spread them across the world to plant the first forests. (PrP, p.129; DR394, p.33)

Pleased with what they had done to the **World**, the gods named it the “**First Work**”. (DMG, p.160)

The **primal spirit** called **Fate Weaver**, also known as the **Grandmother Spider**, spun the webs that bind the planes together, keeping the **Feywild** and the **Shadowfell** tightly linked to the **World**. (PrP, p.124)

Some say that the **archfey** known as the **Echoaid** is the resonating melody of **Corellon**'s flute, given sentence when the borders between the **World** and **Feywild** were made. Others say he was always there, sleeping beneath the blissful twilight of the world's infancy—the wondrous child of nature and magic. (DR381, p.49)

Along with shaping and refining the creation of the **World**, the **gods** designed grand plans to link their astral dominions with an all-powerful astral connection known as the **Lattice of Heaven**. **Corellon**, **Erathis** and **Moradin** were integral in the **Lattice** creation. The **Rune of Stone Eternal** was a mystical glyph that powered the **Lattice of Heaven** to bind the all different astral dominions. (DR394, p.53; SotAS, p.6, 61)

Some regions of the **World** were left unfinished, or else forces from beyond damaged them. In those regions, the fundamental aspects of the **World** are weakened, influenced, and besieged by these of other worlds. Many druidic circles, as well as other primal sects, refer to these regions informally as the **Hinterlands**. **Primal spirits** that born there or entered in those regions, were changed, infused with energies from other planes and worlds. (DR386, p.34)

Searching to perfect its race, the first **ultroloth** created the **Heart of Darkness** to purge the **yugoloths** of the “impurities” of **law** and **chaos**. Some sages believe those “impurities” became the first **devils** and **demons**. The **ultroloth** drove them away to the **Astral Sea** and the **Elemental Chaos**, respectively. (DR417, p.6)

The creation of mortals

The **gods** drew astral essence and mixed it with the tiniest bits of creation-stuff to create mortals to populate the **World** and worship them. (DMG, p.161)

Desiring to create mortal vessels that would not only live in the world of elements, but would give life and soul to the elements themselves, **Io** lovingly crafted **dragons** to represent the pinnacle of mortal form. He fused astral spirits into the raw elements to link his creations to the **gods** (and to him, specifically), creating **dragons** in his own shape but without a divine spark, so that **dragons** might frolic and exult in the new world formed by the **primordials**. Each time **Io** created new **dragons** he was in a different mood, determining what those dragons would eventually become. When **Io** was filled with compassion, he created **dragons** that transformed into **metallics** after his death. When filled with dark emotions **Io** spawned **dragons** that eventually would be warped into **chromatic** and **catastrophic dragons**. Some **metallic dragons** believe **catastrophic** and **chromatic dragons** are failed prototypes of the **metallic** race. Other legends claim that **Bahamut** and **Tiamat** were among the oldest **dragons** created by **Io**. Whatever the truth, most sages believe **Io** gave his creations a balance favoring elemental power (instead of astral essence) as a sign of his favor and as a symbol of his authority over the **primordials**. This act was integral in fomenting the hatred between the **primordials** and the **gods**. (W&M, p.26; MM, 76; DrCD, p.6; DrMD, p.6; HotEC, p.17)³

Some legends claim **Io** created **dragonborn** alongside **dragons**. When **Io** fused astral spirits with elemental power, the greater spirits became the **dragons**, while the lesser spirits became the **dragonborn** to serve the **dragons**. Other legends claim that **Io** only created the **dragonborn** at this time, as his beloved companions, and that **dragons** were created during the **Dawn War**. Those same legends claim other humanoid races were created by the other **gods** as pale imitations of the **dragonborn**. (DR365, p.25; PHBrD, p.4)⁴

According to some legends, **Io** crafted a palace in cliffside of a mountain, and called it **Io'vanthor** (Io's Palace). (DR369, p.32)

Corellon discovered the **Feywild**. The most widely accepted story claims that **elves** (the name of this unified **elven** race is contested, though **eladrin** claim to be the original race from which both **elves** and **drow** split) arose from the tears **Corellon** wept from sorrow, beauty, and mirth during the days before **Lolth's** fall, when he lived in perfect harmony with her and her sister **Sehanine**. From sorrow's tears rose the **dark elves**, from beauty's the **eladrin (high elves)**, and from mirth the **wood elves**. The first **elves** lived in perfect harmony, honoring their maker and the **Seldarine** (the "fellowship of brothers and sisters of the wood", the fey gods) as was their due. (DR361, p.8; Dr.394, p.34)

Lolth created the art of weaving after watching spiders make their webs, becoming a deity of fate who wove the strands of mortal destiny. (MM, p.247)

³ Another myth about the creation of dragons, this one includes the traditional metallic dragon myth.

⁴ Just two myths told by dragonborn about their origins.

Corellon, Lolth, and Sehanine headed the fey pantheon unchallenged. (SotAS, p.37)

Moradin chiseled **dwarves** from the bones of the earth using his **Soulforge**. His **Firstborn** had bones cut from bedrock, souls wrought from iron, and hearts carved of gleaming diamonds. The **Firstborn** tunneled into the sides of **Stoneroot**, and **Moradin** himself built a temple at the frozen summit where he could dwell among his followers from time to time. Shortly after creating them, legends state that **Moradin** created a divine beverage, not realizing his creation was watching carefully, and immediately developed **ale**. (R&C, p.28; DMG, p.165; PHB2, p.22; PrP, 126; Dr385, p.73; DR369, p.17)

“**He Who Was**” created **humanity**. Many stories surround the creation of **humans**, but the truth of it remains unknown. (R&C, p.22; PHB, p.47; DR427, p.12)

As **humanity** was created in the mortal **World**, **pixies** appeared in the **Feywild** as their reflections. (HotF, p.28)

Maglubiyet, a god of battle, created **hobgoblins**. (DR372, p.27)

Gorellik, the god of beasts, created **gnolls**. (DR364, p.10)

Lakal, the goddess-realm, created the **quom**, a peaceful race of dwarf-like symmetrical humanoids. (SotAS, p.101-102)

The original **Pegasus** was the offspring of a greater **god**. (DU178, p.92)

Some accounts state that the **titans** created **giants** as a servant race during this time. None of them would now admit it, but the story says **titans** took inspiration from the humanoid creations of the **immortals**. (W&M, p.32)

Genasi were originally created to be servants of **djinns**, **efreets**, and the **primordials**. (MM2, p.118)

Primordials created **bullywugs**. (MM2, p.29)

Primordials created **hell hounds**. **Firebred hell hounds** were selectively bred by **fire giants**. (MM, p.160)

Demogorgon, as a **primordial**, created the **manta rays**. (Demon, p.119)

Minotaurs were created by the **primordial Baphomet**. (Demon, p.107; DR369, p.7, 20)

The first **roppers** sloughed off from the rocky flesh of the **primordial Vezzuvu**, the Burning Mountain. At first, the roppers were fast and hot, like lava, but eventually they cooled and became the creatures they are today. (MV, p.248)

The **primal spirit Old Grandfather**, also known as the **Sand Father**, is believed to be the first ancestor spirit, member of a primeval race long since extinct. It's said he created the **thri-keen** by elevating desert beetles. (PrP, p.126; MM3, p.192)

Elemental **geonids** were created to serve as guardians and watchers of the hidden pathways that honeycomb the **World**. (MM2, p.99)

Some say **sphinxes** were created by the **gods** or the **primordials** to test the mettle of heroes or to protect sacred locations. (MM2, p.188)

One legend claims **Melora** created the **werebeasts** to protect the world from all threats and preserve it for future generations. She then divided them into clans to watch over her other creations and to rule them as they saw fit. Other legends claim the **werebeasts** were creations of the **Primal Beast**. According those traditions, the first **lycanthropes** were savage humans who honored the violent spirit in different aspects. Their devotion to the **Primal Beast** gave them the ability to change shape and adopt the totems they venerated. (DR410, p.5)

When the **gods** created the races of the world, each race heard the **Supernal** language in a different way, based on fundamental characteristics of their nature. From those distinct ways of hearing, the foundational languages of the world arose. (DMG, p.171)

Zehir found he could not craft his own creature, so he appealed to **Avandra** to teach him how to change the creations of others. At first **Avandra** refused, but through his silver tongue, **Zehir** convinced her. Despite being enamored, **Avandra** did attach a condition to his power of alteration: He could change a creature only with its creator's permission. **Zehir** saw only one way to have his will: to kill humanity's creator so that no one existed to deny him the permission he required. **Zehir** remained strong and vigilant for his opportunity. (MV, p.288)

Alloces, an **angel** of **He Who Was**, was an angel directed to inflict great suffering upon mortals who acted against the **gods'** will. He became more sadistic with time, perhaps even slaying other **angels** who tried to rein him in. (DR365, p.36; DR373, p.36)

The **angels of love** served the **gods** as heralds and messengers, comforting the despairing, loveless, or forsaken mortals for whom the gods had great plans. Though they revered the **gods** that they were made to serve, the **angels** of love also held great admiration for other beings, particularly the **archangel Asmodeus**, an angelic paragon of chastity and virtue. (DR417, p.16)

Torog began to experiment with mortals to increase his insights and discoveries about pain. (DU177, p.69)

The **Shadowfell** became a focus for the souls of dead mortals, the final stage of the soul's journey before moving into their eternal rewards. In that time, the souls of mortals simply departed the cosmos to a place beyond all reckoning. The doorway they used was **Death's Reach**, the fabled core of the **Shadowfell**. (DMG, p.161; OG, p.6; S'fell, p.87; E1, p.2)

According to some accounts, **Death titans** coalesced out of the gloom of the **Shadowfell** as the **World** began to know mortality. After some time, **Death titans** fashioned lesser copies of themselves, creating the first **Death giants**. (W&M, p.33)

Scarecrows were created to appease and honor the restless dead by fearful mortals. (DU183, p.39)

After the first **thri-kreens** began to die, their spirits remained in the **World**, fused as a new **primal spirit**, the **Ancestral Khanate**. (DR411, p.3)

Primitive people began to indiscriminately hunt animals and other beasts in the slopes of the **Dusk Peak Mountains**. Over time, the soil was spilled with so much blood that it became a place consecrated to **Death** itself. (TLG, p.49)

Ancient **dragons** mastered the power of arcane magic before other mortal races, becoming the first **sorcerers**. They used their arcane might to shape the world around them, dominating many regions. The **dragons** then taught the mightiest of mortals how to transcend their physical forms and become as mighty as a dragon. (PHB2, p.150; PHB3, p.77; DR388, p.14)

A vast forest stretched from the **Cairngorm Peaks** to the region one day would emerge the **Dawnforge Mountains**. In this primeval era, the **Winterbole** and **Harken** forests were one, and all its inhabitants bowed before the forest's venerable sovereigns, the **treants**. **Nentir Forest** had little to fear from **dragonkind**, because **Malorunth the Eternal Ash**, a powerful **archfey**, extended its protection across the entire forest. (MVTtNV, p.104)

Devas (aasimar) formed when some **angels**, out of love and desire for the **World**, made deals with the recently awakened **primal spirits**, giving up their true immortality. Caught in the endless coils of the **primal spirit** known as the **World Serpent**, the would-be **devas** would make the **World** their home forever. (DR374, p.42)

The first **devas** found the city-state of **Ayrkashna**, to serve as the site from which they set out on their quests among the mortals they had sworn to defend. The city's location was eventually lost to history. (AV2, p.112)

The **gods** experimented in other planet created by the **primordials**, attempting to create a thinking, living planet. They managed to ignite a spark of life within the planet, who called itself **Allabar**. But the **gods** feared the power that their creation possessed. They threw **Allabar** into the **Far Realm**. There, **Allabar** was warped in body and mind. (MM3, p.186)

In the **Feywild**, the different factions of the **archfey** merged their royal courts into one great congress, the **Court of Stars**, acknowledging the leadership of **Tiandra**, the **Summer Queen**. (MoP, p.36-37; Hoff, p.121)

Age of Chains

A host of **giants** and **titans** marched upon **Stoneroot** and laid siege to the **Firstborn dwarves** in their great halls, as envious **primordials** demanded dwarves of their own. Some accounts say that, pleased that the **primordials** appreciated his creations, **Moradin** gave generously and returned to his work. Other accounts say that **Moradin** clashed against the **primordial Vezzuvu** at the feet of **Stoneroot** to defend the **dwarven** race, but **Moradin** was outmatched and fled, seeking the aid of his fellow **gods**. At **Vezzuvu**'s mighty hands, the **dwarves** were enslaved and **Stoneroot** was smashed to rubble. The great **primal spirit** of the mountain barely survived. (R&C, p.28; W&M, p.32; PrP, p.126)

The **primordials** gave the **dwarves** to the **giants** as slaves, which the **giants** used to carve an empire. In the long darkness of this ancient time, **dwarves** were slaves to the **giants**, building grand cities for them, crafting exquisite items for them, and offering them the treasures they found by breaking the bones of the world. Of course, the **dwarves** cried out to their creator, but **Moradin** either could not hear their cries over the sound of his own hammering, or he could not face the wrath of so many **primordials** alone. Some **dwarves** infused with the elements, becoming **forgeborn dwarves**, **galeb duhrs**, **azers**, and **eisk jaats**. (R&C, p.28; MM, pp.22, 114, 120; DR383, p.73; SotEC, pg137)

Balcoth the Groaning King, a powerful **titan**, found the impressionable minds of mortals fascinating. He created magical diseases of the mind, exposing an individual to his newest creation until he fully understood its effects, at which point he would either break the individual or spend great lengths reshaping it to his whim. Soon, his arcane prowess made him powerful enough to be considered a **primordial** on its own right. (DU178, p.85)

The **primordial Gargash** began experimenting with powers of torture and imprisonment, choosing the already-enclosed **Underdark** as his place of research. **Torog** became jealous of him. (UD, p.7)

Witchcraft is an ancient practice that came about in an age before arcane magic was studied, when monstrous **titans** ruled over creation and the secret of making fire was yet undiscovered. In this chaotic dark age the primitive peoples called out to the night for protection and power, and the **goddess Sehanine** answered. Those who accepted her arcane gifts became the first **witches**. (HotF, p.86)

Old legends say that, when invaders came—stories disagree about who these invaders were—their initial forays were disastrous to the savage humans. As the dead mounted, the shamans beseeched the **Primal Beast** for aid. The **Primal Beast** stirred from the spirit world and touched all who served him, awakening in them a beast. Although they remained more or less human, they could shed their human forms to become beasts to escape their foes or rend them with tooth and claw. With the **Primal Beast**'s aid, the savage clans threw back the invaders and secured their lands. Yet, they realized that the **Primal Beast**'s gift changed them forever. Differences between the clans drove them apart, and they spread across the world, each contending with their new natures in their own ways. And thus the **werebeasts** were born and they have troubled the world ever since. (DR410, pp.5-6)

Legend holds the **archomental Imix** gifted mortals with fire in order to destroy them, and it was **Ioun's** intervention and knowledge that gave mortals the wisdom to control it. (HotEC, p.46)

The ballad of **Velira** is also the legend of a bard who came from across the sea when the waters of the **World** were ice and the land was still unformed. **Velira** brought the magic of fire and music to the scattered tribes of humanoids and helped defend them against all invaders. Her most powerful tool was the armor she created for herself: As she shielded an entire tribe with the magic of her songs, she too became a more powerful protector. (AV2, p.7)

Corellon taught the secrets of arcane magic to the first mortals. Some legends suggest he bestowed magic to mortals as a means of empowering them to beautify the world, to transform it from its ugly, ill-formed state into a paradise, while others say **Corellon** pitied mortals and gave them the means to defend themselves against the **primordials** who sought their destruction. The first magical academy was the **White Spires of Callanar**, founded by eight wizards on the same spot where **Corellon** had bestowed magic on his people. The oldest **eladrin** records explain they were the first to master arcane energy and that they were the ones to codify the formulas wizards and others now memorize to cast their spells. (DR394, p.34; DR403, p.6)

Nerull—a clever and ruthless **human**—became one of the first **non-elves** to learn arcane magic from **Corellon** himself. (DR427, p.9)

Dwarves were the first **artificers**, combining their race's crafting skills with magic. (DR365, p.7)

Quom became healers, mediators, and scholars. Their occultists discovered many of the arcane formulas that underpin magical powers still used today. (SotAS, p.101)

The **elven** people founded their first empire in the **Feywild**, **Cendriane**, before **mankind** emerged from caves. (Dr.394, p.33; HotF, p.14; SotAS, p.37)

Chieftain **Hota Swiftstripe** was hunting near a glacier when he encountered the biggest sabertooth he had ever seen. The creature roared challenging him, and then lashed out and tore out **Hota's** eye before he could blink. But he tricked the beast into charging, and the ice broke beneath its weight. As the great cat thrashed in the freezing water, **Hota** realized he could not let it die, for it was the mightiest hunter he had ever known. He reached out with his spear and helped the sabertooth to shore. As a reward, the sabertooth revealed he was the **primal spirit Hunter of Winter**, and made **Hota** its kin, transforming him into the first **razorclaw shifter**. These traits were passed to **Hota's** children and their descendants, the **Tigerclaw** barbarians. (MVTtNV, p.100)

People of all races roamed the wilds and lived hand-to-mouth. Life was a constant struggle. **Erathis** pitied these barbaric people, and descended from the **Astral Sea** to lift them out of the mire of ignorance and hardship. She gathered the greatest tribes of all the races to the plains, where she inscribed in stone the first laws, using a stylus made from one of her own ribs. (DR402, p.24)

The martial practices of the god **Achra** found purchase within a few primitive mortal tribes, providing them the tools to bring order into an age of anarchy. According to most scholars, these primitive mortals were **humans**. A few dissidents claim that they were actually from the same racial stock that would eventually give rise to the **githyanki** and **githzerai**. Whatever they were, these mortals became the first of **Achra**'s followers. (DR419, p.24)

The stabilization of the Underdark

Torog went to the **Underdark** and confronted **Gargash**, who was conducting experiments of torture on various children of the **gods**. The battle was violent and **Torog** was gravely wounded, but eventually he won. As **Gargash** felt his strength disappearing, he cursed **Torog**. Under this curse, the **god**'s wounds would not heal until the **gods** and the **primordials** lived in peace. (UD, p.7)

After dispatching **Gargash**, **Torog** dragged himself back toward the surface, bleeding and oozing each time his body scraped another yard forward. The common ways to the surface were sealed, so he tried many routes, slamming through the unfinished **Underdark**, tearing apart its walls and floors and caverns. In doing this, he tore the boundaries between worlds, creating the **Feydark** in the **Feywild** and the **Shadowdark** in the **Shadowfell**. (UD, p.7)

Bleeding from the wounds inflicted by **Gargash**, **Torog** marked the ever-mutating rock of the **Underdark**. Touched by the **god**'s blood and by his terrible intent, the trails of **Torog**'s passage—now called the **King's Highway**—became permanent features. (UD, p.7)

During countless years, **Torog** continued to blaze his blood-soaked path through the subterranean worlds. Until at last he found a way to leave the **Underdark**: near the **Nentir Forest** region. Legend holds that the **Dawnforge Mountain** range arose when **Torog** nearly erupted from below the surface. However, when he reached the surface, his divine strength began to being leached away at a horrifying rate. He crawled back into the subterranean world, finally realizing the nature of **Gargash**'s curse: he was bound forever to the **Underdark**. Some say the **World Serpent** also played a part in the **deity**'s imprisonment, and that even now lies coiled around the earth and **Torog**'s **Underdark** alike. (Hf, p.5; MVTTtNV, p.104; PrP, p.129; UD, p.7)

Rise of the fomorians

According to some accounts, in the earliest years of the **World** the **fomorians** set out to conquer the **Feywild**. They created **cyclopes** to serve them, and to carve their magical halls, they took **gnomes** and other **fey** as slaves. (W&M, p.33)

Before the **fomorian** king known as **Thrumbolg** conquered **Mag Tureah** countless **fomorian** armies had been broken by the horrors that lurked within its iron walls. The fortress quickly fell to **Thrumbolg**'s forces after he led a daring raid into the dark iron spire at **Mag Tureah**'s heart. The nature of **Mag Tureah**'s original inhabitants remains a mystery, since only the First Lord has ever faced them and survived. As for the meeting—and the question of whether **Thrumbolg** truly defeated or only bargained with **Mag Tureah**'s masters—well, that

remains the subject of intense speculation. **Gremlins** were created from enslaved **goblins** that lived in **Mag Tureah**. (MM3, p.106; DR420, p.18)

Some sages believe that it was around this time when **gnomes** began to master the magic of illusions. (MV, p.36, 148)

Although most people believe that the **archfey** known as the **Carrion King** is a natural outgrowth of the **Feywild**, conflicting tales cite more specific origins. It's believed he was once a tree lord, stricken by a curse of madness by **Lolth** before the **Dawn War**. Or maybe he was once a toadstool given life and sentience by **Corellon**. Or he was actually a god of decay slain by the **primordials**, and his body was planted in the deep soil of the **Feywild**. No one can validate or refute any of these claims, and the **Carrion King** says nothing. (DR420, p.13)

Myconids emigrated from the **Feywild** long ago, and now it's thought that more of them live in the **Underdark** than in the caves of their home plane. (W&M, p.37)

Just before the start of the **Dawn War**, a mortal brother and sister, while still in the womb of their mother, realized that if they both came into the world, their mother would die. To prevent this fate they struck a bargain. One of the two children was born, growing up to become the world's greatest hunter. The other child's spirit slipped into the world to take the form of many animals, so that its twin would have prey to hunt. When the mortal twin died, the two traded places, and so the twins have taken turns as hunter and hunted for all time, becoming the **primal spirits** known as the **Hunter Twins**. (PrP, p.125)

The Dawn War

The Dawn War was the cosmic battle between the primordials and the gods. The primordials set out to destroy the World rather than let it become the gods' plaything, while the gods fought to save it and the mortals they had made to inhabit it.

Prelude:

The destruction of the Living Gate

In the earliest days of creation, before the **gods** and **primordials** began their terrible war, one **god** was not content with sharing power: **Tharizdun** wanted absolute control over the universe. He sought a source of power he could use to gain total dominion over the unfolding realms of creation. After many years, he found it, beyond the **Living Gate**. Adrift in the infinite expanse of space was the weapon he sought, in the form of a tiny **Shard of Pure Evil**. (W&M, p.65, TEotCG)

Tharizdun killed the **Living Gate's** **guardian** and opened the gate, releasing the defiling energies of the **Far Realm** into the **Astral Sea** and the **World**. Many astral dominions were destroyed by **Far Realm** entities, ultimately resulting in the rise of the **mind flayer** empire. **Ioun** and **Pelor** were forced to shatter the **Living Gate**, sealing the passage to the **Far Realm** and protecting the fabric of reality, although at the cost of **Pelor's** astral dominion. **Shardminds** assembled themselves from shards of the destroyed **Living Gate**. (PHB3, p.4, p.13; DR387, p.15-16; SotAS, p.63)

It was at this time, legends claim, which the **gods'** mortal servants first learned to harness psionic power. Some speculate psionic magic is a force that originates in the **Far Realm** and came into the universe with the sundering of the **Living Gate**, while others believe this power is the **World's** response to the intrusion of the **Far Realm**. (PHB3, p.5)

When aberrant monsters first spilled into the mortal world, a warrior society was formed to protect the **World** from the **Far Realm's** corrupting influence. The society's members recorded their techniques in a volume known as the **Talaric Codex**. In it were the forms and disciplines needed to master their psionic fighting art. Eventually, the society decayed and dissolved, and the writings of its adepts were scattered across the **World**. (PHB3, p.41)

Pelor secretly gathered the largest fragments of the **Living Gate** and hid them, with unknown purposes. **Ioun**, who shared this secret with **Pelor**, encouraged the **shardminds** who seek to build an entirely new **Living Gate**, in order to seal the **Far Realm** away forever. Unknowingly to both, **gods** and **shardminds**, a tiny fragment of the gate fell to the **World**, in the lands that someday would become part of **Bael Turath**. (SotAS, p.63; TGoM)

The creation of the Abyss

From the **Living Gate**, **Tharizdun** pulled the **Shard of Pure Evil**, which had been adrift on the other side of the gate for eons. The **Shard** linked **Tharizdun** to the corruption of the **obyriths** inside of it, and he fell mad with a desire to unmake reality. His mind shattered and scattered into other realities. (MM, p.52; DMG, p.163; DR373, p. 54; DR376, p.12; DU172, p.90; Demon; p.7; TEotCG)

The **obyriths** demanded the mad **god** to plant the seed of evil within the **Astral Sea**, promising him total dominion of that realm in exchange for his fealty. Even within his madness, however, **Tharizdun** recognized that his fellow **gods** would turn on him before he could fully seize the power the **obyriths** promised. Instead, he planted it in the **Elemental Chaos**. (MM, p.52; DMG, p.163; DR373, p. 54; DR376, p.12; DU172, p.90; Demon; p.7)

Where **Tharizdun** planted the **Shard of Pure Evil**, it metamorphosed into a crystalline formation that grew in size and power over the eons. That formation became known as the **Heart**. (E3, p.14)

When **Tharizdun** plunged the **Shard** into the **Heart** of the **Elemental Chaos**, he freed the last of the **obyriths** from their decaying universe. The most powerful of those creatures survived, but the lesser members of their kind (clans of slavers, savants, and flesh crafters) were absorbed by absolute corruption as the **Abyss** was born. The demons known as **sibriexes** were spawned from their remains. (Demon, p.146)

Forced to act even though their plans had gone astray, the last twelve **obyriths** allowed themselves to be drawn through the vortex formed in the **Elemental Chaos** when the **Shard of Pure Evil** was planted, as their own realm was consumed and finally destroyed. But **Tharizdun** was blessed by the madness of the **Heart** with great power, and he faced off against his would-be masters when they came to this realm. (Demon, p.7)

Juiblex formed from a mass of fluid and solids stirred into awareness when **Tharizdun** lodged the seed of evil into the **Elemental Chaos**. He retreated when the **obyriths** tumbled out of their dying world, slithering away from the imminent conflict between the mad **god** and fiendish invaders to come to grips with his new existence and grander purpose. (DU188, p.41)

The vortex that formed around the **Heart** was the **Abyss**, growing within the **Elemental Chaos** even as **Tharizdun** and the **obyriths** fought to control it. In a battle that raged for eons, **Tharizdun** tore through the stuff of the nascent **Abyss**, following the **Heart** and calling forth minions from its burgeoning substance. The first **demons** howled in fury at their **god's** command, throwing themselves at the **obyriths** in wave after suicidal wave. (Demon, p.7)

Tharizdun charged seven **angels** to safeguard the **Heart**, but the **angels** proved unable to resist the foulness and corruption of the **Shard of Pure Evil**. Proximity to the item twisted the guardians, changing them into the demonic abominations known as **molydeus**. (MM3, p.43)

Drawn by whispers promising power and dominion over the unfolding realms of creation, the first **primordials** entered the **Abyss**. Many of those **primordials** didn't survive long enough to its corrupting energies. (Demon, p.7; E3, p.14)

Primordials, **Tharizdun** and **obyriths** battled for control of the **Heart** and the use of it, but the forces reached a stalemate. Soon, the first **primordials** and the last **obyriths** were corrupted by the foul energies of the **Abyss**, transforming into the first **demon lords**. The first to be transformed was the **obyrith Dagon**, while **Turaglas**, the Ebon Maw, was among the first **demon lords** spawned by the **Abyss** itself. (Demon, p.7-8; MM2, p.45; DR376, p.12)

When **Orcus** was first corrupted by the **Abyss**, so too were a number of his **elemental** servants. A flight of **gargoyles** loyal to the former primordial were twisted into horrific forms and infused with a fraction of their lord's necrotic power. In this way, the **nabassus** were some of the first **demons** to be born. (Demon, p.128)

The Prince of Demons

The first **primordial** to reach the **Heart** was **Demogorgon**. As he waded into the turbulent shallows of the nascent **Blood Sea** of the **Abyss**, another being rose up from the darkened depths: **Dagon**. He challenged **Demogorgon** for the right to claim the **Heart**, the mighty beings clashing in a battle that turned the sea to a bloody storm. (Demon, p.7-8)

As **Dagon** and **Demogorgon** battled, **Obox-Ob**, a loathsome **obyrith**, saw his chance. He crawled up from a hitherto unseen pit to claim the **Heart** as his own, becoming the first **Prince of Demons**, gaining unparalleled power in the process. (Demon, p.8)

Seeking to replant it in the **Astral Sea**, **Obox-Ob** is soon unseated by a combined effort of the newly transformed **demon lords** **Demogorgon**, **Orcus** and **Baphomet**, who feared rightly that **Obox-ob**'s actions would grant him control over all the cosmos. They blasted him and the **Heart** down again into the surface of the **Abyss**, forming a deep fissure into which the sea drained away in a boiling storm: the **Blood Rift**. (Demon, p.8)

Demogorgon, **Orcus** and **Baphomet** followed the **Heart** through the **Blood Rift**. Yet as they did so, they felt their power began to wane, the whispers of the **Abyss** suddenly silenced the deeper they went in pursuit of the **Heart**. Alarmed, they retreated even as the powerful **primordial** **Garash** slipped past them hoping to claim their prize. He was never seen again. Since that day, the **demon lords** have feared to seek the **Heart** within the **Blood Rift**'s endless depths. (Demon, p.8)

Eventually, the **Heart** reached the "limit" of the universe, somewhere far beneath all imagining. That place became known as the **Abyssal Nadir**. In all of history, only a few individuals of great power had managed to reach that place. From the **Abyssal Nadir**, the **Heart** is still spawning more layers of the **Abyss**. (Demon, p.8; E3, p.14)

Set in the blackest depths of the **Abyssal Nadir**, the **Forge of Four Worlds** is an ancient site known to few in the mortal realm. The greatest of **demons**, **gods**, and **primordials** know the location of the **Forge**, but its history and purpose is mostly forgotten. Among some archmages, is said that the **Forge of Four Worlds** might in fact be constructed from the essence of an ancient **primordial**. (E3, p.12)

Soon after the formation of the **Abyss**, **Dagon** and **Demogorgon** became allies. (MM2, p.45)

Ancient legends tell of how the **yagnodemons** were created in the earliest days of the **Abyss**, spawned from a race of aquatic humanoids in service to a **primordial** named **Throan**. **Throan** ventured into the **Abyss** and was slain by **Dagon**. Before he died, he cast his spirit into his servitors, transforming them into **yagnodemons**. (Demon, p.154)

The world of the Sharn

In one of the alternate universes created when **Tharizdun** grabbed the **Shard of Pure Evil**, an alternate version of **Tharizdun** was able to avoid being captured by the **gods**, shed his divinity in a grand apotheosis, and became something **beyond a god**—something perverse and outside the known. With that power, he was able to destroy reality. Having achieved his ends, this version of **Tharizdun** abandoned that universe, his current whereabouts unknown. (DR373, p.54)

A roiling and amorphous form of pitch-black “**sharnstuff**” is all that remained of the sentient creatures who lived in the world **Tharizdun** had destroyed and abandoned—a collective of merged consciousnesses. For a time, forsaken and alone on a dying world, this chaotic amalgam watched and waited, but soon the “**sharnstuff**” began to move across the brittle landscape. Something within drove it to explore and catalog the dying world. To speed its study, the “**sharnstuff**” formed manifestations in the likeness of the tripartite **Juna**, extinct eel-like beings whose ruined metropolises dotted the otherwise lifeless world. Knowing their time to be short, these **sharns** gorged themselves on all the knowledge and magic they could consume. Within a few short years, the **sharns** had acquired thousands of magic implements unearthed around the globe. (DR373, p.54)

Eventually, the liquid remnant of evil inhabiting the dead universe coalesced together and began to assimilate all the remains of that universe. This alternate version of the **Abyss** eventually became a sentient entity known as the **Progenitor**. (DU197, p.77; TEotCG)

War on the Elemental Chaos

Meanwhile, in the main universe, **Tharizdun** attempted to force **Demogorgon**, **Orcus**, and the other recently converted **demon lords** into slavery, but their combined power proved too great for him. He realized his unintended creations were too reckless and too self-serving to be of use, so he changed tactics. Rather than risk defeat in single combat, **Tharizdun** strove to marshal the power of the **Elemental Chaos** and its denizens in his bid for universal domination. (Demon, p.8; DU172, p. 91)

Under the alias of the “**Elder Elemental Eye**”, **Tharizdun** posed as the supposed first **primordial** and convinced the other untainted **primordials** to join his cause. Already angered with the **gods**’ meddling in the affairs of the **World**, they were easily swayed by **Tharizdun**’s call to arms. Some **primordials** wanted to destroy the **World**, and others to control it. **Tharizdun** made many promises to the **primordials**, each tailored for the specific individuals he seduced. **Yan-C-Bin** was the first of the **Princes of Elemental Evil** to be contacted by the

“**Elder Elemental Eye**”, and was the one who convinced the others to join forces with **Tharizdun**. (Demon, p.8; MM3, p.113; DU172, p. 92)

Some, such as his chief lieutenant, **Miska** the Wolf-Spider, joined **Tharizdun** in the **Abyss** willingly and were corrupted into **demon lords**. Others, such as the **Princes of Elemental Evil**, had no knowledge of his true identity, and spread his cult from the **Elemental Chaos** proper. The deceit he fomented rallied other elemental creatures to his banner, and the **Cult of Elemental Evil** grew. The **Cult of the Elemental Evil** believes that, if the **Elder Elemental Eye** could gain the **Shard of Pure Evil**, he could lead them to victory over the meddling **gods** of the **Astral Sea**. The **Cult of the Elemental Evil** still continues its activities in the current age. (MM, p.52; DMG, p.163; Demon, p.8; HotEC, p.28; DR373, p. 54; DR376, p.12; DU172, p. 92)

Tharizdun created a golden box containing physical embodiments of the greatest mortal evils. (MME, p.117)

Astral dreadnoughts were once **angels** of **Tharizdun**, but their master’s madness corrupted them. They became hideous abominations of mindless, destructive hunger. (MoP, p.115)

Meanwhile, the **demon lords** created their own **demon** servants, fashioning them from mortal creatures. Those **demons** were mortal, with souls that existed after the death of their physical forms. These souls passed into the **Shadowfell**, but without any **god** to claim them, their numbers began to accumulate beyond control. (UD, p.128)

Rajzak, a **demon lord** of uncommon beauty and rare guile, began to meddle in the politics of the **Abyss**, the **World**, and even the **Astral Sea**. (SotEC, p.124)

The god **Haramanthur** was tasked with the protection of the **Astral Sea** against incursions of creatures from the **Elemental Chaos**. (DR390, p.46)

The Mind flayer Empire

Some believe the **mind flayers** came from the **Far Realm**, a few others that they came from the future. Regardless of their origins, once the **mind flayers** had settled down in this universe, they founded their greatest empire: **Nihilath**. (W&M, p.81-82)

Nihilath stretched through the **Astral Sea** and the **Underdark**, to other planes and distant places visible in the **World** only as twinkling stars. Entire humanoid populations were exterminated to feed **illithid** appetites; the energy of suns was rechanneled to fuel ambitions of interplanar conquest, and whole continents were set aside for slave races to serve as beasts of burden, military fodder, and livestock feed. The **illithids** considered such power to be their natural due. (W&M, p.81-82; SotAS, p. 29; UD, p.82)

The **gith** were created when the **mind flayers** attempted to create the perfect slave race, through selective breeding and magical manipulation. (SotAS, p.94; SotEC, p.60; MM, pp.128-131, 188; DR377, p.16; DR378, p.80)

A great clan of **dwarves** delved deep into the **Underdark** and fell to a **mind flayer** assault. They endured uncounted years as slaves before fighting their way to freedom. (MM2, p.95)

In the **world of the Sharn**, having acquired powerful eldritch artifacts and latent divine energy infused in their skin, the **sharns** attempted a ritual to escape their doomed universe. They succeeded and arrived deep in the **Underdark** of the main universe. (DR373, p.54-55)

The Dawn War:

Initial hostilities

The **primordials**, originated from the creation-stuff, feel again the urge to create. They wanted to destroy the **World** so they could begin a new creation. When the **gods**, horrified at the **primordials** intentions, intervened to prevent it, the **primordials**, enraged at the **gods'** interference, responded by invading the **Astral Sea**. Soon, the two sides of creation were at war. (SotAS, p.6, E1, pp.14, 16; W&M, p.56)

Retrievers, arachnoid elemental monstrosities created as assassins and kidnappers; **Primordial colossi**, powerful war machines; and **nagpas**, elemental beings bestowed with cunning and beauty, were created by the **primordials** as minions and weapons for the war. (MM2, p.37, 177; MM3, p.142)

Minotaurs fought against the **gods** on the side of **Baphomet**, as his soldiers in his bid to replace **Melora** as the god of nature. (DR369, p.7)

Some believe that it was the **primal spirit** known as **Whisper** the first one to warn the **gods** that the **primordials** were set to destroy the **World**. (PrP, p.128)

When the horns of the **gods** sounded for war, **Moradin** was finally ready to face the **primordials**. Enraged, **Moradin** aided the other **gods** in the war by supplying weapons and armor. (R&C, p.28)

The divine beings came together in a great assemblage, surrounded by hosts of **angels** and cadres of **exarchs**, the races of the **World**, and other creatures and beings. The greatest of the **gods'** mortal agents in that war were **invokers**, imbued with a fragment of the **gods'** own might to fight alongside them. **Astral warwings** and other astral war engines, and the **Runes of Unmaking**, were made by the **gods** to fill out their armies and counter the chaotic creations of the **primordials**. The **Word**, a powerful magical force, was crafted by the **gods** to be a great weapon. (PHB 2, p.100; E1, p.16; DR371, p.71; DR394, p.52; DP, p.77)

Each **god** selected a different aspect of creation to champion and care for over the course of the war, so the **portfolios** of the **gods** began to take shape. (W&M, p.56)

Each **deity** fashioned a powerful relic, known as the **Relics of Creation**, to bestow on the greatest of their chosen followers. Few relics survived the war, however; most were lost alongside their wielders in the dread battles that swept across the **World** and through the planes. (AV2, p.126)

It is said that **Kord** wore a blessed armor during the war against the **primordials**. Over time, shards of that suit were scattered to the corners of the planes. Some believe that the dissolution of the armor is **Kord's** will, and that to reunite the pieces would invite the **god's** disfavor. (MME, p.14)

When the **deities** first called upon their mortal followers to take up arms against the **primordials**, the first **giantslayers** were among the heroes who joined the **angelic** legions. (MP, p.63)

The good **archoments**, also known as the **Princes of Elemental Good**, opposed the **Dawn War** and either fought alongside the **gods** or abstained from the conflict. (HotEC, p.25)

Great **couatls** fought in the war between the **gods** and the **primordials**, helping to bound mighty beings within the **World** or on other planes. (MM2, p.39)

In the earliest days of the **Dawn War**, most of the **primordials** never considered the possibility of defeat. The **gods** were fewer in number, and the mortals who served them were easily slain. Scarcely comprehending a concept such as military organization, those **primordials** didn't thought of creating a proper army at first. (SotEC, p.50)

Castanamir, the Shattered Khan, was a brilliant **primordial** general and tactician in the **Dawn War**, whose cunning for battle allowed the elemental hordes to gain ground in the **Astral Sea**. (HotEC, p.29)

Timesus the Black Star killed many of the first **gods**, even after they learned to work together to oppose the **primordials**. (E1, p.16)

Gods died, dominions crumbled, and the incomplete **Lattice of Heaven** was destroyed. The astral world that had nearly become a fantastic interlocked mesh of divine dominions blew apart into an infinite silver sea. (SotAS, p.6, E1, pp.14, 16)

When the **Lattice of Heaven** shattered, divine dominions burned in the **Astral Sea**. Below, stars fell to earth while continents tore themselves from their foundations, some sliding into the seas while others drifted, crashing into other lands. (DR394, p.52)

The **Rune of Stone Eternal** was stolen by the **primordials** in the **Dawn War's** earliest phase, ending the dream of a unified **Astral Sea**. (DR394, p.53)

Threats native to the **Far Realm** took advantage of the devastation to pry holes into reality through which they could enter, infesting the stars. (SotAS, p.6)

Kord descended from the heavens to hunt down the **primordials'** servants in the **Elemental Chaos**. The dread **slaad** lord **Ygorl** confronted the **god**. The two fought to a standstill, for the closer the **Lord of Entropy** moved to the beginning of time, the more powerful he became. **Kord** knew he faced certain doom standing alone against the **slaad's** horrid might. With one mighty roar, **Kord** leapt up into the heavens, masking his retreat with a boiling storm

that blocked any pursuit. This divine storm has never dispersed, lingering even now, growing and shrinking with the **god's** ferocious temper. (DR394, p.53)

Aquatic giants abandoned the **primordials** and began to worship **Sekolah**, **exarch** of **Melora**, building the artifact **Wave** to help spread her worship. (SotEC, p.47)

Astral giants swore allegiance to the **deities** in general and **Erathis** in particular. They still serve the **goddess** to this day, operating as agents and pacifying troops in places where she has a vested interest. (RotG, p. 16; SotAS, p.120)

Titans and the rest of the **giantkind**, as well as **djinns**, allied with the **primordials**. (MV, p.130; SotAS, p.120; SotEC, p.52)

Dao and **efreet** elected to remain neutral. (SotEC, p.53, 64)

Erexes and **Ilyssus** are the names of two great **angels** that helped defeat the **primordials**. They are said to appear every few millennia when the need is great and circumstances dire. (E1, p.16)

Nerull's arcane prowess soon drew him into the war against the **primordials**. (DR427, p.9)

Under the command of a **primordial** named **Kir-Yagh**, Queen of the Burning Mountains, numerous mortals fought on the side of the **primordials** against the **gods**. (DR380, p.76)

Haemnathuun the Blood Lord was an exceptionally depraved **primordial**. So great was his wickedness that it is said that the race of **blood fiends** was born of his vile acts against the youngest **deities**. (OP, p.120)

A **primordial** named **Deluvius** created the **Deluvian Hourglass** (a powerful artifact that has power over time) as a way of marking time until the **primordials'** "inevitable victory". (DU159, p.54)

Juiblex contributed nothing to struggles in and for the **Abyss**, making efforts neither during the **Dawn War** nor throughout the ascendancy of the **Queen of Chaos**. Not even during the **Blood War's** earliest clashes, when **Asmodeus** fell from grace and claimed a sliver of the **shard of evil**, did **Juiblex** show himself. (DU188, p.41)

The **gods** believed **Torog** was a coward who fled from the war, unaware of **Torog's** cursed state in the **Underdark**. (UD, p.8)

While **Corellon** and the **Seldarine** remained neutral in the **Feywild**, **Gruumsh** joined the other **gods** on the war effort. (DR408, p.6)

Melora and **Sehanine** created **halflings**, either to serve a special role in the war or as an unintended but welcome consequence of some great event (sages' accounts on this question differ). Regardless of the reason for the **halflings'** creation, neither **deity** had time to care for the new race during the fury of the war. **Avandra**, fearing cruel tyrants would conquer the small and personable folk, adopted the **halflings** and guided them through the hardest days of

their infancy as a race, blessing them with good fortune to give them an edge they needed to survive. (DR384, p.70; SotAS, p.38)

According to **Vistani** legends, when the two **goddesses** abandoned the race, the **halfling Vistan** took it harder than most. Although she recognized **Avandra**'s maternal love, she considered the **halflings** to be unjustly orphaned, and she joined with others who felt the same, becoming their leader. With her followers, she vowed to make a home for young castaways and strays in need of family and support, **halfling** and otherwise. The first **Vistani** took the magic of fey moon, the callous world, and the winding road as their own, never to settle and grow complacent. (DR380, p.76)

According to **Vistani** legends, the **Vistani** were among the first mortals who fought alongside the **gods**. For their loyalty, they were granted the power to see through space, time, and fate. (DR380, p.76)

Abominations were created by both the **gods** and the **primordials** as living weapons for the war. (MM, p.10-13; SotEC, p.128; SotAS, p.38)

Primeval oozes are weapons of the **primordials**, crafted from the earliest forms of life to consume servants of the **gods**. Only a few **primeval oozes** were created. (SotEC, p.128)

The astral dominion of **Carceri** was created by the **gods** as a laboratory to spawn **abominations** to serve them in the war. **Melora** and **Moradin** shaped bodies both organic and mechanical; **Ioun** and **Amoth** twisted the stuff of the **Astral Sea**, so spirits that would have become **angels** entered those bodies instead; and **Tuern** and **Gruumsh** bestowed upon them the unending need to kill. Thus were born the first **abominations** of the **gods**—living weapons carved from the divine order. (SotAS, p.38, 104)

Astral renders, beings capable of rip holes between worlds, are among the earliest immortal **abominations** created by the **gods**. (SotAS, p.130)

Balcoth remained behind the front lines, supporting his **primordial** allies with vast rituals that concealed their weaknesses and strengths and rewrote swaths of reality. His magic provided escapes for many hard pressed **primordials** and ensured the death of many **gods** whose names are now forgotten—giving **Balcoth** the chance to steal their knowledge and magic. (DU178, p.85)

When war came to the **World**, the suffering was great. One day, five younger **gods** and one great **primordial** tumbled into the **World** while locked in battle. Fire scorched the woods. Acid melted mountains. Astral stone and primordial iron carved huge scars through earth and sky. The people ran in terror. The **primal spirit Stormhawk** appeared in the battlefield demanding them to stop, but neither **gods** nor **primordial** listened. Driven by rage, **Stormhawk** swooped through the battle, throwing those enemies back into the worlds from which they had come. (PrP, p.127)

As the battles became more violent, **Stormhawk** protected the **World** from being destroyed. Other **primal spirits**, such as **Tree Father**, **Great Bear**, and the **Hunter Twins**, gave aid to the desperate peoples of the **World**, allowing the humanoids' survival. (PrP, p.116)

The **primordials** sought to cover the **World** in flames. But where the fire devoured earth and wood, plants and beasts arose among the ashes. Around and around the fire raced, but it was never able to burn one place before life once again arose in another. And then the fire realized its place in the natural order, and leapt upon the wind to become one with the **World**, the **primal spirit** known as **Everflame**. (PrP, p.126)

When the clash between the **primordials** and the **immortals** ignited, the **giants** joined in on the side of their creators. They fought the mortal servants of the **gods**, and the cost was heavy. **Giant** holdings began to fall to the armies of the more numerous smaller creatures. (W&M, p.33)

During the **Dawn War**, primal humanoid tribes were hard-pressed to survive, fighting fiercely with the predators for control of the scattered herds. In one fierce series of battles, a tribe of ancient **humans** fought and destroyed a great nation of **primal jackals**—cunning creatures that had intelligence exceeding that of normal beasts. Alone and destitute, the few surviving **jackals** howled their fear and fury to the heavens, never suspecting that the **primal spirit** called **Dark Sister** would hear their cries. She gave the jackals her gifts, and they became **jackalweres**. (MM3, p.120)

In this dark time, the werewolf champion **Fenris** convinced his clan they should make a valuable gift to **Melora**, one worthy of her divinity, so she would return to them and protect them. And so **Fenris** and his fellows climbed the highest mountain, and from the peak they plucked the moon from the night sky and returned to the moot where the other **werebeasts** awaited. All was dark, the moon gone, and many feared they had angered the other **gods**. Yet when **Fenris** revealed his prize, they were pleased, knowing **Melora** would be with them soon. For three days the moon vanished, and **Sehanine** grew angry. She descended to the earth to find her missing treasure, searching all over the world and yet found nothing. As the sun set on the fourth day, she turned to the children of the forests for an answer. A simple **human** farmer revealed the theft. **Sehanine** swept into the **werebeasts'** camp like a storm, slew **Fenris**, and before she withdrew to place the moon in its proper place, she laid a curse against the **werebeasts**, tying them to the cycles of the moon. (DR410, p.5)

After one particularly gruesome battle, **Nerull** looked over the fields filled with corpses and cursed at those who had allowed themselves to pass into death, avoiding the duty of preserving creation. Retreating back to his tower, the mage first began his studies of the dead and their uses. Rooted in **Nerull's** desire for the fallen to rejoin the war against the **primordials**, these discoveries became the foundation for the **necromancy** school of magic. (DR427, p.9)

As the chaos of the **Dawn War** raged through the cosmos, the **primal spirits** of the **four seasons** encountered the brother spirits of the **four winds**, who were shrouded in shimmering rain and fog and rich ocean scents. The children of the **four seasons** and the **four winds** were the **nymphs**, fey beings who embody both their mothers' ties to the seasons and their fathers' fickle and tempestuous nature. The first four nymphs were **Summer Ash**, **Autumn Oak**, **Winter Fir**, and **Spring Flower**, spirits of the first trees that grew in the **World**. (HoF, 22-23; MM3, p.150)

Some believe the **primal spirit Whisper** tricked most of the **primordials** into taking their battle with the **gods** to other realms, sparing the **World** from destruction. (PrP, p.128)

The war rages across the multiverse

The **Dawn War** expands to other worlds of the **multiverse**. (HotEC, 32-33)

Primordials found the universe of **Abeir-Toril**. They coveted the planets of that universe and soon began to conquer them, unaware of the **gods** that live in that universe. **Glaur**, a stronghold built in the world of **Abeir-Toril** by the primordial **Nehushta**, served as one of the central fronts during the war. (FRCG, p.42; DR375, p.78)

The **primordials** destroyed many of the worlds they had created. The **gods** were barely able to conserve a continent of one of those worlds, now known as the **Forgotten Sanctuary**. (SotAS, p.125)

Gods from other worlds, such as **Sêlune** and **Shar** from **Abeir-Toril**, and the **gods** of **Athas**, seeing their worlds engulfed in the chaos of the **Dawn War**, call on the **gods** of the **World** for help. (HotEC, 32-33; FRCG, p.42; DSCS, p.5, 9, 208)

The **gods** could gain no upper hand against the **primordials**. The **Elemental** powers were as mighty as those of the **Astral**, and the **gods**' efforts were disorganized. For every **god** who sought to organize their forces, such as strict **Erathis** and dour **Moradin**, others, such as **Gruumsh** and **Tharizdun**, rejected such notions. Even the warrior brothers, **Kord**, **Tuern** and **Achra** were unable to cooperate. (DR372, p.26)

Quom mediators tried in vain to achieve a diplomatic solution to the **Dawn War**. **Quom** healers spread to many worlds to help the victims of the constant battles. (SotAS, p.101)

While **gods** and **primordials** warred, the hag **Starngatha** destroyed the legendary **Dancer**, an ancient tree of wisdom that existed in the **Feywild**. The first **wildens** sprouted spontaneously from the destroyed tree and killed the hag in retaliation. (DR388, p.42)

Recognizing life force as a potent power source, some **primordials** traveled to **Death's Reach**, the **Shadowfell**'s core, and shut the doorway. The souls of the dead continued to be drawn to the **Shadowfell**'s core, and with nowhere to go they were either consumed by insatiable **primordials** or, finding no further path or final purpose, simply dissipated. (E1, p.2)

The demon lord **Yeenoghu** killed the **god Gorellik** and stole his divine essence, obtaining the control over the **gnoll** race, and created his triple flail from the **god**'s bones. (DR364, p.6, 10)

The **primordials** originally created the **abominations** known as “**maledictions**” in the **Dawn War** by mixing the mental agonies of **gods** felled by psychic assault with elemental fury. (SotAS, p.130)

Nerull reached out the **gods** to present his discoveries, which he believed could constitute a turning point in the **Dawn War**. **Aurom** rejected the findings, claiming that death was a part

of the natural cycle that should not be breached. The other **gods** deferred to **Aurom**'s judgment. (DR427, p.9-10)

Incensed that a **god** would throw away such a tool, **Nerull** killed **Aurom** during a battle against the **primordials**, seizing the dead **god**'s power and becoming a **god** himself. **Nerull** then took the portfolios of death and the dead. Before the pantheon could reach an agreement on what to do about **Nerull**'s treachery, he offered up **Aurom**'s other portfolios to be divided among the **deities**, thus securing a place among them. (DR390, p.46; DR427, p.10)

Is believed that the staff **Nerull** used to cut down **Aurom** was transformed into his powerful scythe, **Lifecutter**; other scholars say the scythe was made with the spine of an ancient **primordial** **Nerull** had killed. (DR427, p.15)

While the **gods** battled the **primordials** for control of the cosmos, **Nerull**'s lust for power grew insatiable. The new **god** of the dead believed he could become **king over all the gods**. Eager to swell the ranks of the souls bound to his realm, **Nerull** scourged the mortal creatures of the **World** with blights and plagues, and he began to be called the "Reaper and the Hater of Life" and the "the Foe of all Good" by the other **gods**, while **Corellon** regretted what **Nerull** did to the gift of magic. **Nerull**'s armies of **undead** soon became a regular force on the side of the **gods** during the **Dawn War**. (DR427, p.10)

Some theologians blame **Nerull** for the **lycanthropic** plague. The old tales recall when the Lord of the Dead loosed plagues against the world to claim mortal lives and imprison them in his shadowy realm. Sickness reigned supreme, and entire civilizations died. These scholars believe the first **lycanthropes** appeared during this age and were people **Nerull** chose to spread the sickness. (DR410, p.6)

During the **Dawn War**, the **primordial** **Solkara** dominated many seas of the mortal world, putting her most frequently in conflict with the goddess **Melora**. (SotEC, p.152)

Achra, either a **demigod** or the most powerful of the mortal kings, power-hungry and seeing the current **god** of war, **Tuern**, as undisciplined and unfit to rule, launched an invasion on **Tuern**'s realm, killed him in single combat, and took his power, ascending into **godhood**. (SotAS, p.51; DP, p.40)⁵

The **Crown of Fallen Heroes** is an evil artifact forged after the first time a mortal hero slew a **god**. Fearing their deaths at the hands of ambitious mortals, a cabal of **gods** worked together to create a tool that would stem this danger. A crown grand enough to attract those mortals with designs on apotheosis, it would contrive to gather heroic souls and contain them before they could threaten the **gods**. Since its creation, the **Crown of Fallen Heroes** has moved beyond absorbing heroic souls. It has come to hunger for the power that those souls grant it. It denies them their final resting place and absorbs a sliver of their power. Its ironic goal is to accrue enough strength to topple the **gods** themselves and place itself at the head of the cosmos as the **All-spirit**. (DU169, p.64)

⁵ This is another of the conflicting origin myths of Bane. (SotAS, p.5)

Achra was able to reunite an army of some **deities** that heard his call for cooperation. **Achra**'s mortal followers fought with unmatched fervor and efficiency, slaying elementals and giants alike in the name of their divine general. After a terrible battle that spawned across many worlds, **Achra** and his army were able to defeat the **primordial** known as **Tabrach-Ti**, the Queen of Bronze. She was the first **primordial** to fall. **Achra** began to be called **Bane** from then on, and even the **chaotic gods** accepted his leadership on the war. (DR372, p.26, DR419, p.24)

The tactics of the **gods** were extremely effective. The **gods** banded together in small groups of three or five members, and each group set out to destroy one of the mighty **primordials**. Working together as a team, setting aside their differences in pursuit of a common goal, the **gods** prevailed over their foes. (W&M, p.56; TGoM)

“**He Who Was**” became one of the main leaders of the **gods** during the war. (SotAS, p.66)

As the **gods** learned to work together in a unified force, so did their **angels**, forming a highly skilled army that decimated the elemental hordes. (SotEC, p.50)

Envious of his brother's position as general of the divine armies, **Tuern** made subtle efforts to sabotage **Bane**'s strategies in hopes of taking his place. He succeeded only in inconveniencing **Bane**'s efforts, yet **Bane** would never forget this slight. (DR372, p.26)⁶

Lormoch, the Master of Tides, was one of the first **primordials** to be slain, because the **gods** especially feared its plane-spanning destruction. After the Master of Tides' death, the **gods** shattered its body and cast the pieces adrift in the **Astral Sea**, though with time the remnants of the dead **primordial** began to shift to other planes. (DR383, p.46)

In an early and violent period of the war, a powerful, blustering **primordial** named **Heur-Ket** the Storm Unabated invaded the **Astral Sea**, and caused great havoc with his advance. **Deities** perished and their dominions were blown asunder. With each victory **Heur-Ket** grew stronger, bolder, and more arrogant. **Pelor**, **Erathis** and **Ioun**, who held their domains in relatively close proximity of each other (in a cosmological sense), knew that they would become the target of **Heur-Ket**'s wrath, joined forces to lure the **primordial** into attacking them, and bound it by fusing their dominions together. The fused dominion became the city of **Hestavar**. (DR371, p.20)

The dragon god **Io** finally decided to fight against the **primordials**, and he fought alone in the war, supported only by his loyal **dragons**. Sources differ about this topic. The most widely believed account says that, in his arrogance, he refused to join forces with the other **gods**. It's said that many of the other **gods** never forgave **Io** (or his descendants) for having fought alone in the war. According to draconic legends, however, the other deities decided to leave **Io** to fend for himself (their motives are unknown). (MM, p.74; DrCD, p.6, 26; DrMD, p.6; DR369, p.47; PHBrD, p.4)

⁶ Yet another conflictic legend about Bane and Tuern...

Some legends claim that **Io** created the first **dragons** during this time, as weapons of destruction. (PHBrD, p.4)⁷

Whatever the truth, **Io** was an extremely powerful deity on his own and he alone was able to kill many **primordials** during the war. (DrCD, p.6; DrMD, p.6)

Io joined the **Dawn War** because the other **gods** were unable to defeat **Castanamir**. When the Dragon God and the Shattered Khan met in battle, **Io** defeated the **primordial** by snatching it in his great maw, flinging **Castanamir** down to the **World**, where he fell to the ocean. Some believe **Castanamir**'s remains became an island. (HotEC, p.30)

Zutwa, an ancient and unknown being of manifest life force, gave up its existence to defeat a **primordial** of manifest dissolution. **Zutwa** now exist as a vestige. (AP, p.73)

Nerull chose the soul of a mortal queen or sorcerer⁸ who died of plague as his consort, calling her **Nera**, her true name forever lost. Unknown to him, **Corellon**, **Pelor**, **Moradin**, and **Sehanine** had fortified **Nera**'s soul with even more of the qualities she had possessed in life. Enthrilled, **Nerull** showered **Nera** with gifts and gave her authority in **Pluton** (**Nerull**'s astral dominion) to win her affection. While **Nera** accepted **Nerull**'s advances, secretly she refused to be second to any being, **god** or mortal, and began to study the means by which **Nerull** held mortal souls in thrall to seize that power for herself. **Vorkhesis**, the first of the **sorrowsworn**, may have been the fruit of their union. (DR427, p.10; DU171, pp.83; DP, p.43; S'fell, p.91)

The race of the **incunabula** came into being when the swaddling grave clothes of the child of **Nerull** were wrapped around the original **incunabula** ancestor. (UD, p.126)

The souls of the mortal **demons** (the **demons** created by the **demon lords**) began horrific battles in the **Shadowfell**, and the entire plane risked becoming an extension of the **Abyss**. A **god**, possibly **Nerull** or **Torog**, took on the responsibility of overseeing these demonic souls, creating **Esarham**, the Graveyard of Demons in the **Shadowdark**. (UD, p.128)

Nerull accepted **Torog**'s claim over the souls of those who die in the **Underdark**. **Torog** created the **Soul Abattoir** in the **Shadowdark** to shrive dead souls of their connection to the **Underdark** and send them on to the **god** of death. (UD, p.129)

As **Balcoth**'s role in the war became known, the **gods** sought his death. **Balcoth** sought safety and anonymity, even as his arcane might grew to the point where reality warped and groaned where he walked. He manipulated his peers to capture a fledgling **god** of shadows and secrets, and from that **god**'s flesh **Balcoth** fashioned a magic black mask that concealed him from mundane and magical sight. (DU178. P.85)

Legends tell that during the **Dawn War**, a powerful champion of the **gods** managed through sheer force of will to survive his own death. This champion, whose name has been lost to time, scattered his essence across the mortal world, where its shards nested in the souls of those

⁷ Another myth about the creation of dragons.

⁸ Some legends state she was a human (DR427, p.10)

potentially worthy of pursuing his example of bravery and greatness. By this act of immortal sacrifice, the first **battle minds** (psionic warriors) were granted their power. (PsP, p.37)

Tharizdun's imprisonment

When **Miska** the Wolf-Spider was charged by **Tharizdun** to assault the **Abyss** to find the **Heart**, the attention of the **gods** had been drawn to the **Abyss** and the **primordials** that entered it. This allowed the **gods** to discover **Tharizdun's** treachery. (Demon, p.8)

Fearing **Tharizdun** would destroy the universe if his plan succeeded, the other **gods** banded together and overwhelmed and chained the mad **god** away in a dead universe (the **world of the Sharn**), called him the **Chained God**, and struck his name from the annals of history. **Tharizdun's** armies were scattered, but they were not yet defeated. Marshaled by **Miska** and the **Princes of Elemental Evil**, the host fought on. (MM, p.52; DMG, p.163; Demon, p. 8-9; MVTtNV, p.14; DR373, p.54; DU197, p.77; TGoM)

Before the other **gods** chained him, **Tharizdun** used his golden box to unleash chaos and misery upon all that they created. Now the box travels randomly throughout the planes, its beautiful exterior tempting mortals' curiosity, and leaving horrors in its wake. (MME, p.117)

Zovvuts were once **angels** of corruption serving the **darker deities**. When **Tharizdun** was imprisoned, the **zovvuts** broke with their many masters to pledge allegiance to the ultimate corruption of the **Chained God**. They cast themselves into the bottomless maelstrom of the **Abyss** and were corrupted into **demons**. In the eons since, they have sought in vain for their lost master. (Demon, p.155)

Before the **demon lord Tantagaras** died in single battle against **Kord** during **Tharizdun's** uprising against the **gods**, he sired thousands of **nalfeshnees**, **demons** that embodied his hunger and his sloth. The **demons** brought his corpse back to the **Woeful Escarand** (**Tantagaras's** abyssal layer) and showed honor to him by feasting upon the body, evolving from simple-minded servants into cunning and wicked fiends. **Tantagaras's** memories soon turned the **demons** against each other, and a great war consumed the **nalfeshnees**. It ended when six powerful **nalfeshnees** arose as the **Lords of Woe**. (MM3, p.44)

Those **primordials** who sided with **Tharizdun** were slain or routed and then flung into the **Elemental Chaos**. A few felt the **Abyss's** pull as they fell and their descent's course shifted so that they could be sucked into the churning destruction. Of those, the **demon lords** captured, murdered, or subverted many. (DU172, p. 91)

A **primordial** ally of **Tharizdun**, named **Codricuhn** the Prince of the Eight Seas, fell into the **Abyss's** deepest recesses and into the shadow cast by the **Heart** of the **Abyss**, and experienced a terrible transformation. **Codricuhn's** transformation was imperfect, however. Unlike the first **demon lords**, who were altered in body and mind, **Codricuhn** endured only a physical transformation. His mind, though held in madness's grasp, recalls the past with perfect clarity, remembering the time when he was a **primordial**. Thus, his existence's conflict breeds an inner war between his will and the **Heart's** power. Intellectually, **Codricuhn** wants only to return to what he was. The **Heart** impels his body to seek **Creation's** destruction, and thus **Codricuhn** tries to leave the **Abyss**, helpless to resist and groaning from the agony of his

form and function. With each mile he ascends, so too does his madness deepen. (DU172, p. 91)

After sealing **Tharizdun**, the **gods** gave the **Ebon Stone** to a group of **angels** of **Pelor**, telling them that the stone held the essence of the sealed **god**—though it does not. Although the **Ebon Stone** does indeed contain the essence of a powerful creature, it does not hold **Tharizdun**. Unaware of the deception, **Alusiel**, the leader of the **angels**, ordered the creation of a fortress to safeguard the stone. This fortress would in time be known as **Mal Arundak**, the Bastion of Confusion. (SotEC, p.118)

Rather, **Tharizdun**'s essence was sealed away in his prison, guarded by the archangel **Asmodeus**, exarch of "**He Who Was**". The obyrith **Pazuzu**, now a **demon lord**, whispered words of deception and corruption into **Asmodeus**' ears. (Demon, p.9; SotAS, p. 65)

In his prison in the **world of the Sharn**, **Tharizdun** bonded with the **Progenitor**. (DU197, p.77; TGoM)

The **hecatoncheires** (hundred-handed ones) were failed **abominations** created by the **gods**. Exhibiting surprising willfulness and pride, their appetite for wanton carnage ultimately made them unreliable servants for the **deities**, especially when plans to drop them into in the **Elemental Chaos** and forget about them went awry. (SotAS, p.131)

Chaos united

During the rare abyssal eclipse that happen once every millennium, **Miska** the Wolf-Spider's and **Obox-Ob**'s forces battled over the right to use the **Heart** of the **Abyss** in the **Plain of a Thousand Portals**. The **Queen of Chaos**, the most powerful of the **obyriths**, saw a chance to seize the power over which the **demon lords** and **Tharizdun**'s followers fought. She killed **Obox-Ob** and offered his reign to the Wolf-Spider. Fearing **Tharizdun** would never be free, **Miska** gave his allegiance to the **Queen of Chaos** in exchange for her aid in destroying the **gods** of the **Astral Sea**. Thus, he became the second **Prince of Demons**. (Demon, p.9)

A few **demons** remained loyal to **Tharizdun**. They retreated to the **Blood Rift** of the **Abyss**. (Demon, p.51)⁹

The alliance between the **Queen of Chaos** and **Miska** the Wolf-Spider began a climactic epoch of the **Dawn War**. With the combined forces of the **Abyss** and the **Elemental Chaos** battering its **deities**, the **Astral Sea** seemed lost. (Demon, p.9)

The **Dawn War** in the world of **Athas** was won by the **primordials**. The **gods** of **Athas** were either destroyed or driven away. (HotEC, 32-33; DSCS, p.5, 9, 208)

In the darkest days of the divine war against the **primordials**, when those agents of oblivion seemed fated to tear down the divine works and unravel creation itself, the **gods**' heralds joined voices and spurred mortal champions to fight back. Their song made heroes of

⁹ These demons are composed by species equivalent to the "yugoloths" of other editions, according to the info on Demonomicon.

common folk, giving them the resolve to stand fast against the tide of enemies around them. Those heroes became known as **Fatesingers**. (PHB2, p.170)

The god **Amoth** fought against the **demon lords Orcus, Demogorgon, and Rimmon** in **Amoth's** astral dominion of **Kalandurren**. Though **Amoth** managed to nearly slay **Demogorgon**, splitting his head in two, **Orcus** was able to strike him down, and **Demogorgon** and **Orcus** joined forces to kill him. In the moment before **Amoth** died, he cast a self-sacrificing apocalyptic spell, hoping to destroy the three **demon lords**. **Orcus** and **Demogorgon** narrowly escaped, using **Rimmon** as a shield against the spell that shattered the essences of both **god** and **demon**. **Amoth's** realm became a shattered land of fear, and in the days following the battle, specks of bitterly cold light began to rise from the landscape. The light formed semi-sentient creatures that fused the wrath of the slain **god** with the fury of the dead **demon lord**. The creatures dispersed across the cosmos, fueled by an insatiable desire to destroy immortals and elementals alike. (DP, p.40; MoP, p.96; MM2, p. 44; MM3, p.15)

Orcus created his artifact, the **Wand of Orcus**. The wand's skull was said to belong to a **god** of virtue and chivalry, although other sources claim it belonged to a human hero instead. (MM, p.206)

The **gods** attempted to kill **Orcus** with a host of **angels** when the **demon lord** was away from the **Abyss**. The **demon lord** created **rot harbingers** to mock the failed attempt. (MM, p.223)

Storralk, a **primordial** of stone and earth, fell upon **Demogorgon** sometime after the battle against **Amoth**. **Storralk**, failing to recognize **Demogorgon's** rise to power, foolishly challenged the **demon lord** to a battle. The shockwaves of that cataclysmic battle were felt in the depths of the **Abyss** and across the **Astral Sea**. **Demogorgon** tore his enemy to pieces, trapped him beneath his throne, and used a powerful ritual given to him by **Dagon** to extend **Storralk's** agony for all eternity. With that ritual, he called forth **ettins** from the blood **Storralk** spilled that day. (MM2, p.46)

Asmodeus, corrupted by the **obyrith** lord **Pazuzu**, grew proud and hateful of his position as prison-keeper and sought out the **Heart** of the **Abyss** instead, abandoning his duty. Claiming a sliver of the **Shard of Pure Evil**, he created his **Ruby Rod** and fought his way back to the **Astral Sea**. (Demon, p.9; MoP, p.89)

After this rebellion and for committing a massacre in which innocents had fallen alongside enemies, there was a falling-out between **Asmodeus** and "**He Who Was**". **Asmodeus** was thrown from his master's palace along with all those who had followed in his brutal wake. At one stroke, the greatest warrior and his army were exiled. Because the **god** of **Baathion** was soft and merciful, **Asmodeus** did not perish; instead, he suffered, stripped of his beauty, broken in mind and body. As **Asmodeus** suffered, he planned revenge against "**He Who Was**" and the other **gods** who had stood by and forgot about his sacrifices. (SotAS, p.65-66)

Bane took **Asmodeus** as one of his advisors because the war **god** recognized in him something of a kindred spirit. The two despised one another personally, yet were disciplined enough to work together, and to do it well. **Bane** was the only **deity** who predicted **Asmodeus'** rebellion. (DR372, p.26, 28)

In the days leading up to **Asmodeus's** rebellion, **Beleth** began to grow discontent with his position. This was not because he became jealous of the greater servants of “**He Who Was**”, but because he came to a sudden realization—probably on his own, but possibly whispered into his ears by those loyal to **Asmodeus**—of how much power he already had. Military tactics, personal activities—**Beleth** had knowledge of them all. When minions of **Asmodeus** approached **Beleth** to join in their rebellion, he couldn't agree fast enough—if for no other reason than the chance to exercise and explore his newly discovered power. (DR365, pp.36-37)

The mammoth titan **Hrothmar** was a powerful weapon. He could take the form of a comet, slamming into the ground to disrupt the divine forces with tremendous earthquakes. The **gods** couldn't win without eliminating **Hrothmar**, but they were unable to defeat him in combat. So they devised a magic trap that contained the titan in his comet form, transforming him into a meteorite. They forged magic gauntlets from the meteorite's metal, then distributed them among their forces. Thus equipped, the front lines of the divine army started battles by slamming their gauntleted fists against the earth, sending shock waves through the **primordial** troops. (AV2, p.59)

The **God of the Word** died, leaving his dominion **Shom** without a **deity**. Instead of taking that position, **Ioun** gave its inhabitants two syllables of the **Words of Creation** so they may continue the **God of the Word's** work. Those **humans** seized the power of the words and evolved into the **illumians**. (SotAS, p.119)

Ilmeth, a **primordial** who regretted the lives he took, abandoned the war and was slain by his own followers. (AP, p.79)

Athuam the Falling Sky, a mineral **primordial**, was defeated by **Nerull**. **Athuam** retreats, plotting vengeance. (DR424, p.7)

Io faced the powerful **primordial Erech-Hus**, the King of Terror, alone, on a blasted worldly continent half-shattered from a century of conflict. In a terrifying battle, the **primordial** cleaved the **Dragon God** into two halves, and then killed the **dragons** that came to aid **Io** in his final hour. As **Erech-Hus** laughed, his voice resounding across the face of the world, the divine power released from **Io's** split form rose as two new divine entities: **Bahamut** and **Tiamat**. (MM, p.74; DrCD, p. 6, 26; PHBrD, p.31)

Scholars and legends differ on the exact origins of **Bahamut** and **Tiamat**. According to some legends, no sooner **Io** was killed and his corpse touched the ground, its sundered halves rose up as a new god—**Bahamut** from the left and **Tiamat** from the right. According to other legends **Bahamut** and **Tiamat** were the eldest children of the Dragon God. They were among the **dragons** that came to help **Io** in his final hour, and when **Io** died its power entered its two eldest children, transforming them from mortal **dragons** into **deities**. Some legends also claim that **dragonborn** were created in this moment, as they sprang from **Io's** spilled blood, ready to fight in the service of **dragons**. (MM, p.74; DR365, p.25; DrCD, p. 6, 26; PHBrD, p.4, 31)

A small shard independent of the two new deities became the artifact known as the **Arrow of Fate**, a potent weapon against both the primordial and the divine. (DU172, p. 5)

It is also said that another fragment of **Io**'s power remained free, neither absorbed by the new **deities** nor stealed by **Erek-Hus**. Perhaps controlled by a shard of **Io**'s mind, the divine power kept itself safely apart, preparing—it is said—for a time when the Dragon God would return to life. Some say that one of his loyal **angels** harbored the fragment of his power, while others claim it was embedded in one of his mortal servants—a **dragonborn** whose lineage has held **Io**'s power ever since. (PHBrD, p.31)

Many **deities** suspect **Io** was killed because **Zehir** betrayed him to the **primordials**, as he coveted that **god**'s draconic creations. (DP, p.40; DR415, p.8)

Io's violent death caused a rift between the planes. The **god Haramanthur** realized the only way to prevent the **primordials** from using the rift to invade the **Astral Sea** was to close off the way with his own essence. He sacrificed himself by turning himself and everything around him to stone to seal the rift. (DR390, p.46)

Erek-Hus fled the battlefield when a flight of fire-breathing **dragons**, driven to madness after witnessing the demise of **Io**, tried to kill him. **Erek-Hus** led those **dragons** to the realm of his ally **Imix** the Fire Lord. There, in a masterstroke of deceit, **Eruk-Hus** escaped and the **dragons** were captured by the Fire Lord, reduced to little more than wispy shapes of smoke and cinders. **Imix**'s victory was short-lived, however, when he realized that the mighty dragons would not bend to his will even after bodily destruction. Furious, he cast them back into the world, where they were reshaped into the **cathastropic dragon** species known as **wildfire dragons**. (DR425, pp. 31-32)

Erek-Hus did not have the chance to celebrate his victory over **Io** and its loyal **dragons**, however. No sooner **Bahamut** and **Tiamat** were “born” they joined forces and attacked and killed the King of Terror. After the battle had ended, **Bahamut** flung the King's axe into the starry sky. (MM, p.74; DrCD, p. 26; W&M, p.26)

Bahamut and **Tiamat** did not only hold a portion of **Io**'s power, but also his qualities were split among them. His desire to protect creation and his sense of fairness took root in **Bahamut**, while **Tiamat** embodied **Io**'s hubris, arrogance, and covetousness. The two dragon **deities** looked at each other across the corpse of the defeated King of Terror. Neither could suffer the other to exist. According to one legend, it was **Tiamat** who turned against **Bahamut** first, in an attempt to seize dominion over all **dragons**, although other legend states they both leapt for each other and battled for days, ignoring the pressing threat of the **primordials**. However, **Bahamut** inherited the greater part of **Io**'s strength, forcing **Tiamat** to flee. After that, the **dragon gods** turned their attention back to the larger war, usually working alone. (MM, p.74; DrCD, p. 26; DrMD, p.6)

Catastrophic dragons formed after some **dragons**, seeing **Io** destroyed by **Erek-Hus**, believed the **gods** would lose the war. Rather than follow **Tiamat** or **Bahamut**, whom they regarded as weak and selfish, these **dragons** turned to the **primordials** for leadership. The **primordials** embraced the defectors with welcome arms, transforming them into manifestations of chaos and destruction. (MM3, p.64)

After watching **Io** die, some **dragons** where filled with fear and searched for a patron who could defend them. These **dragons** found an ally in the **primordial Balcoth**, the Groaning

King. This **primordial** fulfilled his promise to guard them by swallowing them up in his great maw. Within the burning furnace of his stomach, the **dragons** became petrified. Some **Balcoth** vomited up to serve him, as **earthquake dragons**. (MM3, p.68)

Another group of **dragons** became consumed with burning wrath, because they considered that **Io**'s demise proved to them he was weak, and since they had been made in **Io**'s image, therefore they considered themselves weak as well. They turned to the **primordials** for the raw power they wanted. **Vezzuvu**, the Burning Mountain, answered their demands. She told them that if they bathed in the white-hot lava of her volcanic domain, they would gain more powerful bodies. The **dragons** heeded **Vezzuvu**'s words and submerged themselves in the lava. Many died during the process, but those that survived arose as **volcanic dragons**. Soon, however, they felt that **Vezzuvu** had cheated them, and betrayed her, a few of them even joining forces with the **gods** during the war. (MM3, p.71)

A few **dragons** approached **Athuam** the Falling Sky, knowing he was planning his revenge against **Nerull**. Blaming the **god** of death for the dead of their father, those **dragons** pledged to aid the Falling Sky with his revenge. He transformed then into **avalanche dragons**, and laid siege to **Pluton**. There, **Athuam** and his crush of **avalanche dragons** cut a swath of destruction across the astral domain, severely depleting the **god** of death's strength. However, the other **gods** went to help **Nerull**, and sealed **Athuam** and his followers within **Pluton**. Only a handful of **avalanche dragons** were able to flee the might of the **gods**. (DR424, p.7)

A few **dragons** fled to the oceans of the world, as at the time those bodies of water were claimed by no power. (DR424, p. 10)

Other group of **dragons** fled to the **Elemental Chaos**, and sided with the cruel **primordial Yan-C-Bin**. Sworn to the **Chained God**, the elemental prince poisoned the **dragons** sheltering in his palace with toxic words, turning their hearts and souls against their kin, turning them into the first **tornado dragons**. (DR425, p.28)

A number of surviving **dragons** chose to follow **Bahamut** instead, and he blessed them with his power in order to protect the young races of the world from the rampages of the **primordials**. They became the first **metallic dragons**. (DrCD, p. 6; W&M, p.70)

The remainder of surviving **dragons** threw in their lot with **Tiamat**, whose hatred of the world that killed her father colored her every deed and attracted **dragons** given to rapacity and suspicion: the **chromatic dragons**. (DrCD, p.6)

All **dragons** blamed the other **deities** for **Io**'s death, and for that reason most the **dragons** of the current age only worship their **dragon gods**. (DrCD, p.26)

Haramanthur's realm, defenseless, became the target of a now forgotten **primordial**. The angel **Erishani** fought to protect it, using **Haramanthur**'s power to trap the **primordial** in a stasis field. **Haramanthur**'s realm became known as **Erishani** in honor to its savior, and the trapped **primordial** is now known as the **Golden Monolith**. (DR390, p.46; SotAS, p. 108)

Timesus and other **primordials** traveled to **Death's Reach**, in the **Shadowfell**, to feed on the souls of the dead to increase their powers. **Nerull** and other **gods** created **Nerull's Gate**

to gain quickly access to the place. **Timesus** was defeated by the combined might of several **gods**, scores of **angels**, and the massive army of the followers of the **gods**. **Timesus** was sundered after the battle and sealed away within **Death's Reach**. (E1, p.2, 17)

Imix, bound as he was to **Tharizdun**, threw his forces against **Moradin** at the **Battle of Nine Peaks**. **Moradin** smote the corrupted **primordial**, casting the squirming prince down to the **Elemental Chaos** where he would later be bound in adamantine chains. As he fell, the **primordial's** ichors etched a blazing rune into **Moradin's** hammer, creating the **Rune of Fiery Might**. (DR394, p.52)

Yan-C-Bin unleashed the **tornado dragons** to kill the mortal servants of the **gods**. Destroying cities and menacing whole armies, the **tornado dragons** were stopped only by **Bahamut** and his **seven gold dragon exarchs**, who rallied the mortal legions and dispersed the elemental host. The surviving **tornado dragons** fled civilized lands and have lingered in the wilderness ever since. (DR425, p.28)

Nera, having learned the secrets to control mortal souls, led a rebellion against **Nerull** in **Pluton**, eventually killing the **god**, usurping his throne and his divinity, becoming a full-fledged **goddess**. The other **gods**, convinced by **Nerull's** actions that no **god** or power should claim dominion over the mortal souls, allowed **Nera** to join their ranks, but with the provision that she would become the **goddess** of death and not of the dead. **Nera** believed the **gods'** interference was unjustified, and that created a rift between her and the other **gods**. Those tensions persist even now. (DP, p.43; DU171, pp.83-84)

Soon after her ascension, **Nera** expunged her true name from the knowledge of all creatures and began to calling herself the **Raven Queen**, all to circumvent the restrictions the other **gods** placed on her. Some of **Nerull's** priests founded the cult of the **Seekers**, trying to restore their **god** to life. (DP, p.43; DU171, pp.83, 88)

As her first action after she attained **godhood**, the **Raven Queen** elevated a few normal ravens, transforming them into **kenkus**. (DR411, p.7)

As soon as she ascended to **godhood**, the **Raven Queen** sealed **Death of Innocence**, **Nerull's** holiest temple, within a domain of dread in the **Shadowfell**. (DR427, p. 10)

The **Raven Queen** abandoned her dominion in the **Astral Sea** to inhabit the grim winter fortress of **Letherna** in the **Shadowfell**, where she could unlock the souls' secrets without interference from the meddling powers. (DP, p.43; DU171, p.84)

Shadar-kai were once **humans**, natives to the **World**, all members of an extended tribe who called themselves Shadar-Kai. When the **Raven Queen** slew **Nerull** and ascended to **godhood**, the Shadar-Kai struck a deal with her. They promised to serve as her mortal agents, and in exchange, she gave them incredibly long life and freedom from frailty. The Shadar-Kai moved to the **Shadowfell**, setting up their communities on the borders of **Letherna**. Life in shadow changed the **humans**, reshaping them and transforming them into a distinct species. As they expanded their territory in the **Shadowfell** and began interacting again with the **World**, the tribal name became the name for their race. (DR372, p.12)

One theory holds that **primordial blots** were originally four different primordials that fused into one so as to better fight their divine foes, forming a composite being of vast power. This entity was unstable, and the attacks of the **gods** reduced it into multiple blobs of pure elemental chaos that live on until the current age. (SotEC, p.140)

The dwarven rebellion

As the tide turned against the **primordials**, disaster struck the **giants** from an unexpected angle. The **dwarves**, bolstered by their faith in **Moradin**, made their bid for freedom, turning on their larger masters. Beset on all sides, the empires of **giants** fell into chaos, their edifices thrown down and their citizens scattered by war and fear—or by newfound freedom. (W&M, p.33)

A **dwarf** named **Clangeddin** made two fine axes in secret, melding into them the strands of his own silver beard. Then, he started a rebellion to free his people from generations of **giant** slavery. For the first time, **Moradin** took pride in his creations—not just for the greatness of what he had made, but for the greatness they inspired in him. **Clangeddin Silverbeard** was rewarded with a divine spark, becoming into one of **Moradin**'s **exarchs**. (DR391, p.50)

The **dwarf** slaves in the ancient realms of the **giants**, tempered by suffering and endless labor, and without access to soldierly methods, tailored their ways of fighting to their work tools. Then, they made war on **giants** in **Moradin**'s name. (MP, p.59)

Bergrom Earthfast, a **dwarf** general of legend, led his troops against **giants** before **dwarves** became free from the slavery of the **titans**. He endured supernatural elements, fell magic, and the treacherous wilds of old to help bring freedom to his people. (MP, p.123)

Ancient songs and chants of **dwarf** priests tell of the mighty hammer carried by the ancient scion of the **dwarf** race who led the first rebellion against the **dwarves'** **giant** and **titan** slavemasters. The legends do not agree on that weapon's true name, but all concur that it measured more than six feet from end to end, it flew forth from its master's hand with the power of a thunderbolt, and it instantly slew any **titan** it struck. (MME, p.30)

Gildur and **Toris Irontop**, a pair of **dwarven** champions and twin brothers fought fiercely until they confronted **Durandus** the Iron King. That night, after a vision from **Moradin**, they became the soulforged, and defeated **Durandus**. After their victory, the brothers gathered the most pious followers of **Moradin** and taught them what they learned, forming the first generation of the **Soulforged knighthood**. (DR385, p.75)

The Kinstrife War

Even **Corellon** and **Sehanine** cannot say whether it was the **Dawn War** that changed **Lolth** or if she had always thought differently. Some accounts say **Lolth** may have descended into the **Abyss** in search of power and became corrupted (perhaps driven mad) by the **Heart**, or by **Tharizdun** himself. A few tales claim she hated her sister and wanted **Corellon** only for herself. Others, that **Lolth** became allied with **dark beigns** who had invaded the **Feywild**, former servants of the **gods** cast down for their refusal to obey. Whatever the truth, **Lolth** nearly killed **Corellon** before he realized her attack was not one of her usual dark jokes.

Sehanine intervened and saved **Corellon's** life, but **Lolth** escaped. (SotAS, p.37; HotF, p.4; DR394, p.35; DR361, p.8)

Lolth's corruption infected her priests, who in turn poisoned the **dark elves**, and civil war erupted in the **Feywild** and in the **Seldarine's** refuge of **Arvandor**. Those who would not join them in rising up against the **gods** were slaughtered. **Corellon**, **Sehanine**, and the rest of the **Seldarine** led the remaining **elves** against their dark cousins, now called the **drow**, and **Lolth's** other demonic allies. (Dr394, p.35; DR408, p.7)

When war broke out among the **elves**, **Callanar's** wizards initially held themselves apart from the struggle. In an attempt to remain neutral in the conflict, the wizards of **Callanar** began to perform a ritual to shift the academy from the **Feywild** into the natural world until the war ended. However, during the casting of the ritual, **drow** loyalists in the group turned against their fellows and slew them before the ritual could take full effect. The **White Spires** moved into the natural world anyway, much to the chagrin of the **dark elf** insurrectionists, and the magic was strong enough to hold it there until the waning days of the conflict. (DR403, p.6)

Some **eladrin** refused to participate in the war, and fled to the **World**. Exiled there, and reviled by **Corellon** and the other **elves** (even the **drow**), they became known as **dusk elves**. (DR382, p.68)

Lolth, to restore her place as **Corellon's** favored, beguiled an **eladrin** knight and weaved glamour to make him look like **Corellon**, and then had him seduce **Sehanine** and conceive a child. **Corellon**, enraged at **Sehanine's** infidelity, doomed the child to remain at the pool where she was conceived until the day when she might give her heart freely to another. **Sehanine** gave her daughter power over the night powerful magic. When the knight learned how he had been used by **Lolth**, he hurled his mystic sword into the pool and vowed to never fight again. (Dr393, p.36)

In the final years of the **Kinstrife War**, the leaders of **Cendriane** created a magical prison on the **World**, on a mountain known as **Winter's Rise**, in the northernmost region of the **Nentir Forest**, to seal their most dangerous prisoners, including a powerful **archfey** whose name has been erased from history. They also assigned a company of their finest **swordmages** (arcane warriors) under the leadership of **Ilyara Lathiel**, to guard the distant prison. The mighty archmages of **Cendriane** granted Commandant **Lathiel** immortality as part of her commission, as they required an everlasting guardian for the prison's most powerful denizens. Though **Lathiel** would live forever, she could never again leave the prison, for the magic that gave her immortality also trapped her in the prison just as effectively as her charges. (DR405, p.37)

The city of **Mithrendain** was created in the waning days of **Cendriane**. During a particularly brutal campaign against the forces of the **fomorian** kings, a contingent of **eladrin** soldiers discovered a place in the **Feywild** where time moved so quickly that it formed a wide, deep hole in the **Feywild** from which issued **fomorians**, **drow**, and all the evils of the **Feydark**. After a bloody battle, the surface forces pushed their enemies back through the opening and into the **Feydark** once more. Seven **eladrin** wizards placed seven powerful seals on the hole. Then this council of wizards banished time from this area, so their wards might remain intact. Unwilling to trust that the massive opening would stay closed on its own, the soldiers founded

a fortress on the spot, building the main citadel up around the barrier to guarantee that it could not be used again without the **eladrin** being aware of it. Over time, secrecy surrounding the barrier caused knowledge of the true purpose of the fortress to fade from the minds of subsequent generations. Soldiers brought their families to live in the fortress with them, and within a few decades, the fortress became a city. (DR366, p. 5-6; HotF, p.11)

Cendriane was destroyed amid a magical catastrophe in the most violent battle between the **eladrin** and the **drow**. The inhabitants of **Cendriane** pushed back magical and planar boundaries, opening a gate in the heart of a lost mountain. Within days, every citizen vanished, leaving their crystal cities to slowly fall into ruin. The **Far Realm**-touched star **Zhudun** shone upon the **Feywild** the night before the fall of **Cendriane**. (HofF, p.14; DR366, p.18; W&M, p.22)

After the fall of **Cendriane**, the grieving members of the **Winterguard** remained true to their original mandate. They refused to abandon their posts until they received orders to do so from the legitimate rulers of **Cendriane**. Because their prisoners were far too dangerous to ever set free, the order renewed its vow that none would ever escape. Commandant **Lathiel** quickly realized that predators, the hostile environment, and the passage of time would eventually take their toll, so she decided to recruit promising candidates from nearby tribes to replenish the **Winterguard**'s numbers. The **Winterguard** remained largely isolated until the rise of **Nerath**. (DR405, p.37)

The war culminated in what came to be known as the **Last Battle of the Spiral Tower**. **Drow** and **demons** had taken the site during a protracted battle that saw the **eladrin** fighting on many fronts. With reinforcements unavailable, an **elf** commander named **Ossandrya** was forced to lead the remaining troops against the **drow**. In the end, **Ossandrya**'s efforts proved successful. Although the **Spiral Tower** was reduced to a blackened spindle bereft of magic, the **eladrin** drove the **drow** out for good. In time, the **Spiral Tower** was rebuilt. The place became a prestigious institution that trains warriors and wizards alike. (PHB, p.171; MP, p.128)

The **Raven Queen** allied with **Corellon** against **Lolth**, lending her **sorrowsworn** against the fallen **elves** and their demonic allies. In her defeat, **Lolth** forfeited her claim to the domain of fate, leaving it available for the **Raven Queen** to assume as reward for her assistance. (DU171, p.84)

Drow were cut off and banished from **elven** communities, driven into the **Underdark**. Some accounts claim the **drow** followed **Lolth** there when she fled from the **Feywild**. Some believe **Lolth** went to the **Underdark** on her own, while others say **Torog** invited her when she and the **drow** were on the verge of annihilation. No one knows which version is the truth. (SotAS, p.37; UD, p.7)

Disenchanted after the war, **wood elves** broke away from the **eladrin** and departed for the **World**, to live in the forests. The first **wood elves** who left the **Feywild** settled in the southern region of the **Nentir Forest**. (MV, p. 111; MVTtNV, p.63, 68, 104)

A handful of **elves** quickly developed a strong connection to the **Nentir Forest**'s primal power and became the land's first druids. Over the centuries, the druids became wholly attuned to the forest's needs. This band became known as **Harken's Heart**, named after its

symbolic position in the great wooded land. Many of the forest other elf residents came to view **Harken's Heart** with a growing combination of distaste, disapproval, and fear, believing that the druids' obsession with the primal power drawn from the ancient wood was dangerous. (MVTtNV, p.63)

Serpentine Owls were fashioned to serve as companions and scouts for the first elves who traveled the **World**. (DR384, p.23)

Eladrin remained in the **Feywild** to rebuild the ruined kingdoms. (DR361, p.10)

Boreanis, an alchemist, crafted nine bronze griffons for nine eladrin lords as gifts for the esteemed heroes of the **Kinstrife War**. (DR384, p.20)

Winterkin are eladrin who retreated to the **Winter Lands** following the **Kinstrife War**. (DR384, p.61)

Callanar returned to the **Feywild**. The academy slowly rebuilt its faculty and its reputation, and the White Spires reclaimed their place as a preeminent institution for delving into arcane magic's deeper mysteries. (DR403, p.7)

Corellon, **Sehanine**, and the rest of the **Seldarine**, as well as **Lolth**, went to the **Astral Sea** and fought in the **Dawn War** alongside the rest of the **gods** out of necessity, but in doing so they became known to the mortal races of the **World**. (DR408, p.7; SotAS, p.37)

The last years of the Dawn War

Near the **Dawn War's** end, a band seven powerful brother archangels defeated a mysterious entity (vague hints suggest something from the **Far Realm**, or else from before the **primordials** shaped the **World**). Three of them survived the battle and managed to return to "**He Who Was**". The god cannot save them all, but recognized that he could draw on the essence of two to save one: his favorite servant, **Geryon**. Although **Geryon** loved "**He Who Was**" more than anything else, he grew resentful of him because he would never be himself again. (Du176, p.57-58)

Amon the Wolf originally served "**He Who Was**" as a scout, fewterer, and huntsman, but his unbridled admiration for the archangel **Geryon** set him apart from his fellow angels. When given the opportunity, **Amon** eagerly volunteered to join **Geryon's** army and served him with distinction. (DR428, p.23)

The **primordial** known as **Dendar** the Night Serpent destroyed the sun of the world of **Abeir-Toril**, killing all the lifeforms of that world. The **gods** of **Abeir-Toril** continued to fight against the **primordials**, this time led by a **god** named **Ouroboros** the World Serpent. (HotEC, 32-33; FRCG, p.42)

The twin gods **Corellon** and **Gruumsh** fought side by side in the war, gaining more victories for the **gods**. (DR408, p.7)

Originally created by the **primordials**, the **abominations** known as “**voracias**” were created to combat **Corellon** and **Sehanine**. Though “**voracias**” are the particular foe of **fey**, they do not attack **drow** on sight, and sometimes fight alongside them in battle. Some rumors suggest that **Lolth** had a hand in the beasts’ creation. (SotAS, p.133)

The **primordial** **Nekal** of the Glowing Deep was slain by the combined effort of **Pelor**, **Kord**, **Bane**, **Ioun**, and **Sehanine**. **Vyn-kazi**, a watersoul **genasi** general of **Nekal**’s forces, after witnessing her master die, swore fealty to **Pelor** and took on a firesoul aspect in his name. She then led her people against other **primordials** in service to the **god** of the sun. (HotCE, p.33; MP, p.121)

The **genasi** rebelled against their **primordials** masters and gained their freedom. Although the **primordials** already had great beasts and chaotic elementals that were being used as pure weapons, they needed more reliable and inventive creatures to replace the **genasi** as the leaders of their armies. (MM2, p.118; MV, p.16; DR361, p.41-42)

Different legends attribute the origin of the first **abomination** known as the “**storm that walks**” to the **primordial** **Mual-Tar**, the Thunder Serpent, or to **Iktha-Lau**, the Ever Empty. Perhaps the two cooperated in its creation. After creating the first “**storm that walks**”, the **primordials** began to experiment with crafting the elemental soldiers known as **archons**. (SotEC, p.128)

Soon, they found the means to reshape **elementals** and hammered them into soldiers, creating the **archons**, gifted with a degree of cunning not found in other **primordial** creations. Given life, the **archons** could reproduce themselves, building armies faster than **giants** could be born or **angels** ordained. Their uncontrolled creation pleased the **primordials** and worried the **gods**. (MM2, p.118; MV, p.16; DR361, p.41-42)

Archons and other elemental soldiers began forging increasing numbers of weapons, having learned the value of such tools from followers of the **gods**. They found the mines of **Irdoc Morda** in the **Elemental Chaos**. (SotEC, p.76)

Melora, aided by servants of **Kord**, fought against **Cryonax** to gain mastery of the waves, slaughtering his demonic and elemental servants that sailed the frozen northern seas. The battle took place in the mortal world, in a northern mountain range named the **Teeth of Lormoch**. At the end of the conflict, a massive fissure appeared, swallowing **Cryonax**. This fissure became known as the **Glacial Rift**. The **gods** chained **Cryonax** to the mountains and **Melora** sealed him beneath her great stone shield. (DR394, p.54; DR401, p.25; DU199, p.5)

When **Melora** tried to claim mastery over the oceans, the rogue **dragons** living there saw their freedom threatened. They turned to the **primordials** for help. The **primordials** submerged them in the seas of the **Elemental Chaos**, holding them there until the pressure had transformed their bodies into elemental water. A **primordial** named **Solkara**, the Crushing Wave, a **primordial** of crushing depths and icy cold, released the survivors into the oceans of the world, transforming them into the first **typhoon dragons**. (DR424, pp.10-11)

Solkara was defeated by the combined might of **Melora**, her exarch **Sekolah**, **Kord** in his role as god of storms, and **Sehanine**, exercising the moon’s influence over the tides. They were

unable to destroy **Solkara**, but they stripped her of much of her power and imprisoned her in a continent-sized ice shelf. (HotEC, p.33, SotEC, p.152)

Bahamut pursued the primordial **Nihil** across the **Astral Sea**, but ended battling in the living goddess realm **Lakal**. The dragon god's divine breath shattered **Nihil**, but this resulted in the shattering and death of **Lakal**. The realm exploded and everyone present in the realm died instantly. The surviving **quom** (those who were in other worlds mediating for peace or acting as healers) chose to set aside the ways of peace, and to use whatever means necessary to revive **Lakal**, by tracking down and reassembling her sundered parts. (SotAS, p.101)

Haemnathuun, the Blood Lord **primordial**, was slain by the combined effort of **Bane**, **Ioun** and **Bahamut**. His corpse was cast into the **Astral Sea**. (MoP, p. 76)

Moradin and **Kord** worked together to forge **Guldarak**, "the God Hammer." They crafted the hammer out of raw thunder and bound its handle with rings of lightning. **Moradin** was the first to wield the hammer, taking it into the **Great Dismal Delve** in the heart of the **Elemental Chaos**. **Moradin** used the God Hammer to shatter the stone that protected the primordial **Zurtharak** the Vein of Iron for the way he burrowed and twisted through solid stone. With **Kord** and **Bahamut** at his side, **Moradin** then used the hammer to shatter the primordial's body. Several other gods wielded **Guldarak** during the war, and the hammer became a symbol of divine vengeance. (PHB2, p.117)

One **deity** devised a plan that would starve the **archon** armies of troops. Rather than combat the **archons** directly, the **gods'** forces attacked the creatures and energies that served as the **archons'** source. Some reshaped the elemental spirits rather than destroy them. Some blame **doppelgangers** upon **Sehanine's** reshaping of water elementals. Yet the vast majority of elementals were slain. **Efreeti** remember this time as the **Desolation** in their legends, and they believe that the **Elemental Chaos** still hasn't recovered. (DR361, p.42)

The elemental princesses **Sisanthak** and **Vorsheen** turned on one another in the **Astral Sea**, creating the astral motes called "**Frostburn**". The **gods** enchanted the motes so the inhabitants do not realize how long they have been battling. The princesses are still fighting one another in the **Astral Sea**. (SotAS, p.126)

The vile elemental prince **Bwimb**, the primordial called the Ooze Lord, was an ocean of acid that flowed across the **Astral Sea** until he was finally struck down by **Kord**. The primordial's ruined essence then fell as rain on the natural world below, producing acid-etched shards that give their bearers uncanny control over acid's corrosive effects. (HtoEC, p.156)

The primordial **Rorn** of the Rages, unable to control his temper, killed many **gods** and even other **primordials** during the conflict, earning the enmity of both factions. (FRCG, p.242)

Ogrémoch became unstable, and unable to tell friend from foe began to attack **gods** and **primordials** alike. The other **primordials** shunned **Ogrémoch** out of fear. (HotEC, p.27)

The War of Betrayal

Asmodeus waited until a grim time in the **Dawn War** when the **gods** appeared to be losing. “**He Who Was**” was partly to blame—he had no stomach for war, had exiled his most powerful general and army, and though he was a powerful **god**, he could not handle the brutal work of war. (SotAS, p.66)

Geryon sided with **Asmodeus** when the archdevil offered to restore his former essence. He became one of **Asmodeus**’ greatest generals. (Du176, p.58)

Narzugons, servants of “**He Who Was**”, were tricked into betraying “**He Who Was**”, damning them to serve **Asmodeus** for eternity, despite their hatred for him. (MM3, p.57)

Alloes began defending “**He Who Was**”, but at the end of the infamous **Battle of Blood-Dimmed Stars** turned traitor and joined **Asmodeus**, to eventually become his chief inquisitor. During the **War of Betrayal**, he served under **Geryon**. (DR373, pp.36-37; DU176, p.58)

Asmodeus showed the **angels of love** a vision of an ordered universe united under his own benevolent rule, where there were no divisions or conflicts—only endless virtue, eternal love, and ultimate freedom such as only the gods could know. The **angels of love** knew that to covet what belonged to the gods was forbidden, but Asmodeus was the wisest and best of all the angelic host, and his deeds and virtues in service of the **gods** were as old as time. Though many of the **angels** of love turned away from Asmodeus, more remained at his side, tempted by his idyllic vision. In time, these angels joined Asmodeus’s rebellion against the **gods**. (DR417, p.16)

The first and greatest of the **angels of love** to be seduced by **Asmodeus** were called **Lilith** (the first **angel of love**) and **Malcanthet**. Each saw herself as the perfect consort to the archangel, becoming rivals. Fearing their enmity, **Asmodeus** played them against each other, creating two loyal servants, both of which accomplished exceptional feats in the course of their rivalry. (DR417, p.20)

Tiamat allied with **Asmodeus**, and sent him her **abishai** servants in exchange for information, treasures, and occasional assistance. (DR377, p.18)

Bane also helped **Asmodeus**, albeit not directly. Rather, **Bane** sent several great warrior-angels, not as participants but as “advisors,” to offer expertise on matters strategic and tactical. (DR372, p.27-28)

Pazuzu (in his guise as **Pazrael**) was also one of the generals who aided **Asmodeus** in the battle that claimed the life of his god. His aid was instrumental in **Asmodeus**’ victory, and it remains a secret known only to **Asmodeus** and the obyrith lord. **Pazuzu**’s support came at with cost: a yet unnamed boon still owed by the **archdevil**. (Demo, p.133)

In the earliest stages of **Asmodeus**’s uprising, **Beleth** maintained a façade of allegiance to “**He Who Was**”. Many of the earliest victories won by the rebels under **Asmodeus** were due not to military supremacy, but because **Beleth** delivered to them a full report of their enemies’ tactics,

or changed orders between generals and their troops. Not all **Beleth**'s messengers were willing to cooperate with his blasphemous activities, but most were all too excited to explore the new power they could exercise over those who had ignored them. (DR365, p.37)

At the first sign that other followers of "**He Who Was**" started to suspect him, **Beleth** and his tiny spies fled, assassinating several of the deity's servitors who still trusted them. **Beleth** then was placed under the command of **Moloch**, one of **Asmodeus**'s lieutenants. From here, he shared with his new masters all his knowledge of the foe's military strategies. His messengers served in their new army with far more loyalty than they had in their old. Though not mighty warriors, they engaged in battle, en masse and invisibly, distracting their enemy so that the soldiers of **Asmodeus** might lay them low. (DR365, p.37)

The Bridge of Storms: **Geryon** led the forces of "**He Who Was**" into an ambush and then turned on them. When "**He Who Was**" learned of **Geryon**'s betrayal, he wept tears enough to drown a mountain. (DU176, p.58)

After witnessing **Geryon**'s treachery at the **Battle for the Bridge of Storms**, **Amon** swore an oath of eternal loyalty to **Geryon**. He served throughout the remainder of the revolt as **Geryon**'s most trusted and able lieutenant. (DR428, p.23)

"**He Who Was**" was slain by **Asmodeus**. In his dying breath, "**He Who Was**" bound **Asmodeus** to an eternal prison in the once idyllic plane of **Baathion**. As "**He Who Was**" died hellish fires sweep across the surface of the plane, boiling away the glittering oceans and reducing the forests to ash and cinders. Where once beauty reigned, only death and suffering remained, and thus did **Baathion** become **Baator**, the Nine Hells. **Asmodeus** then seized his former overlord's divinity, and became a **god** himself. (DMG, p.162; PHB, p.47; MM, p.60; MoP, p.89; DP, p.40; DU197, p.62)

As a result for helping **Asmodeus** to slay him, **Asmodeus**' angel followers were also cursed by "**He Who Was**", and transformed into **devils**. (DP, p. 40; MV, p.50)

Beleth and his servants became **imps**, while the rebel **angels of love** became **sucubbi**. (DR365, p.37; DR417, p.16)

Some say **Zehir** may have aided **Asmodeus** against "**He Who Was**", or even killed the **god** himself. (PHB, p.47)

Slaying a **god** has consequences, and the destruction of "**He Who Was**" so enraged the other **deities** that they sealed **Asmodeus** and all the rebel **angels** who aided him in "**He Who Was**" former dominion. (DU197, p.62)

Most of the **gods** cursed **Asmodeus** as a traitor, but many understood that he had cunningly rid the **gods** of a failed leader whose efforts seemed destined to lead to the ruin of all. Thus, while they overtly shunned the rebel **exarch**, some **gods** bargained secretly with him, soliciting his aid in the war with the **primordials**, while other evil **gods** treated with him out of gratitude for slaying a self-righteous **god** who was just in the way. (SotAS, p.66)

Asmodeus rewarded the **devils** who fought under his banner with fiefdoms and realms and created a rigid hierarchy of power. He claimed **Nessus**, the dominion's fiery heart. He gifted **Cania** to **Mephistopheles** and gave **Malbolge** and **Maladomini** to **Baalzebul**, his truest friend and ally. **Levistus** gained **Stygia**, and **Belial Phlegethos**; **Mammon** claimed **Minauros**, and **Dispater Dis**. **Zariel** took command of **Avernus**, the outermost layer of **Baator**, and was charged with protecting the dominion from enemies who sought vengeance against them. **Baalzebul** allowed the **archdevil Moloch** to rule **Malbolge** in his name. The **archdevils** have no authority in the Nine Hells beyond that which **Asmodeus** grants them. In exchange for their realms, the Dark Lord demands loyalty and utter obedience. (DU197, p.62, 63)

Lilith swiftly manipulated her way through the ranks of devils to take up a place at the right hand of **Moloch**, lord of **Malbolge**, the Sixth Hell. (DR417, p.20)

Even still, **Asmodeus** hunger for a larger fragment of the **Heart** of the **Abyss**, as he wants to gain more power so he can subjugate all **demonkind** to his will and make himself strong enough to overthrow all the other **deities**. (MM, p.60)

Using his new divinity, **Asmodeus** used the spiritual essence of the first souls damned to the Nine Hells to repair **Geryon's** soul. While **Asmodeus** could integrate the shards of the souls within him, the new deity could do nothing to change the new physical body **Geryon** was granted: a foul, bestial, thing with three torsos, each faintly resembling one of the three **angels** whose essence he shared. (DU176, p.58)

The last loyal holdout of "**He Who Was**", **Malharak**, was taken over only after a century-long siege. In an act of apparent mercy that confused a few of his critics, **Asmodeus** sent the surviving **angels** within **Malharak** to join the rest of the **angels** who serve the other **gods**. He went so far as to spare a number of servitors of "**He Who Was**"—mortals and immortals that had defended **Malharak**—as long as they swore fealty to him. Several consented; the others were slain. (SotAS, p.77)

Brother **Eiulo**, possibly the last **human** servitor of "**He Who Was**", pens a massive tome called the **Codex of Betrayal**. (DR365, p.36)

With "**He Who Was**" dead, **Zehir** claimed humans as his own. Under his powers of alteration, countless humans were transformed into the first **yuan-ti**. For a time, the other immortals could do nothing to halt the progress of these creatures as they formed the great empire of **Zannad** in the **World**. During the time of the empire, yuan-ti lorded over human servants and monstrous slaves, living as royalty. (R&C, p.22; MV, p.288-289)

The first yuan-ti constructed a pyramid-like structure called "**Sarpacala**," in homage to **Zehir**. (DR370, p.30)

Fey creatures believe **medusas** are the cursed descendants of elves, betrayers who willingly bowed to **Zehir** and helped slaughter an entire city of cladrin. Human and dwarf sages think medusas are the progeny of yuan-ti and basilisk blood, created to be a slave race to the yuan-ti. Other scholars theorize that **Zehir** remade dragonborn or humans during the chaos of the

Dawn War into medusas. Other say medusas were created by **Zehir** from reshaped earth elementals. (MV, p.200; DR361, p.42)

Glasya was sired by **Asmodeus** on his concubine, **Bensozia**, once called the Queen of Hell, not long after wresting **Baator** from “**He Who Was**”. **Bensozia** was one of the dead god’s brides, so to **Asmodeus** it was only fitting to claim her for his own. **Asmodeus** believed his offspring would not be subject to the same restrictions as his, and, with proper training, could act as his proxy in the planes. What **Asmodeus** did not anticipate was the depth of **Bensozia**’s hatred for him. He had taken her as a prize, used her, and then discarded her. As resentment and hatred poisoned her soul, **Bensozia** plotted **Asmodeus**’ downfall. Since she could not equal **Asmodeus**’ power, she contented herself with nursing her child on poison and hate, taught her the arts of seduction and intrigue, and filled her empty vessel with murderous intent. (DU197, p.62)

The **Arrow of Fate** became an issue of contention between the archdevil **Asmodeus** and **Erathis**, **Ioun**, and **Pelor**. **Asmodeus** sought access to **Hestavar**’s knowledge for his devils and followers. In a show of cooperation characteristic of an earlier age, the three gods granted this, but only with guarantees that **Asmodeus** and his adherents would treat **Hestavar** as strictly off-limits for their usual deviltry. **Asmodeus** agreed, and to cement this bargain, the **Arrow of Fate** was locked away in **Hestavar** on condition that the pact would stand for as long as the Arrow remained within the city. (DU172, p.16)

Rise of the gith

No one can be certain of the true reason for the mind flayers Empire’s fall, though many tell a tale of slaves revolting successfully against cruel masters. (W&M, p.81; SotAS, p. 29; UD, p.82)

After the gith race revolted, they named themselves after the leader of their rebellion, **Gith**. (SotAS, p.94)

Zerthimon, a mystic gith who desired peace, rebelled when **Gith** declared the **Eternal Crusade** against the mind flayers. After much fighting, **Zerthimon** led his people into the **Elemental Chaos**, where they became known as the **githzerai**. The remaining gith began to be known as the **githyanki**. (SotAS, p.94; SotEC, pp.60-61)

Tu’narath, the githyanki’s capital, was founded in the **Astral Sea** within the floating corpse of a dead god, the **One in the Void**, decades after the gith’s civil war. (SotAS, p.94, DU168, p.30)

Weakened after the civil war and threatened from the **Dawn War**, and sensing her impending death, **Gith** sent out representatives to treat with various powers residing in the **Astral Sea**. **Vlaakith**, **Gith**’s most trusted advisor, negotiated with the archdevil **Dispater** to recruit an infernal legion to shore up the weakened githyanki legions. However, **Dispater**’s price for their compact, the souls of all githyanki, was far too high to pay. In a show of good will, **Dispater** made **Vlaakith** talk with **Tiamat** instead. (SotAS, p.94; DR377, p.18)

Ephelomon, **Tiamat**’s red dragon **exarch**, offered the support of red dragons to the githyanki in exchange for assistance should **Tiamat** require it, while **Tiamat** asked for **Gith**’s soul and the souls of all future leaders of the githyanki. **Gith** accepted with the condition that

the githyanki would be free to choose their own destinies. **Gith**'s soul remained in **Dispater**'s power to ensure **Tiamat** upheld her side of the agreement. (SotAS, p.95; DR377, p.18)

Ephelomon forged a scepter that granted githyanki dominion over red dragons and gave it to **Vlaakith**, who has been named **Gith**'s successor. **Vlaakith** was the first of a long procession of **Vlaakiths** who would rule the githyanki. (DR377, p.18)

When dwarves escaped from the mind flayer slavery, they retained the perverse education from their captivity, becoming as corrupt as their former masters, and began to call themselves **duergar**. Believing **Moradin** abandoned them during their enslavement, the duergar turned instead to the worship of **Asmodeus**. (MM2, p.95)

Asmodeus began to plot with **titans** and **giants** in service to the **primordials**, striking bargains that would favor him if their side won the **Dawn War**. To avoid giving the **primordials** an edge in the war, the **gods** forged a pact of alliance with **Asmodeus**, granting him his former master's divine power temporarily "*until the **primordials** were vanquished.*" The **gods** did not all muddle through the implications of the wording in **Asmodeus**' pact. Some fell prey to his honeyed assurances. (SotAS, p.66)

The battle of Pesh

In the final years of the war between the **gods** and the **primordials**, a great number of mortal clerics, paladins, and other servants of the **gods** came together to create a mighty bastion of light, the **Radiant Temple**. This act greatly pleased the **gods**, and it's said that the devotion of the temple helped turn the tide of war in their favor. (AV2, p.103)

An exarch of **Moradin** and seven angels of **Bahamut** known as the **Wind Dukes of Aaga** crafted the **Rod of Law** in **Torzak-Belgirn**, the soulforge of **Moradin**. With this **Rod** and with the help of the **archomental** of fire **Bristia Pel** (who died in the battle), they attacked Miska in a mortal world, in a region named **Pesh**. They stroke down **Miska** the Wolf-Spider, who was banished to an unknown plane. Though the banishing of **Miska** caused the shattering of the **Rod of Law** into the **Rod of Seven Parts**, his fall turned the tide of the war for the **gods**' favor. (Demon p.9; HotEC, p.28)

The **primordial Ubtao** the Deceiver betrayed its kin, turning the war in the world of **Abeir-Toril** in favor to the **gods**. **Ubtao** helped to kill, imprison or drive away the remaining **primordials** of that world. (HotEC, p.32-33; FRCG, p.42)

Auril, a **goddess** from the world of **Abeir-Toril**, killed the primordial **Dur-baagal** and fashioned the Lyceum, the throne room of her demesne, Winter's Hall, from the still beating heart of the **primordial**. (DR367, p.61)

Nagpas betrayed the **primordials** when the **gods**' victory was imminent. Their treachery was discovered, though, and the **primordials** levied a horrid curse on them, transforming their beautiful forms into hideous creatures with an insatiable appetite for wealth and bodily comforts. (MM3, p.142)

As **Miska**'s armies retreated to the **Elemental Chaos**, the **Queen of Chaos**'s power diminished and her will broke, and then she dissipated back into the **Abyss**. Though her true fate remains unknown, it is said that she will not return until the **Plain of a Thousand Portals** is blighted by eclipse once more. (Demon p.9)

The **Princes of Elemental Evil** created the **Tarrasque** as a weapon to destroy the **gods**. At least two **Princes of Elemental Evil**, their names forever lost, died during the process. With the victory of the **gods**, however, the **Princes of Elemental Evil** fled, leaving the unfinished **Tarrasque** at the core of the **World**. (DR418, p.5-6)

The **gods** lured **Balcoth** from his place of hiding by creating a hardy-minded race, which would take him longer to corrupt. By the time it succeeded, the **gods** found him. **Bane** severed his head, **Moradin** fashioned his prison in a secret place of the **World**, and **Bahamut** manned its garrisons. Some of the **earthquake dragons** **Balcoth** had eaten escaped from his belly when **Balcoth** was decapitated. **Balcoth**'s body wanders in the **Elemental Chaos** even in the current age, searching in vain for his head. (HotEC, p.29; DU178, p.85; MM3, p.68)

In a desperate attempt to defeat the **gods**, the mad **primordial Alu Kahn Sang** smashed the gates of the heavens to flood the **Astral Sea** with his destructive vastness. The **goddess Khala** and her son **Kord** combined their powers to stop it, flinging it back to the **Elemental Chaos**. (HotEC, p.30)

Chan, the good **Princess of Elemental Air**, was able to lure the **primordial Ty-h'kadi**, Prince of Thunder and Lightning, from the **Astral Sea**, thus sparing him from the fury of the **gods**. (HotEC, p.31)

Moradin, **Pelor** and **Bahamut** drove the **primordial Mual-Tar**, the Thunder Spirit, back into the **Elemental Chaos**, where **Moradin** chained and trapped it. (DR370, p.26)

Volunt, defeated, was cast into the **Shadowfell**, where the shades, many of which had died at the hands of cruel elemental masters, tear him apart, leaving only the Darkreach Mountains behind. (S'fell p.80)

Baphomet pursued his erstwhile ally **Yeenoghu** when he fled the field and throw himself into the **Abyss** rather than submit. (DR369, pp.7, 21)

Bryakus was among the last primordials to fall. **Kord** defeated him in a fearsome battle. When the **god** of battle managed to entangle and quarter him, hydras swam from the **primordial**'s severed limbs in a flood of poisonous liquid. Not even the **gods** know how many hydras **Bryakus**'s defeat birthed. (HotEC, p.29; MV, p.175)

Piranoth was imprisoned in the **Elemental Chaos** in the waning days of the **Dawn War**. (RotG, p.24)

The **gods** banded together to defeat **Ogrémoch**. Mighty as he was, **Ogrémoch** was unable to defeat the combined might of the **gods**, and was chained and trapped with adamantine chains forged by **Moradin**. (HotEC, p.27)

Melora banished the **Evil Princess of Elemental Water, Olhydra**, to a coral prison in the depths of the **Elemental Chaos**, claiming at last sovereignty over the seas. (DU199, p.45)

During the last days of the **Dawn War**, the **primordial Iktha-Lau** created a soldier of living ice from the glacier that entombed the **primordial Solkara**. **Iktha-Lau** believed that his creation would serve him, but instead **Xixecal** the Living Glacier was born with unshakable loyalty toward **Solkara** alone. For the remainder of the **Dawn War** and millennia thereafter, it stalked the **Elemental Chaos** and the **natural world**, claiming to speak for **Solkara** and to act in her name. (SotEC, p.153)

CY-10,000: Moradin defeated a mighty storm titan. In exchange for its life, the titan agreed to serve the god for ten thousand years. (DU173, p.41)

Kord killed the primordial **Sehil** in the final battle of the **Dawn War**. (SotAS, p.29)

When the **primordials** finally fell, the **catastrophic dragons** scattered themselves across the mortal world and the planes. (DR424, p.5)

As soon as the **Dawn War** finished, **Bahamut** and **Tiamat** began a struggle for dominance over **dragonkind** that has lasted into the present age. (DR365, p.26)

**Note: CY = Current Year*

The Godswars

Even after the gods won the Dawn War, many gods had died and the old compacts were broken. While some gods were content with having survived, others wanted to rule the world and the other deities. Also, in the war many gods betrayed others and internecine strife was unavoidable...

Aftermath of the Dawn War

The **gods** learn that the first **Supernal** tablets were lost, presumably destroyed in the war. (SotAS, p.98)

The **gods** drew lots to determine which part of the **World** each would be given for their works and worshipers. The lots were all used up before **Groomsh**'s turn, leaving him without a place in the world. He has been incensed ever since. (DR408, p.7)

Erathis and **Melora** worked together to improve the mortal world in all of its aspects. **Melora** and her hunters protected the cities as well as the wilderness from aberrants and from deities that crave destruction, such as **Baphomet**, **Groomsh**, and **Yeenoghu**. Partly as a result of this protection, the cities prospered, and their citizens developed skills, knowledge, and an outlet for their creative urges. (DR401, p.23)

Erathis assumed dominion over the **minotaur** race. She taught them language and law, and called on **Moradin** to instruct them in crafts. (DR369, p.7)

Ioun entrusted **humanity** with a sacred gift. She handed down several fist-sized stones, each one shining like a miniature sun and filled with knowledge. **Ioun**'s worshipers established orders of knights and scholars to protect and study the **Ioun's stones**. (DU161, p.73)

Corellon was reluctant to embrace mortals outside **elvenkind**, for he regarded those mortals as minor beings less refined and less worthy of his notice. At **Sehanine**'s prompting, he turned his azure gaze to the world's people and found, after living among them, that he was wrong. After that realization, **Corellon** welcomed devotees from other races and bestowed on them his gifts. (DR394, p.36)

Lolth severed her ties with the “**Compact of Heaven**” and the other **gods**, and made her home in the **Abyssal** layer known as the **Demonweb Pits**, taking the title of the “**Demon Queen of Spiders**”. (MM, p.52; SotAS, p.34)

Thanks to specific clauses in his pact with the other **gods**, **Asmodeus** retained his autonomy and control over the **Nine Hells**. Having devised a way to subvert and harvest mortal souls, the **devils** also require infernal pacts to breach the bindings of Hell. Soon after, he and his vassals forged dark pacts with various evil **deities**. (MM, p.60; SotAS, p.66; W&M, pp.76-77)

In a glorious cataclysm that shook the mortal world, the **Radiant Temple** and the souls that had forged it were taken to the **Astral Sea**. However, in the moments before the temple's ascendance, a number of the faithful stepped forth from its towers of light, chosen by the **gods** to remain behind as protectors of the **World**. These faithful are said by some to be the first **avengers**—divine champions of the **deities** themselves. (AV2, p.103)

The **Chromodactylic Loom** dates back to not long after the **Dawn War**, when the **gods** embarked on many projects of creation in their new won world. **Corellon** joined with **Ioun** and **Avandra** to devise a wondrous tool that could create works of art both lovely and practical: ways to travel, keep lore, and discover new things. (DR418, p.33)

According to **Vistani** legends, the **gods** feared the powers they had given to **Vistan** and her followers. The evil **deities** wanted to destroy the **Vistani**. But the others—**Sehanine**, **Melora**, and **Avandra** in particular—gave the **Vistani** the chance and power to flee to hidden places. The **Vistani** wander still, the jealous eyes of some **gods** still upon them. (DR380, p.76)

Some sages and monks claim that the **Breath of the Sun and Moon** is the earliest known formal monastic tradition, created in the days following the **Dawn War**. Numerous contemporary monastic traditions claim direct descent from this ancient order, though no clear evidence for such claims exists (PsP, p.66)

Pharaelis, a priestess of **Ioun**, created the first formal studies that would eventually grow into the psionic traditions and colleges. (PsP, p.84)

The first **maces of disruption** were forged through a combination of **Moradin's** metalcraft, **Kord's** strength, and **Ioun's** knowledge. Those three **gods** working together crafted the maces to honor **Pelor**, whose healing magic saved their lives during the **Dawn War**. (MME, p.29)

The **Raven Queen** guided her most devout followers to the **Dusk Peak Mountains**, where they constructed her holiest temple. (TLG, p.49)

The **gods** allowed the **Princes of Elemental Good** and some other good **primordials** to retain their freedom in gratitude for their help (or abstention to fight) in the **Dawn War**. (HotEC, p.25)

The defeated the **primordials** were cast down, bound in chains, and sealed away for all time. The chains binding the fallen **primordials** owe their creation to **Moradin's** forge and **Kord's** strength, yet not all the **Dawn Titans** were bound by these champions. The **gods** shackled their foes through various means; by forcing them from this reality altogether, their names erased from history's annals, or using the **World** itself to confine the tempestuous monsters. (DR394, pp. 52, 54)

The **Princes of Elemental Evil** (except **Imix**, **Olhydra**, and **Ogrémoch**, who are sealed away) escaped to the far reaches of the **Elemental Chaos**, where they remain in exile. (MM3, p.113)

When **Alu Kahn Sang** recovered from its wounds, he learned the **gods** had won the **Dawn War**. **Alu Kahn Sang** stills roams free in the **Elemental Chaos**, plotting revenge. (HotEC, p.30)

Djinn were bound into mundane objects as punishment for warring against the gods. Those few djinn that remained free lost much of their power. (SotEC, p.36)

Sirrajadt, called the Vengeful Storm, was a minor noble of the djinn **House of Haytham**. At the time, he was rebellious and uncouth, until his family sent him away. **Sirrajadt** suffered through the horrors of the **Dawn War** without the luxuries of his birthright. After the **gods** won the war, they had locked away the members of **Sirrajadt's** house. The djinn then swore an oath of blood vengeance against the **gods** and their followers. (SotEC, p.151)

Unable to restore **Death's Reach** to its former function, the **gods** sealed the door and began to use it to store dangerous enemies and artifacts from the war, such as the remains of **Timesus** the Black Star. They also devised other fates for the souls of the dead. Over time, disposal or internment in **Death's Reach** fell into disfavor and the place was forgotten. (E1, p.2; S'fell, p.87)

With the **Queen of Chaos** missing, the surviving **obyriths** hid their identities to avoid being targeted by the other **demon lords**. They created the **Queen's Conclave** (also known as the **Quorum of the Twelve**) as a secret alliance between the surviving **obyriths** to ensure all of them will remain equally powerful. (Demon, p.9, 17)

After crushing his rivals and gathering their followers into a devastating force, **Demogorgon** claims the title of **Prince of Demons** (he is the third and current Prince), to the chagrin of the **Queen's Conclave**. After that, he repelled the forces of the **Astral Sea** from their assault on the **Abyss**. (Demon, p.9)

Orcus killed **Bwimb**, but it respawned as a new **Bwimb**. (HotEC, p.32)

Satyrs first came to the mortal realm when the world was young and had not yet fully healed from the destruction of the **Dawn War**. That war drew the **Feywild** closer to the mortal realm, connecting the two through rifts in the fabric of the planes that the inhabitants of the natural world would come to call "fey crossings". (HotF, p.34)

The Blood War

In an attempt to get even a bigger fragment of the **Shard of Pure Evil**, **Asmodeus** sent **devils** to the **Abyss**. The forces of the **demon lords** drove the **devils** back, as the **demons** sought to return his stolen fragment to its rightful resting place, igniting the never-ending **Blood War**. For untold millennia, **demons** and **devils** destroyed each other on an uncounted number of battlefields. (Demon, p.9; MoP, p.89)

Pazuzu was instrumental in fomenting the **Blood War**, using his secret alliance with **Asmodeus** to ensure that **devils** and **demons** remained evenly matched in that endless conflict. Both **Asmodeus** and the **Queen's Conclave** used the chaos of the **Blood War** as a

cover for the same goal—to locate and harness the eldritch might of the seed of evil at the **Abyss's Heart**. (Demon, p.7, 17, 133)

However, some sages believe the true puppet-masters behind the **Blood War** are the **baernoloths** and the **yugoloths**, who secretly guide the course of the war. (DR417, p.6)

Because of **Rajzak's** meddling in the **World** and the **Astral Sea**, **Asmodeus** had to send **Graz'zt**, his most trusted advisor, to the **Abyss** to claim a second sliver of the **Heart**. **Graz'zt's** initial invasion was successful, and he managed to seize three layers of the **Abyss** before pressure from **Rajzak**, **Orcus** and **Demogorgon** stalled his descent. During a battle against **Rajzak**, **Graz'zt** was able to tear both the mind and soul from the demon lord. Most scholars believe that **Graz'zt** began to transform from **devil** to **demon lord** as a result of eons spent within the **Abyss**, but few suggest that he used a portion of **Rajzak's** essence to undergo the process. Other demonologists believe that the sly **Rajzak** actually tricked **Graz'zt** into creating his current form, and that the **demon lord** is becoming transformed into the most powerful **demon prince** the cosmos has ever known. (MoP, p.130; SotEC, p.124)

When **Asmodeus** made good on his promise to conquer the **Abyss**, **Malcanthet** was among the first to volunteer in the conflict that would become the **Blood War**. She saw the unrest as her chance to please the archdevil, expand her influence, and remove **Lilith** from **Asmodeus's** esteem. **Malcanthet** led her devils into the **Abyss** and quickly conquered the layer called **Shendilavri**. Eventually, however, she was corrupted by the **Abyss** and became a **demon lord**. (DR417, p.20-21)

The war of the gods

Jealous that **Corellon** was beloved by mortals and acclaimed as a champion of the war by other **gods**, even when he joined late, **Gruumsh** mustered an army of like-minded **deities** and declared war to **Corellon**. Some accounts suggest that **Corellon** was the provoker, others that **Gruumsh** spoke the challenge. The truth is that both **gods** knew it was coming and prepared accordingly. (DR394, p.36; DR408, p.8)

Corellon and his allies fought against the armies of **Gruumsh** in the **World** and the **Feywild**. On one side stood **Corellon**, **Khala**, **Zehir**, **Sehanine**, and the **Seldarine**, while on the other stood **Gruumsh**, **Pelor**, **Erathis**, **Moradin**, and **Melora**. **Lolth** also participated in the battle, secretly helping **Gruumsh**. (DP, 40; DR394, p.36; DR408, p.8)

However, some **deities** chose not to fight, because they hadn't forgotten the destruction of the **Lattice of Heaven**. Among them were **Bahamut**, **Erathis**, and **Moradin**. (DR408, p.8)

Many of the **deities** that fought one another—some with scores to settle—used **Corellon's** and **Gruumsh's** conflict as an excuse for battle. **Zehir** contested with **Pelor** over mastery of the sky, for the sun banished darkness. **Pelor** in turn fought with **Khala**, whose icy mists and snows blocked the life-giving rays of the sun. (DP, 40; DR408, p.8)

For seven days and nights—at least, as immortals reckon them—the **Godswar** raged on, until only **Corellon** and **Gruumsh** remained in the battlefield, all others too exhausted to continue. (DR408, p.8)

Avandra parlayed between the two factions. To settle the argument between **Pelor** and **Zehir**, she offered the cycles of day and night. As a compromise between **Khala** and **Pelor**, she proposed alternating seasons of summer and winter. The **gods**, weary of their quarrels, agreed. **Pelor** abides faithfully by his agreement with **Zehir**, but from time to time **Zehir** seeks to shadow the sun during daytime with an eclipse. **Khala** is no more, but the **Raven Queen**—who holds sway over winter now—honors the ancient pact. Yet she also tests **Pelor**'s resolve, seeking to end summers early and delaying springs as long as she can. (DP, 40)

Sagawehn, a **goddess** of insects, attempted to destroy all individuality from **Arvandor** until a group of eladrin heroes killed her. A high priestess of **Corellon** who was overcome in the battle spawned the first **lamia**. (DR390, p.48)

Bane, upset that the **gods** refused to follow him after the war, and angered by their decision to allow some **primordials** to live on, began to plot his eventual dominion over the **gods**. Some accounts suggest that he began to put into motion his plans by attacking his brother, the **god Tuern**. (DR372, p.27)

Quarrelsome and undisciplined as he was, **Tuern** was still a formidable opponent, and **Bane** needed soldiers to seize the iron fortress of **Tuer-Chern**. His **angels** were too evenly matched with those of his brother, but the Iron General had something **Tuern** lacked: his mortal champions. Through his divine power, **Bane** molded his favored servants into the perfect warrior race, melding them with the blades they used in battle. The **war god** gave each of them the willpower, insight, and determination to make them the perfect soldiers. Whatever they had been before, **Bane**'s servants became an entirely new race. Pleased with his work, he christened his children **bladelings**. A few scholars from the **Athar** faction of **Sigil**, always eager to prove that the **gods** aren't all-powerful, have suggested that, due to their physical resemblance, the **Lady of Pain** might have been **Bane**'s inspiration for the final form of the **bladelings**. (DR419, p.24)

Tuern was killed in battle, and **Bane** tried to subdue the other **gods**. But **Erathis** and **Moradin** opposed **Bane** and he backed down. (DR372, p.27; DR419, p.24)

Corellon finally won the battle thanks to the aid of the twin goddesses **Sehanine** and **Lolth**, the later betraying **Gruumsh** at the last moment. **Corellon** shot out and destroyed **Gruumsh**'s left eye, and with it **Gruumsh** lost his prophetic powers (some believe this was the reason **Corellon** accepted **Gruumsh**'s challenge: to rid his enemy of this ability). (DR394, p.36; DR408, p.8-10)

According to some accounts, where **Gruumsh**'s blood touched the land, dreadful beasts and horrific monsters arose. **Orcs** rose up from blood that fell into the **World**, while **cyclopes** from blood that fell in the **Feywild**. **Fomorians** were bathed in **Gruumsh**'s blood, and were cursed (and blessed) with their evil eyes. (DR394, p.36; DR408, p.10)

An obscure legend claims that when **Corellon** put out **Gruumsh**'s eye in that primeval battle, part of the savage **god**'s essence fell to earth, where it transformed a group of **humans** into fierce **half-orcs**. (PHB2, p.14)

Some believe that it was at the aftermath of this battle that **fomorian**s took the **cyclopes** as servants and the **gnomes** as slaves. (MV, p.36, 148; DR408, p.10)

The War of Winter

Khala, who dreamed to become **Queen of the Gods**, and wasn't happy with **Avandra's** compromise, sought to extend her grip over the **World**. She relied on her son **Kord** and her consort **Zehir**, and on **Gruumsh** and **Tiamat**, who preferred **Khala's** vision of a winter-bound world of savagery and darkness to **Avandra's** compromise that also offered days of light and seasons of hope. Her glaciers and blizzards threatened to destroy the fragile races of mortals as **Kord** ran wild, bringing storms and calamity to all. (DP, p.40, 67)

With the aid of several powerful **primordials** that reluctantly helped her, **Khala** attacked the dominions of the strongest **gods** most likely to object to her reign—**Pelor**, **Erathis**, **Moradin**, and **Bahamut**—and scored early victories. The lower slopes of **Celestia** fell, and **Hestavar** was besieged. (DP, p.40, 67)

The **World Serpent**, **Stormhawk**, and **Everflame** were among the **primal spirits** who did the most to burn away **Khala's** false winter. (PrP, p.123)

When **Khala** sent her strongest **exarch** to forge an alliance with a **primordial** lord of ice, the **World Serpent** was watching. When those foes met, he wrapped his coils around **Khala's** **exarch** and the **primordial** lord, crushing them to a broken mass that **Everflame** burned away as a dark warning to the **gods**. (PrP, p.129)

The **Sovereign Elk**, a powerful **archfey**, trapped an **exarch** of **Zehir** in a prison that exists at a juncture of the **Feywild** and the **World**, in a cave near where the town of **Elkridge** would be found. (DU190, p.4)

Khala's success was temporary, for the remaining **gods** leagued against her. **Bane** joined the war to preserve the world for conquest and tyranny, rather than abandon it to unceasing savagery. **Sehanine** intervened alongside **Pelor** to protect the compromises of night and day from being overthrown. Even **Lolth** worked secretly against **Khala**, unwilling to allow a single **deity** to subjugate the rest. (DP, p.67)

During the war, the **duergar** legions of **Tor Zarak** were forced to battle an unexpected foe: **Kord**. After a legendary and lengthy clash, **Kord** was finally captured and brought to the deepest vaults of the city, where the **duergar** treated him to all manner of physical torment. **Kord** laughed at their efforts. The clerics of **Asmodeus** constructed eleven racks—strong enough to quarter **titans**—before they could extinguish **Kord's** mortal shell. Then they disassembled the last rack and split up the pieces, intending to use the fragments as weapons should **Kord** or his followers ever seek vengeance on the **duergar**. (DR402, p.23)

The turning point came when **Kord** and **Moradin** battled in the mountains of **Celestia** and across the **World**. **Kord** unleashed his full fury but succeeded only in wreaking terrible damage on the land and its mortal inhabitants. Despite **Kord's** irresistible fury, **Moradin** refused to yield. When **Kord** took a moment to renew his strength for another blow, **Moradin** called his attention to the wanton destruction wrought by the **storm god's** wrath. **Kord** regretted using

his might so carelessly and destructively. The **storm god** renounced his support of **Khala's** plan. (DP, p.67; DR395, p.35)

Moradin made armaments of stone and steel for his new ally, and **Kord** bound their hilts in tanned bearskin. Soon after, **Kord** launched a direct assault against **Gruumsh** and crushed his erstwhile ally. (DR395, p.35)

With the aid of **Kord**, **Bane**, and others, the forces of **Pelor** rallied. They broke the siege of **Hestavar** and destroyed or imprisoned the **primordials** and abominations **Khala** had released. **Tiamat** retreated to her lair, and **Gruumsh** abandoned **Khala's** cause as well. But **Khala** refused to yield and sought to destroy the **World** under never-ending winter rather than admit defeat. (DP, p.40, 67; DR395, p.35)

The followers of the **evil gods** unleashed magic from powerful items, masking the sun and the moon from view. The plants began to die, and people grew sick. The darkness drove **lycanthropes** into a supernatural madness. They rampaged across the land, slaughtering anyone they encountered. A sorcerer and devotee of **Sehanine** quested to recover an ancient staff sacred to her deity. Her band braved countless dangers before they found a sacred glade. When they arrived, a shaft of moonlight pierced the deep blackness, leaving a staff behind where it had struck the ground. With the help of the staff, the band destroyed many of the wild lycanthropes, as well as the objects that had plunged the world into darkness. Its task complete, the staff turned into moonlight once again, waiting to be rediscovered by a mortal in need. It has since reappeared from time to time, in forms of varying power. (AV2, p38)

The allied **gods** forced **Zehir** to relinquish control of the **human** race. The **gods** squabbled over who should have power over humanity, and in the end, nothing was decided, for the contest continues today. As a result, humans have the potential to be both the most corruptible and most devout of any race. (MV, p.289)

Those who suffered under the yuan-ti united and worked to divide and defeat their former masters. These rebellions led to the first human empires and an end to the empire of **Zannad**. (MV, p.289)

Pelor, **Bane**, and **Moradin** defeated **Khala** in her great castle of ice, and the **Raven Queen** was called on to expel **Khala** into death. The goddess agreed to help in exchange for power over winter. The other **gods** accepted the conditions, and the **Raven Queen** banished the defeated **goddess** into death, ending the war. (DP, p.40, 67; DR395, p.35; DU 171, p.84)

Dwarven followers of **Kord**, however, claim that **Kord** was present at his mother's passing and that he claimed some of her power as well. It is whispered in dwarven halls that, at this ancient moment, **Kord** and the **Raven Queen** began an unconsummated courtship that continues today. (DR395, p.35)

While the **gods** smashed **Khala's** armies in the **Astral Sea**, the **primal spirits** rose up and destroyed her winter fortresses in the mortal realm. (PrP, p.116)

When the **Raven Queen** claimed the winter portfolio, the **primordial Umboras**, a reluctant ally of **Khala**, approached some of the dragons discouraged by the death of **Io** and convinced

them to join him in and assault against **Letherna**, transforming them into **blizzard dragons** in order to deliver his **ice archons** and **frost titans** to the **goddess's** doorstep. The **Raven Queen** pretended to flee before his forces, luring them to **Pandemonium**, **Tharizdun's** former astral domain. There, in the labyrinthine corridors of the realm, she separated **Umboras** from his host of dragons and titans and trapped him in one of that domain's empty vaults, where he still remains. With their master shackled the **blizzard dragons** spread across the cosmos. (MM3, p.64)

The banishment of the gods

Primal spirits realized the **gods'** danger to the world after the **War of Winter**, and decided the **World** must be protected from both, **elemental** and **immortal** influence. They created the **Primal Ban** (an existential barrier that surround the natural world and wall out all other planes), declaring the mortal world free from both sides of the conflict. The gods, too exhausted to object and fight another war, retreated to their astral dominions. (DP, p.67; PrP, p.116; HotEC, p10)

The surviving **gods** and the **primordials** were banished to their home planes, and the **primal spirits** of the **World** decreed a balance: The mortal world would remain a place where matter and spirit mingled freely, where life and death proceeded in an orderly cycle, where the seasons changed in their unending wheel without interference. The **gods** and the **primordials** could still influence the **World**, but they could not rule it. (DMK, p.38)

The **primal spirits** once bound to places destroyed in the **Dawn War** and the other conflicts, devoid of any purpose, were cast into the **World** and abandoned by their own kind, who was focused on their conflict with the **gods**. Filled with resentment toward the **deities** that made their sacred sites into battlegrounds and toward the mortals who had transformed those sites into cities, mines, and farms, these **primal spirits** made a pact to destroy everything the **gods** and their followers had created. To that end, the spirits took on forms of flesh and abandoned their primal heritage, becoming the **tulgars**. (MM3, p.194)

When the **primal spirits** banished the opposing forces from the world, the **primal spirit** known as the **World Healer** moved across the lands and healed them, restoring natural life and repairing the **World** from the ravages of the wars. (PrP, p.128)

In the aftermath of the **Dawn War**, the world was given over to the care of humanoid tribes that had long been pawns in the battles between **gods** and **primordials**. (MME, p.74)

Stung by the hardships of the war and no longer able to set aside their differences, the surviving **gods** turned their creative desires to create or to repair their dominions within the **Astral Sea**. They left their mortal followers to pursue their own destinies with only the subtlest guidance and interference from on high. (W&M, p.56; SotAS, p.6)

The **gods** squabbled over what was to be done with the **abominations** they had created to fight the elemental armies. Bizarrely, the end of the **Dawn War** seemed to change the rules by which **Carceri** operated: **abominations** that had previously been created by the **primordials** to slay the **deities** now spewed from **Carceri** alongside the **deities'** original creations. The

deities set about ensuring that these horrors could not escape. **Moradin** forged the adamantine wall that surrounds **Carceri**; the other **deities** joined to weave the divine enchantments that prevent escape. From his lair in the **Underdark**, even **Torog** contributed to the magic that turned the dominion into the Red Prison. (SotAS, p.38, 104)

Sehanine persuaded **Corellon** to side with her, **Avandra**, and **Melora** against the other **deities** and their efforts to seal off **Carceri**. They enchanted the dominion so that any abomination that escape is sent to their dominion of **Arvandor** and join the **Great Hunt**. They then retreated to **Arvandor** and away from the other **gods**. Since then, **Corellon** has had little to do with the other **gods**. (SotAS, p.38, 104; Dr394, p.35-36)

Sad because the **primal spirits** had banned the **gods** from the **World**, **Melora** withdrew completely for generations, her whispers silenced. She passed the time hunting alone in **Arvandor**. (DR401, p.23)

The **gods** allowed **Torog** to take a place among the world's pantheon, as he had become too much powerful thanks to his connection to the **Underdark**, and the other **gods** couldn't stomach another battle for power. (UD, p.8)

As a contingency plan to ensure the survival of the **World**, the **gods** created the **Paragon Compact** in the city of **Argent**, located in the **Plains of Chaos**, in the **Hinterlands** near **Nentir Forest**. According to the compact, it was the duty of every nation and empire to provide champions to serve as guardians and agents of **Argent**. The champions worked alone and in groups to investigate potential threats to the continued existence of the **World** whenever they appeared. Many heroes volunteered or were selected through a variety of means. Eventually, nations such as **Mira**, **Vardar**, **Arkhosia**, **Bael Turath**, **Nerath** and others regularly sent champions to serve in **Argent**. (RotG, p.6; TMon, chapter 24)

Bahamut, **Kord**, and **Moradin**, after a series of unseemly incidents in the early centuries of the joint occupation of the astral dominion of **Celestia**, created the **Game of Mountains** to channel their rivalry into a friendly competition. (SotAS, p.46)

Bahamut hid his immortal essence in a platinum sword he secreted in the **World**. (DU173, p.33)

Some sages say that **Kord** created **half-orcs**, copying the best elements from the human and orc races to make a strong and fierce people after his own heart. (PHB2, p.14)

The **Grave-Minders** were founded by members of the earliest religions. Fearing that the turmoil of the **Elemental Chaos** might blind the eyes of the **gods**, they set up several strongholds in the Plane Below, monitoring the prisons and graves of the **primordials** to ensure that none would rise again. (SotEC, p.40)

Alusiel and his fellow guardians, having resided at **Mal Arundak** for so long, were corrupted by the **Abyss** into demons. This alteration has been so subtle that they are still convinced that they remain creatures of grace and light. (SotEC, p.118)

A group of powerful invokers known as the **Sect of Seventy**, who believed the **gods** were too detached from worldly affairs to protect mortals, created the astral dominion named the **Constellation of Eyes** to watch over the whole cosmos. Priests of **Asmodeus** infiltrated their ranks, planning to use the dominion to open a gate to the **Nine Hells** and release their lord. To avoid that, the invokers corrupted their astral dominion, destroying both, the priests and the invokers, transforming the survivors into the first **nerras**. (MM3, p.144)

The dispersed power of **dead gods** eventually found a home in primitive humanoid tribes. This divine might filled these primitive creatures, sharpening their intellect and strengthening their bodies. Although the **dead gods** had no lingering consciousness and no control over their unlikely descendants, these humanoids gained the memory of what it was to be immortal. Calling themselves the **forsaken**, these humanoids ritually removed their eyes as they loathed looking upon the mortal realm, for it was a constant reminder of the immortality that they had been denied. In time, distinct tribes of forsaken arose throughout the **World**. (MM3, p.84)

After countless generations of struggle, all the many peoples of the world succeeded in defeating the monsters that had long preyed on them. With the magic the people had created in harmony with the **primal spirits**, these creatures were trapped or banished far from the mortal realm. The **primal spirits** were pleased at this outcome and settled down in their favorite places instead of flowing through the **World** as a whole. When things changed for the worse, some blamed the **primal spirit Whisper**, others the malicious **gods** or **devils** jealous of the mortal races' prosperity. In any case, the monsters that had been bound or trapped gained new power and intelligence. Able to communicate with each other in their places of banishment and binding, they learned to coordinate and control their power to break their chains. They attacked the people with renewed strength. With no history to guide them and no **primal spirits** to draw on, the people were quickly overcome. The **Monster Slayers** were primal heroes who left their homelands to travel throughout the world, hunting the monsters that had escaped from their confinement. On the way, the **Monster Slayers** met other heroes and relearned the magical secrets that had once defeated the monstrous threat. They codified that knowledge in order to train others, and their teachings helped shape the **spirit way** into its present form. In the end, the **Monster Slayers'** trials awoke the **primal spirits**, who returned to their ceaseless movement through the **World**. (PrP, p.125)

The Dawn Age

The Dawn Age was a time of mortals rising up to dominate the world, after the gods have retreated to their astral dominions...

Note: The chronology of events during this time is extremely shaky. Without inter-event references, it is difficult to determine whether an event occurred before or after another event. For that reason, the events of this age are organized by races instead of timeframes.

Bladelings

A schism formed between the undisciplined **goblins** and the **bladelings** after **Bane** became the **god** of the **goblins**. In what some have come to call “**Tuern’s revenge**,” the **bladelings** began to question their creator’s judgment, as if the original master of **Tuer-Chern** were still undermining his brother’s authority. What had long been a monolithic force quickly fractured into several factions. Some remained loyal, others defied their maker and fled into **Chernoggar’s** wilderness, and most left the dominion altogether, spreading out across the **Astral Sea** and beyond. When these emigrant **bladelings** chanced upon the planar metropolis of **Sigil**, the **City of Doors**, they were struck by the serene countenance of the **Lady of Pain**. Seeing her bladed image as a sign, many **bladelings** decided to settle in the **Cage**. (DR419, p.25)

Masters of the Rending Chains fighting style first appeared in **Zoronor**, a sinister city on the borders of the warlike plane of **Chernoggar**. The bladeling warriors there have acquired a reputation for cruelty, because they kill their foes in excruciating ways. Gladiators and pit fighters in dismal, violent cities throughout the **Astral Sea** and the mortal **World** have since copied this style. (MP2, p.128)

Centaurs

On the **Stormkissed Plain**, in the shadow of the **Moon Peaks**, nine centaur warriors stood. They were called the **Nine Furies**; each was the greatest of his or her tribe. They gathered to confront **Borstod the Blasphemer**, a catastrophic dragon of great age and power. For nine days and nights the Furies fought the ancient wyrm, each dawn marking a champion’s end until only one remained. Although that champion’s companions no longer lived, their devoted spirits continued the fight at her side. With their support, she spent her remaining life force in a final attack and drove her axe into the dragon’s skull. Conventional legend holds that all the champions perished, but some tales suggest that the ninth survived and might live still. (AV2, p.45)

Dark Ones

The origin of the **dark ones** is shrouded in mystery. Speculators believe the small shadow creatures are the descendants of a band of **halfplings** that fled into the **Shadowfell** in ages past. Others say **dark ones** are a race native to the shadow realm. (MM3, p.38)

The **dark ones** eventually formed cabals that revered and served the **death giants**. (W&M, p.33)

Derros

Derros are descendants of a mad, power hungry civilization that nearly ripped apart the planes when the world was still young. Craving primordial power but unwilling to bend their knees to any master, the **derros** created portals to the **Far Realm** in hopes of harnessing its power. The madness and horror they unleashed caused the **World Serpent** to drag their lands beneath the surface to halt their machinations. (MM3, p.48)

Demons

It is said that **Oublivae** crawled up to the **Barrens** of the **Abyss** in an unknown age, making her way into the wasteland from the bottomless ruins of that blasted realm. When the **demon lord Ugoreth** espied her, he surrounded the creature with his servants and demanded servitude. In response, **Oublivae** told **Ugoreth** that she was a herald come from the **Heart** of the **Abyss** with a message only for him. Blinded by his own vanity, the **demon lord** granted her private audience. As soon as they were alone, **Oublivae** attacked the hapless **Ugoreth**, consuming his soul and hurling his body into the bottomless ruin from which she had risen. She laid waste to his demesne, made a throne of his castle, and became undisputed **Queen of the Barrens**. (Demon, p.130)

Bulezaus were spawned by **Baphomet** during the **Blood War** as a race viler than the minotaurs, many of whom had become civilized, after **Yeenoghu** mocked him for his former creations pacifism. (Demon, p.107)

One **balor** legion rebelled against their **demon lord**, and seeking to conquer his abyssal layer, spawned the **zythar**. When the **balors'** rebellion failed, the **zythars** were claimed by the victorious **demon lord**, and they have since spread across the **Abyss**. (Demon, p.158)

Glasya, **Asmodeus'** daughter, descended to the **Plain of Yawning Pits** to punish **Graz'zt** for his treachery and to complete his mission. When their armies met, they clashed in yet another battle of the **Blood War**. **Glasya** plunged her sword through the **demon lord**, but it didn't kill him. Where **Graz'zt's** blood splattered, **babaus** arose, each filled with the subtlety of a **devil** and the bloodlust of a **demon**. Their sudden appearance helped rout **Glasya** and secured **Graz'zt's** place as one of the preeminent **demon lords** of the **Abyss**. (MM3, p.40)

Many planar scholars believe that **raavastas** were once demons known as **arcanaloths**. According to sages, the **demon lords** drove the **arcanaloths** out of the **Abyss** due to their

conniving ways, and it is from these demons that **raavastas** and **rakshasas** descend. (MoP, p.137)

Sylbarax, an **exarch** of **Zehir** known as the Green Death, stole the **Jewel of Gharan** (an artifact of **Zehir**), entered the **Abyss**, renounced his allegiance to his dark **god**, and became a **demon lord**. His reign was short-lived. **Orcus** assembled a vast host of demons and undead to destroy **Sylbarax** and the serpentine servants he had drawn to his side. The first **tomb demons** were created when the remains of **Sylbarax**'s followers were imbued with the necromantic power commanded by **Orcus**. (Demon, p.150)

In his youth, the **frost giant Kostchtchie** was mocked for his capriciousness and leaden intellect. For the crime of killing one of his tormentors, he was banished from his tribe. He wandered the frozen wastes, until one day he met **Iggwilv** the Witch Queen. She had foreseen the frost giant's fate, but saw also that a far greater destiny lay before him. **Iggwilv** granted **Kostchtchie** two gifts—the mighty **Maul of Brutal Endings**, and the **cacodemon** essence of a slain fiend whose intellect she had corrupted. Possessed by this powerful demonic entity in **Iggwilv**'s control, **Kostchtchie** began his rise to power, compelled to obey her every secret command. (Demon, p.123)

With the help of the **Maul of Brutal Endings**, **Kostchtchie** challenged the elders of his frost giant tribe, quickly slaughtering his way to dominance. As the new king of the frost giants, he and his followers traveled aboard a flying machine called the **Ark of Kwalish**, plundering ancient ruins to get powerful magic items. At some point, he even launched a devastating raid against the **City of Brass**. **Kostchtchie**'s final act as a mortal was a daring raid against the **Scalding Mountain**—a volcano that rumbles in the **Elemental Chaos**. He and his followers defeated the **devils** that guarded that place. **Kostchtchie** alone entered the volcano's burning core in search of ancient artifacts, but he did not emerge from it. His followers scattered to the winds, and the creatures of the **Elemental Chaos** breathed a sigh of relief at the end of his reign. (Demon, p.122)

Soon after, **Kostchtchie** appeared in the **Abyss**, larger and more powerful than ever. The newly made **demon lord** quickly conquered the **Iron Wastes**, where huge numbers of his frost giant allies have since joined him in his citadel of ice. From there, **Kostchtchie** has launched a crusade against the **Abyss**. Three minor **demon lords** have already fallen to the **Maul of Brutal Endings**, and the Prince of Wrath grows stronger each day.

Devils

Levistus dallied with both, **Benzosia** and **Glasya**, as a way to advance his plans to dethrone **Asmodeus**. He knew that he was taking a great risk in doing so, yet he maintained the ruse for as long as he could. This eventually proved his downfall. (DU197, pp.62-63)

Benzosia was killed either by **Levistus**, after she refused to betray **Asmodeus**, or by **Glasya**, when she discovered her mother in the arms of her lover. Only the pit fiend **Martinet** knows the truth, but he says nothing. Though **Asmodeus** did not love **Bensozia**, he could not let the offense go unpunished. He stripped **Levistus** of his titles and imprisoned him in a massive

iceberg in **Stygia**. **Geryon** replaced **Levistus** as the **Lord of the Fifth**. (DR365, p.38; DU176, p.59; DU197, p.63)

Initially, **Geryon** resented the time he spent ruling his domain, pined for the relative freedom he had lost. Slowly, however, he came to enjoy his position, tormenting those beneath him and playing the games of politics that permeate the **Nine Hells**. (DU176, p.59)

When **Geryon** became ruler of **Stygia**, **Amon** explored the entirety of his master's new domain. During this journey, he encountered the layer's most powerful winter wolf, **Soulfang**. The two skirmished for three days before **Amon** emerged victorious. Instead of taking the wolf's pelt as a trophy, **Amon** demanded its obedience. The bested wolf had no choice but to acquiesce, and thus **Amon** took his place atop the Stygian winter wolves' hierarchy. (DR428, p.25)

As punishment for her role in the death of **Benzosia**, **Glasya** was sent to **Maladomini** as the concubine of **Mammon**. Aided by **Focalor**, **Mammon**'s seneschal, **Glasya** plotted her revenge against her father. (DU197, p.63)

At **Glasya**'s urging, **Focalor** convinced **Mammon** that **Baalzebul** was secretly amassing an army to invade **Cania**, the Seventh Hell. In turn, **Mammon** informed **Mephistopheles**. Meanwhile, **Glasya** traveled to **Malbolge** and recruited **Malagarde** the Hag Countess, **Moloch**'s consort, to her cause. Through her and **Moloch**'s spymaster, **Beleth**, **Glasya** fed information to **Moloch** that **Mephistopheles** was preparing to invade **Malbolge**. **Moloch** reported the rumors to **Baalzebul**, who started massing his armies in response. **Mammon** warned **Mephistopheles** of the impending invasion, and **Baalzebul**'s growing armies confirmed the reports. (DR365, p.38; DU197, p.63)

Soon the **Nine Hells** broke into two factions, with **Zariel**, **Baalzebul**, **Moloch**, and **Belial** on one side, and **Mephistopheles**, **Mammon**, and **Dispater** on the other. Though both sides raised armies neither would make the first move. **Glasya** realized a greater push was needed to nudge them to war. She killed **Naome**, **Belial**'s consort, who had spoken out against **Glasya**'s plotting. Enraged, **Belial** commanded **Zariel** to turn her armies against **Dispater** and lay siege to **Dis**. **Belial**'s forces joined those of **Baalzebul** and **Moloch** to attack **Stygia**, hoping to crush **Geryon** (who maintained a position of neutrality during the whole affair) and sweep into **Cania** before **Mephistopheles** could mount a successful counterattack. (DU197, p.64)

Baalzebul's invasion seemed a resounding success at first, but **Mephistopheles** was cunning. He sacrificed a legion of devils to maneuver around the enemy forces and invade **Maladomini**. With **Mephistopheles**'s armies spilling into his realm, **Baalzebul** recalled his forces from **Stygia**, where they had suffered terrible casualties at the ice devils' hands. This retreat freed **Mammon** to help lift the siege at **Dis** by striking **Zariel** from behind. **Zariel**'s forces broke and fled to **Avernus**. **Dispater** and **Mammon**, now united, converged on **Maladomini** to destroy **Baalzebul** and then turn their attention to **Nessus** and the Prince of Lies. The battles raged for an eon. (DU197, p.64)

Geryon remained loyal, feeding **Asmodeus** information on the conspirators' activities. (DU176, p.59)

During this time **Alloces** created some of his earliest and most primitive monsters, through the careful recombination of parts and pieces of various **angels**, **devils**, and other astral beasts. He also claimed credit for creating others with which he had nothing to do. (To this day, **Alloces** claims to have created, among others, the **nightmare**, the **chimera**, and the **manticore**; to have bred the first **cambions**; and even to have infected the first **lycanthropes**.) He also instructed several mortals in the animation of dead flesh; although the prior claims are considered patently false, **Alloces** is credited with inspiring the creation of the first **flesh golem**. (DR373, pp.37-38)

Devils stole from the **yugoloths** a creature named **Maeldur Et Kavurik**, that was responsible for giving both, **demons** and **devils**, their ability to teleport between the planes. (DR417, p.6)

The **Pyramid of Shadows** was created by infernal lords as one of many extradimensional prisons used to confine powerful beings. One of the doors of this prison was “anchored” amid the **Winterbole Forest**. (H3, p.2)

Dragons

The War of Dragons: At **Tiamat**’s instigation, dragons fell upon one another, with chromatic and metallic battling for dominance. The most violent of those battles were the ones fought by the followers of **Bahamut** and **Tiamat**. (DU173, p.80; DR365, p.26)

The silver dragon **Silvara** helped to convince metallic dragons to join **Bahamut**’s side rather than sit out the war. (DrMD p.213)

During the first movements of the **War of Dragons**, a green dragon known as **Cyan Bloodbane** unwittingly joined the war effort, but rather than endure the pain and agony of war, he sought other means to aid his queen. When an old elf king, fearing that the conflict would spill into his ancient woodland nation, turned to an **Orb of Dragonkind** and called on **Cyan** to defend his people, the opportunity the dragon sought was revealed. **Cyan** seduced the old king, whispering venomous advice backed by empty promises and false hopes. **Cyan** twisted the king’s mind, forcing him to shape magic into his deepest fears and transform his ancient kingdom into a land of terrifying nightmares. Before **Cyan** could complete his work, a group of heroes battled through the shades of the elf king’s fears and defeated him. The dragon escaped, though, and while he is believed to be long dead, **Cyan** remains a dark presence in the world. (DrCD p.233-234)

The silver dragon **Silvara** took elven form and protected several elven settlements from the machinations of **Cyan Bloodbane**. In time, she fell in love with an elf warrior-prince who fought alongside a band of heroes against **Tiamat**’s armies. The prince returned her affections until circumstances forced **Silvara** to reveal her true nature. For a while, the pair remained together, but in the end he asked **Silvara** to depart. **Silvara** still mourns the loss. (DrMD p.212-213)

Dragonborn formed many clans, some of which were dedicated themselves to serving dragons. Many of these dragons belonged to bloodlines on one side or the other of the **War of Dragons**. These unified clans had military discipline in common, which was a trait needed in

ongoing war or for mere defense in the elder world. Those clans and their dragon lords developed codified laws, as well as civic and religious institutions, and created many states and empires, that rose and fell time and again. (DR365, p.25-26)

Over the course of the war, the **mithral dragons** grew more and more dissatisfied, and their numbers in the world slowly dwindled. Many mithrals claimed that they weren't truly mithral dragons until they had left worldly matters behind and begun to consider more important concepts. (DU173, p.80)

The Qetian Dynasties: **Brown dragons** that served as **exarchs** of **Tiamat** founded the great empire of **Maru-Qet**, in an immense valley of lush rivers and fertile fields. Ordinary humanoids were subservient to dragonspawn, dragonspawn to chromatic dragons, and dragons to the great brown dragons, who ruled as pharaohs and demigods of **Tiamat**. (DrCD p.240)

The last pharaoh was called **Nefermandias**, a brown dragon of unimaginable power. Unshakable in his arrogance, he chose to wage war with a growing clan of catastrophic dragons that dwelled in nearby lands, and lost. The catastrophic dragons destroyed the empire, transforming the verdant lands into an arid desert. Some brown dragons survived the fall of their empire, including **Nefermandias** and his youngest daughter, **Urum-Shar**. **Nefermandias**, now known as the Forsaken Pharaoh, and his offspring dwell in great pyramidal tombs, ruling over a few remaining city-states and tribes of what was once grand **Maru-Qet**. (DrCD p.24, 240; DU160 p.55)

Dragotha was a celebrated consort of **Tiamat**, a mighty red dragon chosen for his strength and cunning, as well as unswerving loyalty to his mistress. For all the Dark Lady doted on **Dragotha**, he had little protection from ambitious dragons that craved his vaunted position. Through his long years, he squared off against numerous dragon ascendants, each more powerful than the last. Eventually, he killed one of **Tiamat's** sons, whose death enraged his mistress. Realizing his doom was at hand, **Dragotha** sought out a powerful priest of the **Raven Queen**, a vile human named **Kyuss**, who promised immortality in exchange for the dragon's service. **Dragotha** agreed, and not long afterward, **Tiamat's** spawn descended on him and killed him. Instead of restoring him to life, however, **Kyuss** betrayed the dragon and transformed him into a **dracolich**. (DrCD p.236-237)

After this betrayal, **Dragotha** withdrew to a hidden cave, contaminating the lands around. Rumor holds that the dracolich was drawn out of its lair once when adventurers breached the dungeons of **White Plume Mountain**, and again when **Kyuss's** cultists sought to elevate the undead priest to godhood. (DrCD p.237)

Syndothyx, an ancient red dragon who believed himself the master of its own fate, met **Cleomenes the Blind**, a wandering prophet of **Ioun** remembered as mentor to champions and teacher of kings. **Cleomenes** revealed to the dragon that he would die soon, at the hands of the suffering villagers who had long been enslaved by its cruelty. Indignant, the dragon beheaded the prophet, making the villagers to rise up and kill him. The prophet became a celebrated saint, credited with the liberation of a people that would one day be governed by one of the sage's pupils. (DR402, p.25)

Dwarves

After the **Age of Chains**, dwarves built impregnable fortresses in the mountains to guard the treasures they wrested from unyielding stone. Their fabulous wealth drew greedy monsters to their doors and precipitated a series of wars whose results were ruin and death. Their stubborn nature and lingering suspicion that the other races lusted after their wealth led them to refuse offers of aid from humans and elves. Their fabulous kingdoms fell and their people scattered to the world's four corners. (HotFL, p.249; DU157, p.10; DR402, p.17)

Among the strongholds the dwarves built are:

- Bordrin's Watch, in Elsir Vale (DU157, p.10; DU161, p.6)
- Durigirn (MP, p.65)
- Gar Morra, the City in the Deep, located in Spire Sea of the Underdark (W&M, p.38; UD, p.79)
- Ironstone (DR403, "Academies of Magic")
- Mithralfast, capital of the dwarven empire (DU187, p.36)
- Mountainroot Temple beneath the Stonehome Mountain (DU157, p.10; DU161, p.6)
- Overlook, in Elsir Vale (DU157, p.10; DU161, p.6)
- Kög Kragarn, a citadel high up in the sprawling mountains called the Shattered Teeth (DR391, p.25)

At the site of their victory against the giants and orcs, known as the town of Armistice, dwarves signed a compact of peace that would bind them into one nation. As their kingdoms fell no more, Armistice became just a relic of the past. (DU157, p.22)

At the height of the dwarves' civilization, one of that race's greatest leaders was not a dwarf but a gnome, named **Satsaman**. A master wizard and arcane crafter, **Satsaman** fell in love with the dwarf warrior maiden **Jorunna**, but found his suit laughingly dismissed by her father the king. Undaunted, **Satsaman** created the **belt of dwarvenkind** as a means of proving his worth to **Jorunna**'s people—a task he fulfilled as royal son-in-law, and thereafter as trusted advisor to a long line of dwarf kings. (MME, p.79)

A drow high priestess named **Qualkaral** divined **Lolth**'s intent and decreed that their slave dwarves would mingle with human captives to produce offspring greater than either parent. The strength and endurance of this mighty brood was greater than that possessed by the loathsome **quaggoths**, who had been thralls of the drow for generations. These **mul**s, as the drow called them with derision, proved superior in nearly every way because they could work without rest for days on end. The drow realized too late the error in placing too much faith in **Lolth**'s guidance. When **Qualkaral** fell from **Lolth**'s grace, the magical compulsions keeping the **mul**s in line corroded and fell away, and the freed **mul**s destroyed their masters, shattered the drow city, and escaped into the bright light of the surface world. (DR391, p.25)

Fey

Many empires and cities were founded by the **eladrin** and **elves**, both on the **World** and in the **Feywild**, including the **Anauli Empire**, the **Realm of the Twin Queens**, the long-lost kingdom of **Aeritueur**, and **Solaneillon**. (W&M, p.22; DR401, p.36; Dr403, p.5; DR418, p.6)

Aeritueur was the only kingdom that survived the **Tarrasque** first attack on the **World**. (DR418, p.6)

Orbs of Dragonkind were made by an eladrin wizard, said to have been inspired by **Corellon** himself, to protect the fey empires from the warring dragon overlords. (DR394, pp.44-45)

There's an ancient story about a war between an enclave of **eladrin** and a kingdom of **dragonborn**. Much of the war is forgotten, but how it ends is the stuff of legend. During the last days of the war, an eladrin prince and his escort approached the dragonborn king's fortress and called for parley. The king invited the eladrin embassy into his fortress. Once inside, the eladrin were assaulted, blinded, and thrown into the dungeon. The dragonborn king had hoped to ransom the prince's life for political gain, but the prince and his fellow prisoners arranged their own "ransom" the first night. The prince and his companions, all elite swordmages trained in the art of blind fighting, called their farbond spellblades from beyond the walls of the fortress and fought their way free. The treacherous dragonborn king didn't survive the night. (AV2, p.18)

Harpies were formed when an evil **elf** witch-queen was exiled by a hero who broke the magic tiara that allowed her to spy on her subjects as a golden eagle. (MM, p.154)

Mindartis stands among the greatest heroes of eladrin legend: slayer of Death Fang, draconic terror of Blacktorn Forest; savior of Astaraython, the City Lost in Time; claimant to the Silver Throne of Sendaria who forsook the crown for love; wielder of **Epsillian**, the sword that sings when wielded by honorable hands; conqueror of Hag-Ungotha, the vile kingdom of fomorians now nothing but a ghost-haunted ruin. In one of his first quests, **Mindartis** fought and slew **Thessalia**, the medusa goddess of the Black-Tongue goblins. During the battle, Mindartis found himself transforming into stone. To prevent his death, he reluctantly called upon the favor of the Nymph Queen **Vanthia**, whom he had spurned. The fickle fey only stopped his transformation rather than restore him. From that day forward, **Mindartis** had an arm of stone, and the frustration led him down a dark path of bloodshed, but the love of **Jehelenna** restored his goodness and honor. This eladrin maid crafted for him a winged shield of silver that would flit about him as he fought, defending him as if wielded by **Jehelenna** herself. At some point in his many adventures, **Mindartis** lost his winged shield but regained the use of his arm. (DR394, p.47)

The **Mother of Scarecrows** (who may be **Baba Yaga**, **Morgan le Fey**, or **Ilggwilv**) sacrificed some farmers to a devil and learned the secrets of animating scarecrows. (Du183, p. 39)

The son of the **Tiandra**, the Summer Queen, the eladrin then known as the **Sun Prince**, fell in love with **Sharaea**, one of the Daughters of Delight. She, however, fell in love with a mortal man named **Hayne Kasar**, a brave and selfless warrior. To escape an arranged marriage, she

made a deal with the **Raven Queen**, and she and her lover were thrust into the future to a time when her intended would agree to release her from her promise of marriage. The betrayal transformed the **Sun Prince** into the **Prince of Frost**. The ring of betrothal cast away by the eladrin maid became the **ring of winter**. **Sharaea**'s sisters, **Velayn** and **Loralae**, were captured in their sister's stead. His bitter power magnified their sorrow and bound them to his frozen heart. The Daughters of Delight were no more. In their place were the Sisters of Lament. (DR374, p.54; DR394, p.43)

During one unnaturally long winter, a barbarian warlord known as the **Winter King** conquered several human cities and a dwarven kingdom. Legends say he made a pact with the **Prince of Frost** to gain the power of the **ring of winter**. But the **Raven Queen**, long a rival of the **Prince of Frost**, cursed the **Winter King** so that everything he touched turned to ice. When the **Winter King** demanded the **Prince of Frost** remove the curse, he was struck down for his hubris: He and all in his kingdom were frozen solid. (DR394, p.44)

In time, the **Prince of Frost** has gained a measure of respect in the **Raven Queen**'s eyes. She watches him closely, wondering if he might make a fine **exarch** or even a consort. (DR394, p.44)

A great battle was fought in the **Feywild** palace of **Nessecar** between the eladrin and the fomorians. The great behemoths laid waste to the priceless crystal relics for which the palace was known, slaying many in their wake. However, before the fomorians could triumph, the eladrin lord **Ondathian** unveiled a magic mirror that had the power to open a portal through which eladrin reinforcements prepared to enter the fray. But the fomorian war chief **Morgkash** shattered the mirror just after the portal opened, trapping the souls of the eladrin within the broken pieces. The fomorians overran the palace, slaying all within it. In an attempt at total victory, **Morgkash** tried to destroy the shards of the shattered mirror but couldn't affect them. Sensing the power lingering within these fragments, the fomorians scattered the pieces throughout multiple worlds. (AV2, p.124)

Fenelon was an eladrin warrior of the **Feywild** who was known for his ability to live through anything. In the war with the fomorians, he was crushed under a pile of rock, thrown off a cliff, and speared by **Morgkash**, surviving each and every event. For his ability to rise from the ashes of tragedy and defeat, **Fenelon** became known as the **Phoenix**. **Fenelon** eventually died of old age. (AV2, p.76)

An eladrin warlock named **Suzasha** decided to collect the power of a supernatural rain in the **Feywild** and transform it into a rod, using it as a tool to both celebrate the land and fight against the fomorians and other dark fey. Not surprisingly, the evil fey crafted a plan to remove the threat of the rod. The fomorians dispatched their lackeys to steal the rod from **Suzasha** under cover of night. The thieves were successful and returned the rod to their dark stronghold, where the fomorians unsuccessfully attempted to disenchant the item. Pained by its proximity, they cast it into the **Shadowfell**. Lesser copies have been created, but the eladrin have been searching for the original ever since. (AV2, p.36)

After a gruesome battle against the **fomorians**, the **eladrins** killed many **hengeyokai** tribes believing the spirits were the creation of the mad giants. Many **hengeyokai** survivors fled to the **World** after the war. During these battles, the eladrin unwittingly aided **gnomes** to escape

the yoke of their hideous masters. Some **gnomes** fled to the **World**, while others remained in the **Feywild**. (MV, p.148; DR404, p.48)

Tuxil was one of the **gnomes** who fled the **fomorian** lords. But he had no place to call his own and became a wanderer. Eventually, **Tuxil** became lost in a forest until he found a pile of treasures both mundane and magical. As **Tuxil** walked closer to investigate, more items appeared atop the pile. His knowledge of magic grew as he studied the trinkets. He began to move the items around, forming a grand home of his own. As time went on, **Tuxil** realized that other things of value were waiting to be collected. At first, the **gnome** kept his endeavors small. He traded in the **Murkroot** and journeyed to the fallen city of **Cendriane**, where he visited ancient libraries to research the locations of forgotten fey treasures. He spoke with **eladrin** nobles about the other planes of existence and the treasures to be found in those realms. **Tuxil**'s cache grew ever larger, and he documented everything he owned and stored it in its proper place. His prowess in matters of thievery and magic far surpassed that of the rest of his race. **Tuxil** was no longer an escaped **gnome** slave, but a master of treasures. The **archfey** known as **Trinket Lord** was born. (DU205, The Trinket Lord)

Torrheval, one of the **eladrin** warriors who fought against the **fomorians**, became prisoner of a mortal sorcerer for many years. **Selephra**, one of the daughters of Lord **Oran of the Green Fey** and her lover, waited for him in her demesne, until branches and roots and thorns of the forest grew through her flesh to wrap themselves around heart and bone. When **Enkaros**, an old satyr and one of Lord **Oran**'s chief advisors, told her about **Torrheval**'s fate, **Selephra** went to the mortal world to rescue him, but **Torrheval** didn't recognize her in her new form, and spurred her, out of fear. **Selephra**'s fury was boundless. She destroyed the castle, killing all its inhabitants (including **Torrheval**) and then urged other fey to move against mortals, to torment and destroy them without cause. The self-proclaimed **Bramble Queen** had become a creature of hatred and malice. (DU185, pp.57-58)

Rodielle of the Winter Fey, after being spurned by a member of the Summer Court whom he had attempted to woo, crafted a terrible spell to express his rancor. He created a rain of jagged ice above the **eladrin** city of **Uralinda**, a place his love often visited and fondly spoke of. The spell ripped the city apart, killing thousands. The **archfey** was reckless in creating the spell, and as a result, the shards gained a life of their own. They became animated by the souls of the slain **eladrin** and spread across the universe, killing and destroying all in their path. (MM3, p.14)

Bodyguards of the legendary **eladrin** queen **Suiradrun** were the first to use **bereg-arnadh**, and the practice has since become more widespread. Practitioners of this arcane tradition inscribe magical, glowing characters of Rellanic script into the air with their blades. These hovering runes are charged with arcane power from the calligrapher. (AP, p.67)

The drow priestess **Eclavdra** schemed to depose the goddess **Lolth** twice. The first time, she allied with the cult of the **Elder Elemental Eye**, and the second time with **Graz'zt**. Her machinations failed both times, yet **Lolth** made the priestess her **exarch**. Most believe that **Lolth**, as the mistress of strife and lies, cannot help but admire **Eclavdra**'s audacity. (MM3, p.129)

Zarra, a drow priestess from the city of **Irith Tal**, arrived one day at the palace of the eladrin archfey known as the **Rose King**, alleged son of **Corellon**, seeking asylum from her people. **Zarra** seduced the **Rose King**, and together they had a daughter, **Liria**. **Zarra** intended to use **Liria**'s achfey blood to secure her place in drow politics, and when the **Rose King** traveled to the **Court of Stars** on a matter of state, **Zarra** spirited away. The **Rose King** convinced his people that it was their duty to permanently resolve the problem of the drow. They attacked the city of Irith Tal, but they underestimated the dangers of the **Feydark** and the willingness of the drow to put aside their rivalries when faced with an outside foe. **Liria** watched as the **Rose King** fell. Using her own nascent powers, **Liria** escaped with **Janil**, the captain of her father's guard. Together, they fled to the deepest **Feywild** where they founded the **House of Flowers** to oppose the schemes of the drow. (DR386, p.64)

In a night of slaughter that left no survivors, the demonic spider **Ygoryx**, the personal pet of a drow matron, gorged itself on all living creatures within a drow city. Swollen from ingesting its victims, **Yorgrix** grew too corpulent to pass through the city's gates, so it took up residence. The spider has now become more like a dread spirit than a corporeal being, its city a place of mystery and death. (DR381, p.48)

Zy Tormtor is a legend among the drow of **Erelhei-Cinlu**. A minor scion of his house, **Zy Tormtor** used his arcane talents for intelligence gathering, skulduggery, and outright larceny. Though he worked frequently in the service of **House Tormtor**, **Zy**'s chief motivations were to sow chaos and increase his own infamy. During his career, the warlock was responsible for countless daring burglaries, complex acts of sabotage, and the murder of dozens of nobles from rival houses—including the matron mother of **House Kilsek**. **Zy**'s activities were aided by a powerful spirit named **Salzacas**, bound in an enchanted black iron flask. Some claim that **Zy** had summoned and held a demon within the prison, while others say that the prison of **Salzacas** was an ancient relic he found during one of his adventures. Darker rumors suggest that **Salzacas** was the spirit of **Zy**'s twin brother, bound to the warlock after being slain by him in the womb. Millennia after his betrayal and execution at the hands of **House Kilsek**, his life and exploits are revered by the drow, though the details of that life vary with the affiliations of the teller. (AV2, p.107)

Lord **Oran of the Green Fey** adopted a **firbolg** and named him **Cerunnos**. In time, **Cerunnos** became the best hunter in the **Court of Stars**. One day, a hunt for the mythical **Silved Hind** led him to the **Lake of Dreams**. When he was about to deliver the killing stroke, the emotion and intelligence in the deer's eyes stopped him. At that moment, the hind leapt up and, in doing so, threw **Cerunnos** from the cliff and into the **Lake of Dreams**, discovering a great, unknown truth. After learning about this, Lord **Oran** exiled **Cerunnos** from the **Court of the Green Fey**. Obsessed with finding the **Silver Hind** and redeeming himself, **Cerunnos** traveled to the demesne of the **Prince of Frost**, believing the **Prince** will aid him. The **Prince** agreed if he hunted down the daughters of Lord **Oran**. When **Cerunnos** was about to hunt his sisters, he saw in them the same look that he'd seen in the eyes of the **Silver Hind**. **Cerunnos**, unable to hunt his sisters, turned on his fellow hunters and slew many of them, driving the others off. When the **Prince of Frost** heard what had happened, he barred **Cerunnos** from the **Winter Court** forever. **Cerunnos** then went to **Senaliesse**, the demesne of **Tiandra**, the Summer Queen. She agreed to reveal the Silver Hind on one condition: **Cerunnos** had to decide who was fairer, the queen or the deer. He took the challenge, for how could a beast be fairer than the Queen of Summer? However, the **Silver Hind** was in fact the **Maiden of the**

Moon, one of the Gloaming Fey. Without hesitation, Cerunnos declared the **Silver Hind** to be the fairest fey lady in the Summer Court. Incensed, **Tiandra** banished the **Maiden** from the throne room and **Cerunnos** to work in darkness as a bloodthirsty slayer. Thrice cursed and trapped in Gloaming Court, **Cerunnos** became the lord of the **Wild Hunt**. (DR428, pp.13-14)

The tradition of the **Wild Hunt** originated among the **firbolgs**, devoted to the moon and the **Three Fates**, personified by **Sehanine** (the Maiden), **Melora** (the Mother), and the **Raven Queen** (the Crone). (HtoF, p.123)

When an infant eladrin princess of elder blood was slain in her crib, a curse befell the **Scourge Mountains**. That evil deed resonates yet, despite efforts by later sovereigns to make amends, building year after year until a sentient, malevolent storm is born. Infused with rage for innocence lost, the lethal blast is bent on freezing to death as many creatures as possible before it blows itself out. In answer to this recurring threat, the eladrin of the foothills found a way to keep the scourge wind at bay—a song of life that diminishes the hatred and fury of the storm and ameliorates its lethal cold. (AP, p.23)

Giants

The **Pillars of Night** in the **Moonsfall Mountains** was an ancient temple built by a lost race of giants. Within one of the mountains, the giants discovered a magically resonant stone they called the **Eye of Naarash**—never suspecting that the stone’s power had a demonic presence bound within it. Over time, the giants destroyed themselves, consumed by the murderous spirit of **Naarash**. The few survivors turned the temple into a prison for the evil that had destroyed their people. (DU155, p.50)

Gnolls

Gnolls dwelt in a single location before spreading out across the world. (DR369, p.43)

The demon worshiping gnoll tribes of Gajraharr, blight upon all free races, were destroyed by the **Tarrasque** long ago. (DR418, p.6)

Goblinoids

According to loremasters, **hobgoblins** were the first people from the natural world to cross into the **Feywild**. The people there were fractious and wild, attacking the **hobgoblins’** scouts. The clan chiefs realized that order would need to be imposed. The next scouting parties were better protected, and they focused on mapping out the corresponding sides of fey crossings. As the attacks on the scouts dropped off due to the improved defenses, the **hobgoblin** armies massed on the other side of the fey crossings. The fey creatures’ lack of interest in the natural world proved to be their downfall when the **hobgoblins** invaded simultaneously from a variety of positions. This was the start of the **hobgoblins’ Feywild Empire**. (DR419, p.11)

Hobgoblins carved out an empire with **goblins** and **bugbears** as servants. They developed magical methods to breed beasts for various purposes. **Goblins** and **bugbears** may have been the results of magical breeding projects. (MM, p.135)

A **hobgoblin** named **Senekos** converted many **goblinoids** from the worship of **Maglubiyet** to the worship of **Bane**. The **hobgoblins** were resistant at first but eventually accepted the teachings of the Iron General to gain the upper hand against the more numerous **goblins** and the stronger **bugbears**. (DR372, p.27; DR419, p.24)

One legend suggests that an ancient **hobgoblin** empire created **half-orcs** to lead **orc** tribes on the empire's behalf (PHB2, p.14)

The ancestors of the **Bogbottom goblins** passed into the **Feywild**. Through a deal with **Baba Yaga**, the **goblins** acquired the glamour that protects the **Murkroot Trade Moot** they manage. (DR393, p.6)

The **hobgoblin** empire eventually fell due to civil strife and possible **fey** interference. The **goblinoids** scattered across the world and the **Feywild**. (MM, p.135; DR419, p.11)

Gods

Old legends tell about a beautiful human girl who was pursued by a cruel suitor. Two times the goddess **Avandra** helped her to flee or fight by changing her luck, and the third time the girl was threatened, **Avandra** gifted her with the power to change her form so that she could save herself from any future threat. The girl used her new power to become an assassin, killing her suitor and all who served him. When **Avandra** sought her out to rebuke her, the girl used her power to hide from the goddess. By the time **Avandra** found the woman, her children's children had all born with the power to change shape. From that episode **Avandra** learned a bitter lesson about being overly generous to mortals. The descendants of the shapechanging woman became the race known as the **doppelgangers**, or **changelings**. (DP, p.69)

When **Tiamat** started the **War of Dragons**, **Bahamut** awoke his immortal sword in the form of a deva named **Amyria**. Unaware of her true identity and purpose, **Amyria** began to travel the world. (DU173, p.33)

Gruumsh bind his domain of **Nishrek** to **Bane's Chernoggar**. Some speculate that the other deities aided **Gruumsh** in his efforts to bond the two domains, ensuring that **Bane** would never have time to try to dominate the other gods. (DR372, p.27; SotAS, p.51)

In what at first seemed to be another military excursion, **Bane** marched on the domain of the goblin **god Maglubiyet**. His absence left only the **bladelings** to keep **Gruumsh's** forces at bay. Only through great sacrifice did the **bladelings** repel the assault. But the **bladelings** were appalled when **Bane** returned, with **Maglubiyet** in tow as his newest exarch and thousands of **goblins** migrating to settle in **Chernoggar** under his banner. (DR372, p.27; DR419, p.24)

Gruumsh and **Kurtulmak**, exarch of **Tiamat**, stole **Corellon's** Misty Isle, hiding it somewhere **Corellon** could not locate it. (DR394, p.39)

Tiamat and **Zehir** struggled over control of **Tytherion**. **Tiamat** occupied the underground, while **Zehir** retained the surface world. (DU175, p.5; SotAS, p.80)

Melora slowly began to recover her interest on the **World**. (DR401, p.23)

A being known as **Lunia** (different stories say she was a goddess, an **exarch** of **Sehanine**, or a primal champion) blessed her followers with the ability to fight evil lycanthropes. She led them in battle against an army of werewolves that were plaguing the forest. In that conflict, an **exarch** of **Yeenoghu** was summoned to fight **Lunia**. In the end, **Lunia** sacrificed herself in a burst of moonlight that destroyed the **exarch** and removed lycanthropy from the werewolves' bloodlines. (AV2, p.54)

Once a primal spirit worshiped by the Olman people, **Kalka-Kylla** was vanquished by **Zotzilaha**, vampire god of the underworld. After its defeat, the great hermit crab was forced to swear service to the vampire and its spawn. (The Hidden Temple of Tamoachan)

The monk **Askar Rei** was a follower of **Avandra** and an expert diviner, though most of his effort centered on exposing false soothsayers and charlatans. **Askar** labored to impress upon others that fortune must be earned, not made by magical means. In an effort to undermine the prevalence of false prophets and diviners among his people, **Askar Rei** and his followers fashioned and distributed symbolic tokens called fortune stones. These stones had no magical power, but were meant to provide the bearer with a focus for his or her actions in the present, thus increasing the chance of **Avandra's** favor for the future. (AV2, p.133)

Goliaths

Goliath legends tell of **Roglarok**, who charged into the midst of a company of hobgoblins beneath **Tizun's Halls**. No one in his tribe could have defeated them single-handedly, but by drawing the defenders off, **Roglarok** allowed his allies to achieve a victory by sneaking in behind the distracted hobgoblins. (MP2, p.27)

Halflings

The ancient order of halfling druids known as the **Beastmasters** first crafted the enchanted reins to better employ a wide variety of beasts of burden depending on local conditions, climate, and culture. Those reins have remained in constant use among their many clans. (MME, p.82)

Tribes of river-wandering halflings first brought **maps of unseen lands** to the attention of other races, though the origin of these rare relics remains a mystery. (MME, p.87)

The legend of **Barras Quickblade**, whose surname is probably one of convenient fiction, begins when he was a lad who provided for his clan by stalking game with nothing but a knife and his wits. The legend grows into a spirited saga of an adventurous halfling who, along with a band of other intrepid characters, confronts ogres, yuan-ti, and worse with a tongue as pointed as his blade. In the end, most stories have it that **Barras** sacrificed himself to save his comrades by leading a group of fomorians on a reckless chase through the Feywild. Darker versions say that **Barras's** spirit is still trapped, kept prisoner by the twisted fey. Halflings

prefer to think that he passed from the world and that he stands at **Avandra's** side as her immortal companion. (MP, p.95)

The halfling servants in **Merrendral's Hall** were forced to hide their comings and goings from their elf rulers. Their lowly status proved to be their salvation when the hall was captured. Accustomed to stealth, the halflings raided the armory and hid loaded crossbows behind the castle's secret doors. By attacking the invaders from these cavities, they were able to eventually drive away the interlopers. The halflings' unseen style of attack established the legend of a haunted hall, which kept them safe for generations. (MP2, p.129)

Humans

The people of **Thanulzarum** were humans ruled over by monstrous overlords, although any image of the actual rulers was deliberately defaced and obscured in what ruins remain of this civilization. (Dr402, p.38)

The **Olman**, a human culture, worshiped not only powers from the **Astral Sea**, but also a collection of primal spirits, fey creatures, vampires, and even monstrosities of the **Far Realm**. Ruins of vast cities and tall temples are the only remaining traces of the civilization's advances. **Tamoachan** is one such temple, built to imprison a powerful **Far Realm** entity. (The Hidden Temple of Tamoachan)

One legend claims that a tribe of brutal human barbarians chose to breed with orcs to strengthen their bloodline. (PHB2, p.14)

During humanity's rise to power, a mighty nation was beset by armies of savage humanoids. The king commanded his battle mages to found an institution that would train warmages to help defend against the growing threat. They occupied the abandoned dwarven stronghold of **Ironstone** and turned it into an academy of magic. (Dr403, p.7)

A young girl named **Sharnanda** rescued the **King of Dreams** from the nightmares that haunted his kingdom, and he gave his crown to her in gratitude. Because the **King of Dreams** was no bigger than Sharnanda's hand, the crown was just large enough for her to wear as a ring. When a plague of nightmares came to **Sharnanda's** town, the ring protected her, and she used it to rescue a prince who has fallen under a spell. Together, they defeat the threat, and as such stories go, they married and lived happily ever after. (AV, p.70)

Allied human kingdoms fought a hobgoblin empire in a great war that created legendary heroes on both sides. The fierce clan lords of the hobgoblin armies were opposed by four human generals, each of whom exemplified a different area of combat prowess. **Korra** was an expert in counterattacks. **Teron's** forces were unequalled in the defensive tactics of the shield wall. **Juhana's** troops were legendary for their skill at flanking and positioning. **Mandu** was the undisputed master of martial weapon training. Through the combined efforts of the four generals, the human armies defeated the hobgoblins, though at great loss. **Teron** and **Juhana** fell while holding off the hobgoblin lines. **Korra** and **Mandu** survived to be honored by their kingdoms. Over time, the human kingdoms were consolidated and their armies placed under the leadership of a single general gifted with the arms and armor of the four who had come

before him. However, wars of strife and succession eventually shattered the kingdom once more, and the **Arms of War** were scattered across new lands. (AV2, p.95)

The empire of **Mira** spread its influence across much of the world. The **Miran** rulers were powerful priests of **Erathis** and **Bane**, commanding mighty rituals that helped their armies to victory. They even created **Miran** colonies in the **Shadowfell** and the **Feywild**. The empire's attempt to extend its influence into the **Elemental Chaos** was its doom, but the **Ninth Bastion** survives as a testament of the **Miran** glory. (MoP, p.76-77)

Among the greatest **Miran** warriors was **Veda**, who arose from within an elite band of bodyguards and developed a style of fighting that those guards used to great effect. Her legend tells of the times she defended her charge's life at the risk of her own. (MP2, p.124)

According to **Vistani** legends, **Vistan** and her followers opposed the **Miran** Empire. **Vistan's** push into enemy territory succeeded initially, but eventually her legions met defeat deep in **Miran**. **Vistan** was captured and her followers made slaves. Modern **Vistani** say they descent from those who fled from **Miran** pursuers. It is said the **Miran** used **Vistan** blood in a vile ritual **Bane** had granted them. Before she died, she predicted the fall of **Mira**. (DR380, p.76)

The human realm of **Irentia**, a champion nation of righteous gods, was one of the nations destroyed by the **Tarrasque** long ago. (DR418, p.6)

The **Low Cort** style is a form of scimitar fencing emerged from the ancient practice of trial by combat. The original law stated that the accused had to prove his or her innocence in a duel to the death against the accuser. Eventually, it became customary for both parties to hire professional champions who fought until first blood. Before **Arnd** acquired the **Invulnerable Coat** for which he is best remembered, he founded an academy that taught this style. (MP2, p.114)

A philosopher and magician named **Heinrich**, believing that evil will eventually triumph against good, founded the **Dark Brotherhood**. (BoVD, 68)

The **Golden General** is an enduring figure of legend, a warlord known as one of the foremost demon slayers who ever lived. No accurate records of the **Golden General's** birth or death exist, nor is it known which lands were his true home. The historians of many human cultures claim this legendary warlord as their own, and at least one tale claims that the **Golden General** became an exarch of **Pelor** after he met his end. (AV2, p.122)

Marjam was a vain and boastful mercenary warrior who was disdainful of magic his entire life. In his later years, however, **Marjam** had a dream in which **Melora** instructed him to collect a number of powerful relics in her name. By the time his quest was complete, a change had come over **Marjam**. Attuned to the arcane energy that permeated the world, the warrior had a final vision in which he saw a succession of swordmages and knew that it was the destiny of his final years to train the first of these heroes. At the nearby temple of **Melora**, **Marjam** sought out a child he had seen in his final vision—an orphan named **Alora**, who had grown up under the care of the temple faithful and who showed great promise as a spellcaster. The child became **Marjam's** charge, and for long years at the temple he raised and trained her. Even before **Marjam's** death, **Alora** had left the temple to become an adventuring swordmage. A

powerful symbol of **Melora's** faith, she was known by her reputation and the distinctive weapons and raiment of **Marjam's Dream**. When **Alora** died, the items of **Marjam's Dream** quickly spread across the world and beyond the bounds of **Melora's** faith. (AV2, p.102)

Driven by greed, an ambitious king had his armies laid waste to a primitive tribe's hunting grounds. Sensing the shaman's authority and wanting to set a harsh example, the king ordered the shaman's eyes put out, then set him free. Though blinded, **Zane**, the shaman, vowed that he would visit upon the despot the same horrors his people had suffered. After the soldiers had moved on, he returned and harvested from his fallen kin the items with which he would make good on his vow, infusing each with blood magic and dire curses. For the remainder of his days, **Zane** walked the land, hearing the spirits of his fallen tribesfolk calling for vengeance. Each time he took a life, the shaman placed the victim's eyes in his own ruined sockets, regaining his sight for a short time by the use of dark rituals. (AV2, p.106)

Kyuss was born a mortal in a city where evil walked freely. As the seventh of seven children, **Kyuss** was despised and brutalized by his family. Gradually and imperceptibly, **Kyuss** drove the members of his family to self-destruction. When all were dead, he took on the identity of a cleric serving the **Raven Queen**. Aided by alliances with undead ecclesiasts and an instinct for betrayal, he rose through the temple hierarchy, eventually becoming a high priest who attracted followers from far and wide. When his congregation was bloated with followers, **Kyuss** performed a great ritual that he promised would bring power over neighboring realms. Instead, the ritual slew them all, rotting the flesh from their bones. **Kyuss**, too, was consumed, but days later, as the maggots and insects fed on the rotting bodies, they came together to form a writhing larva mage—**Kyuss's** new form. (OG, 206)

The archfey **Baba Yaga** adopted a human girl named **Natasha** and trained her in magic. After a period of youthful rebellion, **Natasha** began to call herself **Iggwilv**, and seduced the old archmage **Zagig Yragerne** to learn his mystical secrets. Under **Zagig's** instruction, **Iggwilv's** obsession with the **Abyss** and its inhabitants flourished. After wringing everything she deemed valuable from **Zagig**, **Iggwilv** took her leave in the night, but not before she stole the **Tome of Zyx**, a seminal text of magic that became the basis of **Iggwilv's Demonomicon**. Sometime after, she summoned the demon lord **Graz'zt** and imprisoned him. In time, **Iggwilv** became known as the Witch Queen, ruling over **Perrenland** at the foot of the **Yatil Mountains**. One day, **Graz'zt** was able to free himself of his "lover's" will, after a titanic battle atop the **Yatil Mountains**, returning to the **Abyss**. **Iggwilv** was made a prisoner of **Graz'zt**, and remained under his thrall until a demon known as **Tuerny** the Merciless neutralized the magic that held **Iggwilv** under the Dark Prince's power. **Graz'zt** granted **Iggwilv** safe passage from his realm, and a host of demonic servants conveyed her research on rituals and amassed relics to a manor somewhere in the **Astral Sea**. (DR414, the **Iggwilv–Graz'zt** Affair)

Marooned by pirates on a barren shore, a young noble named **Akkamendes** uncovered a djinn trapped inside a bottle. After obtaining what he desired, **Akkamendes** asked if more of its kind had been trapped. Learning they had, the cunning noble began to search captive djinn, making it his life's work. As his kingdom grew, hundred nations bowed before his throne. When he died, **Akkamendes** asked his wizards to prepare a safeguard for the deluge: a dormant spell that would move his pyramid-tomb to the distant highlands of his birth. (DU215, p.3)

Kenkus

The demon lord **Pazuzu** perverted some **kenkus** and made them betray the **Raven Queen** in a failed attempt to uncover her true name. According to some legends, the **Raven Queen** cursed the kenku race by chancing them to flightless creatures. In other, it was **Pazuzu** who cursed them for their failure, but the **Raven Queen** didn't stop the curse from affecting all members of the race. Whatever the case, the kenkus became flightless creature since then. (DR411, p.7)

Kuo-toas

The kuo-toas once inhabited the oceans of the surface world. Over time, due in part to their inherited madness, they were driven downward by the people of the surface, while the predators of the oceans slaughtered the colonies there. Eventually, only kuo-toas that sequestered themselves in the **Underdark** found a way to adapt. (DU193, p.78)

Minotaurs

With **Erathis** guidance, the minotaurs established the great city of **Ruul**, which became a model of civilization, a great empire that expanded across many islands. But even as **Erathis**'s followers continued to proselytize inside the city, agents of **Baphomet** worked in secret to undermine them. What began as **Ruul**'s peaceful expansion became an adventure of subjugation. When the minotaurs broke from **Erathis**'s fold and **Ruul** was overrun by the corruption of the Horned King, **Melora** and **Kord** combined their power to reduce **Ruul** to ruins. Its center destroyed, the empire's remnant fell into civil war and eventual dissolution. Its survivors—some of whom, for their loyalty to the gods, received warning—scattered across the world. (DR369, p.7-8; DR401, p.23)

The discord that arose between **Melora** and **Erathis** because of these events extended to their followers, who began to view one another as adversaries. (DR401, p.23)

Ogres

Long ago, before the arrival of civilized humanoids, a large colony of ogres thrived in those lands. Then, a great invasion from another dimension threatened this colony: a small army of foulspawn and other aberrant creatures seeking to remake the lands into a twisted version of their own **Far Realm**. The ogre king, **Koptila**, prayed for his people to be spared. The **gods** heard these pleas, but commanded **Koptila** to sacrifice himself. The leader did so, and the clan disappeared—whisked away by the **gods** and lost to time. **Koptila** and his most powerful champions were buried after their sacrifice. (DD, p.48)

Shadar-Kai

Some **shadar-kai** cut their ties to the **Raven Queen**, placing themselves above the **gods**. They broker with the **Shadowfell**'s dread powers, offering their shattered souls in exchange for the power to move freely between worlds and do as they please, and become the "gloaming dancers". (DR388, p.28)

Razman-kash was the leader of a powerful **Shadowfell** assassin's guild—a former member of the shadowdancers (four shadar-kai regiments in the service of a powerful **Shadowfell** lord) passed over for a regimental command that he believed was his by right. After nurturing his hate for years, **Razman-kash** staged a coup in which the four regimental leaders and the **Shadowfell** lord were killed. Not content with merely claiming leadership of the shadowdancers, **Razman-kash** had his combined regalia enchanted to provide even greater power when the four pieces were worn together. His original design has long since spread across the **Shadowfell** and into the **World**. (AV2, p.105)

Sigil

The **Xaositects** formed as a philosophical faction in the great planar city of **Sigil**, studying chaos to master it. (SotEC, p.42)

Thri-Kreen

The thri-kreen lived in nomadic tribes for thousands of years. (MM3, p.192)

Trolls

The troll kingdom of **Vardar** was founded by the troll king **Vard** in the north. A violent realm of troll war-clans and the monsters that served them, it eventually fell into ruin, leaving only dank barrows and a few fog-shrouded stone forts to mark its existence, known as the **Trollhaunt**. The trolls and other foul creatures dwelling in there degenerated into savagery, preying on each other and any traveler foolish enough to venture into their lands. (P1, p.2, 8)

Yuan-ti

The surviving yuan-ti of **Sarpacala** abandoned the worship of **Zehir** and turned to the worship of the primordial **Mual-Tar**, the Thunder Serpent. Even today, they are actively seeking a way to free **Mual-Tar** from the chains that bind it in the **Elemental Chaos**. (DR370, p.30)

Some humans, calling themselves the **Hastani**, were slaves of yuan-ti who worshiped a demon called **Merrshaulk**. They escaped when the gods destroyed the sect. (DR386, p.6)

The Forgotten War

A silent war has persisted between the stars and the **World** for millennia. Sometimes called the **Forgotten War**, owing to the subtlety of the conflict compared to the **Dawn War**, this battle is more significant than most believe. **Star spawn** are the stars' soldiers in this battle, and through these creatures' influence in the **World**, the stars seek to unravel civilization—and, ultimately, life. (MM 3, p.184)

Allabar, the Opener of the Way, returned from the **Far Realm**. He began to instigate the other **Far Realm**-touched stars to hate the **World**, inciting them to war. (MM 3, p.187)

Having attracted the attention of warlocks and mad cultists, the entity known as **Shoth-Gorag** was vanished from its domain in the **Far Realm** by other entities of that realm. **Shoth-Gorag** used what remained of its power to pass into the mortal world, in hopes that it might go unnoticed and slowly rebuild its strength. It wandered the cosmos for centuries. (DU197, p.4)

Nentir Vale

The War of Endless Branches: The archfey **Malorunth** inexplicably died one spring evening. With **Malorunth's** passing, so too fell the **Nentir Forest's** protective mantle. Scores of dragons infiltrated the woodland, triggering the first of several titanic confrontations between dragon and treant. When the battle came to an end, so much of great wood was burned that the onetime forest was divided into two. The region between to two forests began to be known as the **Nentir Vale**. (MVTtNV, p.104)

Festering suspicion and doubt ultimately divided the treants. With little evidence to back their claims, some deciduous treants openly blamed the conifers for the **Eternal Ash's** demise. Soon, civil war engulfed the forest. The treant fellowship ripped apart, creating a deep rift that endures still. (MVTtNV, p.104)

When war broke out between the treants of the Harken and Winterbole forests, it was natural that the **Harken's Heart** druids leapt to their forest's defense. However, the group's ruthlessness toward its foes and its central and violent role in the fighting shocked the Vale's other druids. (MVTtNV, p.63)

After the war ended, a powerful druid master named **Eyton** cursed the **Harken's Heart** druids, severing them from their primal power source. Angered by **Eyton's** actions, yet fearing its power, the **Harken's Heart** druids appealed to **Melora** for aid. She only partially acceded to the druids' pleas, altering the spell which became known as the **Harken's curse**. While within Harken Forest, those of **Harken's Heart** retain their full powers. However, their primal powers quickly decline when they leave the forest's boundaries. Despite having regained limited power from the curse, **Harken's Heart** has continued to seek an end to it. (MVTtNV, p.63)

Andok Sur was established by the warrior tribes of the Eastern Valley, and dedicated to the demon prince **Orcus**. **Andok Sur** began as an aboveground site where warrior tribes interred

their still-living enemies. Tombs and mausoleums filled the necropolis. Eventually, the vampire lord **Zarguna** turned the place into a vibrant **City of the Dead**, and the shadowy hand of **Andok Sur** commanded almost the entire eastern Vale. (DU187, p.36)

The first great chieftain of the orc **Clan Bloodspear** single-handedly slew the elder iron dragon **Kulkoszar**. The self-proclaimed **King Bloodspear** declared the dragon's lair to be the seat of his new empire. Over the years, **Clan Bloodspear** has extended the original cavern into an extensive warren furnished with forges, arenas, and slave pens. (MVTtNV, p.35)

An eldritch jewel known as the **Soul Gem** is believed to have fallen from the sky and landed in the foothills near the Dawnforge Mountains around this time. (ItU, p.100-101)

The **Nentir Vale** was also the occasional target of the archfey **Koliada**, the Winter Witch. Every few centuries she came from the **Feywild** and attacked the Vale in her bid to make the mortal world one of eternal winter, summoning strange armies of fey and wicked mortals that have kneeled before her will, and subjugating and destroying the tribes of barbarians and humanoids that lived in the Vale. (DU162, p.28)

Jiriyel, an eladrin princess, was cursed by a witch of the hill-clans and became the **Steel Princess**, wardress of the **Sword Barrow**. (UA, The Steel Princess)

Dragondown Coast

An ancient civilization, now forgotten, built the city of **Karga Kul** in the **Dragondown Coast**. Seven different civilizations inhabited the city over the years, and its inhabitants expanded the city not in the surface, but below the earth all the way to the **Underdark**. (TSoKK, p.91-92)

A great and now forgotten empire arose in the highlands between the Blackfall and Whitefall rivers, in the **Dragondown Coast**. So long ago did it rise and fall that even most of its ruins are destroyed and gone, and its languages and arts, its deeds both villainous and glorious, are lost. All that remains of this vanished empire is the **Crow Road**. (TSoKK, p.84)

According to ancient legends crows and ravens had the ability to travel at will across the planes. The **Road Builder** (his true name forever forgotten), a powerful magic user and self-proclaimed king, taught crows and ravens how to talk human tongues in hopes that, in exchange, they would help him to build a road that could go everywhere in the multiverse. But the birds didn't help him. Furious, the **Road Builder** made the people of the empire kill many crows and ravens in hopes of learning their secrets from their deaths, but this also proved futile. As his last resource, the **Road Builder** began the construction of his road, and buried the dead birds under the stones, earning the enmity of those birds forever. If a worker died while building the road, he or she was also buried beneath the stones. The **Road Builder** also ordered the hunters of the empire to bring him exotic beasts from other planes to be killed and buried beneath the road. All of this, he claimed, would make the road to become like the path across the worlds. When the **Road Builder** had buried the last dead crow, he called the road the **Crow Road** and constructed his own tomb. He became a lich not long after. (TSoKK, pp.84-86, 172)

The **Crow Fork Market**, in southern **Dragondown Coast**, has existed since this remote era. It started as camp of a lost caravan in the desert, unable to go on their journey because their beasts of burden had died. Over time, it grew until it became a fortress citadel at the crossroads of many land routes where merchants of many lands traded with one another. Many kings and factions tried to conquer the citadel, but all of them failed in the end. (TSoKK, p.31)

Unknown

A vast and advanced civilization with a language and culture alien to the modern age built a number of great marble ziggurats for religious worship, magical research, and burial. This civilization mysteriously vanished long ago. (DU159, p.24)

A colossal war ended with the annihilation of an empire. After a long struggle, one faction used a mighty ritual infused with divine power to rain colorless fire on its enemy's lands. It turned the entire civilization into a sea of ash and dust. The downpour eventually ended, but the power remained in the motes of ash and dust, and soon heralds of colorless fire began emerging to wander the planes. (MM3, p.13)

The **Empire of Sand**, which ruled over the great desert, greatly abused the nomadic tribes that traveled in its lands. Out of this abuse was born the nomadic people's greatest hero, **Shelani**. She rose from a destitute background to become the most desirable courtesan in the empire. From this exalted position, she hatched the plot that brought down the empire and all of its abuses. When all the Imperial Mages were gathered in front of the emperor, **Shelani** struck with a secret weapon made for her by the desert witches. Her cloak transformed her into a swirling sandstorm that flayed the flesh from the emperor and the mages. With the mages' demise, the magic that protected the empire from the encroaching desert was released, and the empire, along with **Shelani** and her cloak, was buried under millions of tons of sand. (AV2, p.66)

The **baldrick of valor** is most often associated with the elite warriors of the **Black Steel Guard**. Each was given one of these items by their king to help them defend **Areya**, their ancient homeland. (MME, p.79)

Legends say that the warlock known as the **Prisoner in Iron** was so powerful that he rivaled even the archdevils of the **Nine Hells**. The story says that he entered the **Nine Hells** of his own volition with the intent of usurping his patron's throne or freeing himself from the pact, but his soul was bound to eternal anguish beneath the iron ramparts of **Dis**. (DR381, p.50)

The city named **Moil** was inhabited by cruel and selfish people, who indulged their wickedness in wanton acts of evil. Such was their iniquity that they even turned to the demon princes for the power they offered. Of those cults, those sworn to **Orcus** had the greatest influence, and in time they stamped out all other cults until they were masters in their city. For all their selfish cruelty, excess sickened the **Moilians**, and little by little, **Orcus's** hold weakened as they searched for a more wholesome power to find redemption for their evil ways. When the people refused to make sacrifices in his name, **Orcus's** anger was unleashed. It took form in a terrible curse, causing the **Moilians** to fall into a deep sleep. As they slept, **Orcus** seized the

city and flung it into the deepest regions of the **Shadowfell**, where the **Moilians** died out and awoke as free-willed undead. **Orcus** never reclaimed **Moil** because his attentions were drawn elsewhere with dire upheavals in the **Abyss**. So the **Moilians** waited for the return of the master who forsook them. The widespread corruption and undiluted shadow power made the City That Waits an attractive prize for many dark lords and fell agencies, but it was **Acererak** who thwarted his rivals and claimed the city for himself. (DR371, p.16)

Legendary **Rahesh** was the capital of an ancient empire of undeath. The living, the dead, and undead resided side by side in structures cut into a steep-sided valley. Extraordinarily defensible and with hidden resources and passages, **Rahesh** was never taken by force. A volcano's eruption is the only reason the empire fell. **Rahesh** was the seat of power for Empress **Azzan**, a lich of extraordinary power, but when the sky turned black, she was leagues away dealing with an uprising. The empire owed its success not to any one leader but to a host of advisors. For decades, **Rahesh** stored the souls of its greatest minds in a secret chamber, and the nation's leaders frequently sought their advice. Without the great minds and memories of the spirits trapped in **Rahesh's** Library of Ancestors, the empire succumbed to its neighbors. (DR372, p.18)

When the lich **Ankhmon** was preparing his undead army to fight the army known as the **Celestial Company**, he created a pair of bracers that allowed him to channel his tactical knowledge into powerful attacks that harmed his enemies and healed him. **Ankhmon** was eventually defeated, but his essence survived as a powerful vestige, granting power to a number of warlocks. (AV2, p.53)

When a drow city was beset by hordes of undead, even the most powerful dark pact warlocks found their spells ineffective. Willing to go to any lengths to stop the invasion, these warlocks sent false diplomats to find star pact warlocks from whom they could steal power. With their newfound knowledge, they created the first **rods of stolen starlight**, which were powerful weapons in the battle against undead. (AV2, p36)

The **Radiant Flame** was a faith whose adherents followed both the paths set forth by the **gods** and the **primal spirits**. Other priests considered their beliefs blasphemous and tried to strike down the **Radiant Flame**. The followers of that faith responded by creating magic symbols that embodied their ideals. In the great battle that followed, they bore this symbol to proclaim that all power in the world came from the same source. (AV2, p.30)

Ancient legends tell of the floating city of **Ghest** and of its spectacular destruction. The floating city of **Ghest** was a magical marvel said to have been built by mighty archmages and demigods. For centuries, **Ghest** was a center of learning, peace, and prosperity—and then disaster struck. When its magic was shut down by unknown forces, the floating city fell to earth. Through the efforts and sacrifice of **Ghest's** powerful priests and wizards, a fraction of the city's population survived the cataclysm. However, those survivors were left alone in a hostile land, their leaders and champions dead. From the broken wreckage of their once-mighty city, the exiles salvaged some of the arcane wonders of **Ghest** to help them survive. A handful of self-appointed “shepherds” wielding weapons and armor of sacred crystal led the people of **Ghest** through many trials, eventually finding a safe home in new lands. The relics they had created were passed to new generations of shepherds and eventually spread to the wider world. Fearing that **Ghest's** powerful magic might fall into the wrong hands, the

survivors allowed the city's great arcane engines to destroy themselves and the surrounding ruins. (AV2, p.118)

Ancient legends tell of a legendary astral domain called the **Coruscating Utopia**—a glittering realm where the ultimate potential of every city in the cosmos was reflected in perfection. Its ruler was named the **Lord of the Diamond Crown**, self-proclaimed as the pinnacle of the universe's grandest dream. The legend states that an **angel** appeared from a void in the **Astral Sea**, warning the lord of the evils of his vanity. When the lord asked whose authority she spoke with, the angel drew forth her sword and slew him where he stood. His realm collapsed and fell into the lightless void from whence the angel had come. It became the Barrens layer of the Abyss. Some sages, such as **Iggwilv**, suspect that the despoiler of the **Coruscating Utopia** and the **demon lord Oublivae** might both be personifications of the **Shard of Pure Evil** that lies at the **Heart** of the **Abyss**. (Demon, p.131)

Vecna

CY-2000: Nearly two millennia ago, in a land known as **Oerth**, the name of the lich **Vecna** was sung by bards and cursed by clerics. **Vecna** was a mortal who first developed the Lich Transformation ritual, created an undead army, created an empire, and created the **Book of Vile Darkness**. During **Vecna**'s first major assault on a city, one of his generals—a demonic half-breed mage named **Acererak**—rescued **Vecna** from destruction by clerics of **Pelor**. The lich, in perhaps his first act of gratitude, allowed **Acererak** access to the Rotted Tower in the upper levels of his keep. However, this was all arranged by **Acererak**. For a time, **Acererak**'s plan succeeded and he learned all the arcane secrets of **Vecna**. Several years passed before **Vecna** uncovered his general's deception. But **Acererak** foresaw his doom coming and fled.

During the time that **Acererak** was deceiving **Vecna**, **Kas** was a human paladin in **Vecna**'s service, who had several years earlier been pledged to the dead god **Nerull**. He eventually became **Vecna**'s top lieutenant. **Kas** gained the name 'Bloody-Handed' on the day he led the conquest of **Vecna**'s birthplace. **Kas** publicly tortured and then butchered an entire family chosen at random, for no other reason than to torment the city officials who were foolish enough to plea with **Vecna** for their citizens' lives. When **Kas**' mortal form had reached the point when even **Vecna**'s spells could sustain it no longer, the lich fashioned for him a fanged mask of silver, now known as the **Silver Mask of Kas**, and channeled the energy of undeath into it. By wearing the silver mask and accepting its necromantic embrace, **Kas** willingly received the dark gift of vampirism.

A century after **Acererak**'s betrayal, **Vecna** made **Kas** a sword that allowed him to access **Kas**' thoughts. However, the aspect of **Vecna**'s consciousness embedded on the sword turned on its creator and influenced **Kas** to betray their master. On the day that **Vecna** casted the ritual to achieve godhood, **Kas** attacked **Vecna**. The **Sword of Kas** released a surge of radiant energy that destroyed the Rotting Tower, and scattered **Vecna** and **Kas** to the cosmos. Only the **Sword**, and the **Hand** and **Eye** of **Vecna** remained behind. **Kas** survived the explosion relatively intact. His sword, using its creator's knowledge, was able to guide him through the planes to **Citadel Cavitius**, a castle in the **Astral Sea** that **Vecna** had established years earlier as a secret refuge.

For centuries **Vecna**'s essence drifted across the planes, slowly fed by energy from the worshipers in his newly-formed cult. It took a very long time, but **Vecna** eventually won acceptance among the **Astral Sea**'s most depraved deities as a demigod. (DR395, p.23, DR402, p.6-9)

Vecna lured the incunabula into his service with promises of access to infinite knowledge. (UD, p.126)

A civil war erupted between the two factions of illumians on **Shom**, encouraged by the dark whisperings of **Vecna**, and **Ioun**'s refusal to intervene. Ultimately, the illumians submitted their dispute to the maruts, who decided against both of them and devastated **Shom**. (SotAS, p. 119-120)

Vecna was trapped in a shadowy demiplane, where **Citadel Cavitius** had been carefully duplicated, for the amusement of powerful beings. Eventually, **Vecna** was able to escape this prison after a battle against some adventurers. (DR402, p.9)

Somehow, **Vecna** became a full-fledged **god** after that. The details are kept closely secret by this god of secrets. (DR395, p.23)

Osternech, a human queen of a long forgotten kingdom, became a lich after having used an item called "**The Heart of Vecna**". She became a servant of **Vecna** when he was still a new god. (OG, p.208)

Kas eventually founded a kingdom of vampires in the **Shadowfell**. This kingdom is tolerated by the **Raven Queen**, whom **Kas** had to appease by sharing information regarding **Orcus** and **Vecna**. (OG, p.205)

**Note: CY = Current Year*

The Age of the Old Empires

The Age of the Old Empires was the time of the greatest empires of the past, whose legacy still influence the current age: dragonborn Arkhosia and tiefling Bael Turath.

Other known events during the first years of this Age

**Note: CY = Current Year*

CY-3000: An order of druids discovered an ancient oasis suffused with primal energy and teeming with all manner of avian life. The druids didn't immediately realize that the strange oasis was a primeval fey crossing. Soon after the order arrived, inhabitants of the **Feywild** made their presence known. With their assistance, the order channeled the oasis's ambient energy into a quartz obelisk that they erected upon an island at the center of the oasis, allowing them to harness its power to protect both the fey crossing and the surrounding wilderness, and became known as the **Order of the Golden Peacock**. As the millennia passed, the order's membership dwindled and their convictions faded. Eventually, they tired of their isolated existence and abandoned the oasis. (DU169, p.29)

Rethmil is one of the oldest surviving human kingdoms. It was established more than three thousand years ago, before the rise of **Arkhosia**. (DR405, p.41)

The red dragon **Ashardalon** and his mate hunted in a land called the **Golden Plain**, which was ruled by a human king who dwelt in a many-towered fortress. As **Ashardalon** grew more reckless with his power, the king sent a secret force of his knights to slay **Ashardalon**'s mate. Upon learning of his mate's death, **Ashardalon** went on a rampage so fierce that the land itself finally buckled, pulling the king's fortress beneath the ground. The once-lush region was renamed the **Ashen Plain**, and the fortress was rechristened the **Sunless Citadel**. In this sunken castle, **Ashardalon**'s first followers came to revere him. (DrCD, p.233)

The only mortal to stand against the full might of **Ashardalon** was a druid named **Dydd**, and, if legends can be believed, she owed much of her success to a mysterious staff whose name and function have since been lost. As **Dydd** put down the beast, ending his reign of terror, the dragon's foes sunk his citadel beneath the earth, destroying his cult. (DrCD, p.232; DR365, p.54, 58)

Remnants of the cult survived, and it reconstituted itself around a relic of its dragon liege: **Ashardalon**'s heart. With a magic born of equal parts skill, faith, and desperation, a vampire named **Gulthias**, the cultists's leader, rekindled the heart—but not to life. The ritual infused it with the energy of the **Shadowfell** and transformed it into the center of faith and necromantic power for the cult, now headquartered in a fortress known as **Nightfang Spire**. The cultists hoped to call back **Ashardalon**, but the dragon never answered their summons. (DrCD, p.232-233)

Ashardalon rose from the ashes of his grave once more, bolstered by his wickedness and by fell pacts made with dread abominations. The dragon received a blow so grievous that his heart was damaged beyond repair. He managed to replace his heart with a magically bound demon—a balor named **Ammet**, Eater of Souls. But so terrible was **Ashardalon**'s wound that even that wasn't enough. **Ashardalon** searched for a source of energy so pure that nothing could ever again threaten to kill him. He found it in a mysterious domain in the **Astral Sea** called the **Bastion of Unborn Souls**. (DrCD, p.233; DR365, p.54)

Legend tells of a lone warlock named **Celia**, usually said to be **human** but sometimes a **halfling**, who quested deep in the **Astral Sea** for secrets left over from the wars of creation. Celia wasn't following the commands of any divine patron; she served only herself, fascinated by the powers that had fought long ago. During her adventures, **Celia** often received welcome and shelter, and she repaid such kindness with some of the knowledge she had gained in her quests. During a later journey, **Celia** overheard people in one of her adopted homes speaking of the “**wandering saint**,” a woman who served **Ioun** by finding hidden items and bringing them to where they were most needed. With a shock, **Celia** realized they were talking about her. Recognizing the truth laid before her, she adopted **Ioun** as her divine patron. The final piece of the legend states that **Celia** opened a way for other practitioners of arcane power to touch the divine, through the **convert's symbol**. (AV2, p.29)

The nomadic tribes of thri-kreen banded together to form the nation of **Val-Karri** in the world's greatest desert. (MM3 p.192)

Nhagruul was a deranged wizard whose reign of terror marked a particularly dark chapter in the world's history. A few rogue scholars attribute the **Book of Vile Darkness** to him instead to **Vecna**. According to one legend, as **Nhagruul** neared his life's end, he underwent an excruciating ritual to preserve his wicked knowledge for eternity. Using the wizard's blood, flesh, and bones, his servants constructed the **Book of Vile Darkness**. The **Knights of the New Sun**, a holy band of paladins, swore to destroy the disciples and their blasphemous book. They made great inroads against the dark servants, but **Nhagruul**'s disciples divided the tome into three parts and sent them to different parts of the world to safeguard the lore until a time when the Knights were no more. (BoVD, p.69; BoVD movie)

According to legend, the **blade dance** was invented as the result of a wager between **Kord** and **Erathis**. **Erathis** created the fighting style to demonstrate to **Kord** that not all combat need be crude and brutal. Stories tell of a warrior-priest of **Erathis** who traveled among many of the cultures and races that claim to have originated the blade dance. It's thought that this priest was the first to teach the legendary style. (AV2, p.96)

Arkhosia

The dragonborn were the first to heed **Erathis**' words, taking her first laws and magic stylus to form the foundation of **Arkhosia**. (DR402, p.24)

The dragon and dragonborn followers of **Bahamut** finally triumphed over those of **Tiamat**, forging the empire of **Arkhosia** in the lands of the south, in a confederacy of seven

dragonborn city-states known as the **Seven Jewels**, ruled over by royal lines of mighty dragons led by a dragon emperor named the **Golden One**, and a dragonborn bureaucracy supported the nobles, protected by a military headed at first by the legendary general **Surina Moonscale**. (DR365, p.26; DR369, p.32; PHBrD, p.6)

Arkhosia was founded at **Io'vanthor**, which some believe was once the earthly palace of the dragon god **Io**. **Io'vanthor** stood for culture, innovation, and the rule of law. **Arkhosia** solidified into an empire at this city, where dragonborn philosophers debated the finer points of duty and honor, uniting petty kingdoms and independent city-states under one noble banner. (DR369, p.32)

The **Golden One** and mighty **Moonscale** held **Bahamut** in highest regard among the gods, and this faith helped to establish the central principles for the empire. Imperial priests also held strongly to the tenets of **Erathis**, **Ioun**, and **Kord**. **Arkhosia** banned the worship of **Tiamat**, and made it an offense punishable by exile or death, but it thrived as a secret cult. (DR365, p.26; DR369, p.32)

Although metallic dragons made up the primary dragon population of the empire, a significant minority of enlightened chromatic dragons were citizens as well. Among them, the fang dragon **Zebukiel** was a prominent leader in the aristocracy of **Io'vanthor**. (DrCD p.23, 248)

In **Arkhosia**, dragonborn served dragons in numerous capacities, from vizier to archmage, oracle to valet. The most important roles performed by dragonborn, however, were as agents in a dangerous world or as defenders of the homeland. (MP, p.30)

Kobold tribes fulfilled the role of the servant class of **Arkhosia**, under the authority of the dragonborn clans. (DR369, p.37)

The empire expanded its territories with the aim of bringing civilization, knowledge and security to untamed places and ignorant peoples. It expanded mostly through peaceful means rather than by force. Within a mere few centuries, **Arkhosia** came to rule large portions of the known realms. Many tribes and nations of other races deemed it better to live within the borders of the powerful empire, than to fend for themselves in a dark world. (DR369, p.32; PHBrD, p.6)

After a century of existence, the thri-kreen nation of **Val-Karri** was conquered by **Arkhosia**. The thri-kreen became vassals of the dragonborn. (MM3 p. 192)

After **Arkhosia** conquered it during an expansion phase, **Rethmil** became a self-governing province of the dragonborn empire over the next several generations. The kingdom's practice of sword magic dates back to this time, when mercenary **Rethmilian** wizards in the service of the dragonborn warlords combined their arcane arts with a tradition of faithfulness, personal honor, and unflinching martial discipline. The **Hyarthan Order** had its beginnings as an elite legion in this age. (DR405, p.41)

Arkhosia prospered for hundreds of years, taming the wilderness and expanding its trade and diplomatic missions to far-flung corners of the world. This was a golden age for the dragonborn, and a time of great prosperity and honor. The dragonborn created many airborne

citadels, among them **Ustraternes**, the City of Flying Stone, to help oversee their holdings. **Ustraternes** soon became a seat of power for the empire. (PHBrD, p.6; HotFK, p.240; DR369, p.14; DU165, p.53)

Though **Arkhosia** was centered in lands way south of the **Nentir Vale**, the Dragonborn Empire did have a handful of remote enclaves this far north. One such site, **Rolaz-Gaar**, lie near the shore of Lake Nen. (MVTttNV, 44)

When the empire of **Arkhosia** was at its height, dragonborn paladins served as wandering judges and administrators. They kept the peace and ensured that the empire remained strong. (HotFK, p.119)

Khomagar was a renowned warrior-philosopher in the first years of the empire. (MP, p.34)

A society of bards, wizards, and sorcerers called the **Order of the Ninefold Path** codified and propagated the arcane teachings of the dragonborn. The sages of this order lived as mendicants, owning nothing but the tomes they could carry and relying on the support and hospitality of the citizenry as they traveled from city to city. They traveled in pairs, one master and one student. As the student's knowledge grew to equal the master's, they would seek out new students in the cities they visited, thus passing on the secrets of the order. (PHBrD, p.11)

The dragonborn wizard **Iban Ja**, the greatest of **Arkhosia**'s magic users, is born. Some believe he was not born, but instead created when ten powerful dragonborn wizards fused to create the greatest wizard ever. He soon became the chief advisor of the **Golden One**. (TSoKK, p.54-55)

History recognizes **Arkhosia** as a nation made mighty through martial and magical achievements. **Dragonborn** sorcerers outstripped their rivals when it came to manipulating elemental magic. (HotEC, p.17)

The popular card game **Three-Dragon Ante** appears to have originated in a kingdom somewhere on the borders of the empire. A special set of cards, known as "**The Emperor's Gambit**" deck, appeared some years later, as a gift to the emperor by some great magician or client-kingdom. (Three-Dragon Ante, The Emperor's Gambit rulebook)

Zepherus was prolific dragonborn writer of the time. He wrote extensively of his travels and exploits, but also on scholarly subjects—history and geography being the most prevalent. (DR369, p.35)

Menyra was an **Arkhosian** court assassin who first commissioned the **bracers of infinite blades**. It's said that she have drawn from the power of the bracers of infinite blades only to protect those in her charge. (MME, p.60)

Arkhosians built the **Bridge of the Gorge of Noon** to connect the northern and southern regions of the **Dragondown Coast** with the help of the dwarves that lived in the **Draco Serrata Mountains**. It's said **Iban-Ja** cast the magic that maintained the bridge bound to the mountains. Over time, the bridge became a symbol of **Arkhosian** civilization. (TSoKK, p.54-55)

At the height of the empire, the legendary artisan **Mazgorax** crafted magical items as gifts for his children, all legendary dragonborn heroes whose success owed itself in no small part to their father's craft. Armed with the items crafted by their father, the scions of **Mazgorax** lived lives of great fame and glory. (AV2, p.134)

The children of **Mazgorax** were:

Gajz, a devout worshiper of **Bahamut**, spent many years as the head of a temple in a desolate province at the northernmost reaches of the empire. Upon his father's death, he returned to take care of the estate.

Keicha served as a courtier in the **Arkhosian** capital. However, she also played a more secret role as bodyguard to the emperor's youngest daughter.

With a preference for art and literature, **Matrakk** lived a less conspicuous life than his siblings. His sculptures and frescoes adorned the noble's houses of **Io'vanthor** and smaller settlements. A fierce and inspiring warrior, **Rovikar** the Relentless led **Arkhosian** troops to the far reaches of the empire, conquering several new provinces in the name of the dragonborn.

Skaivani the Swift was a skilled athlete, a star attraction at **Arkhosia's** formalized sporting competitions. Eventually feeling a greater sense of duty toward the empire, she became a scout and soldier in the imperial army. (AV2, p.135)

The House of **Mazgorax** was brought down by the machinations of a copper dragon named **Salingrazi**. Seeking power over the dragonborn, **Salingrazi** struck at the empire's strongest families in an effort to sow fear and unrest. Some say the copper dragon still lives, and that he harbors a particular enmity for individuals who wear the heirlooms of the children of **Mazgorax**. (AV2, p.134)

Salingrazi's plots eventually killed all the children of **Mazgorax**, but rumors suggest that **Gajz** survived. It's said he left **Arkhosia** to proselytize in a distant land. (AV2, p.135)

Some dragonborn clans, particularly those that lived on the fringes of ancient **Arkhosia** or were never incorporated into the empire, soon replaced an actual dragon patron with a primal spirit in dragon form. (PHBrD, p.20)

Bael Turath

Bael Turath rose to power when the empire of **Arkhosia** was at its peak. It was founded by humans in the city of **Vor Kragal**. Unknown to them, they constructed the city near a fragment of the **Living Gate**. (PHB, p.49; R&C, p.44; Dr364, p17; DR368, p.71; TGoM, p.12)

The empire expanded its territories by force, enslaving the conquered nations. Within a mere few centuries, **Bael Turath** came to rule large portions of the known realms. Not all of the conquered nations were defenseless or good, and the world was better off without some of **Bael Turath's** enemies. (PHBrT, p.4)

The city of **Sarthel** first grew to prominence as a provincial capital. (DR398, p.61)

At the height of the empire, **Bael Turath** was closest to its fall. It strained under the pressures of ruling defeated peoples. Noble houses schemed to carve out their own kingdoms or to replace their betters in the halls of power. Civil wars, seceding territories, assassination plots, famine, plague—**Bael Turath** endured all these threats to its existence and survived by only the barest of margins. (PHBrT, p.4)

The noble houses **Dreygu** and **Kahnebor** spared no love for one another, but they were unified in their desire to separate their young heirs, **Ivania Dreygu** and **Vorno Kahnebor**, who loved each other. The **Dreygu** family saw **Ivania** as a “troubled” girl, and **House Kahnebor** had long struggled to cover up the results of **Vorno**’s cannibalism. Once forcibly separated, **Vorno** cut a bloody escape from his own family. A nighttime raid into the **Dreygu** estate and another murderous flight set the pair on the path to a pauper’s life together. Yet their outraged families could not leave well enough alone. After two years of cat-and-mouse exchanges, ambushes, and assassinations, **Ivania** and **Vorno** reclaimed their birthrights. (PHBrT, p.6; Dr368, p.71)

The two left behind the cities of their births and brokered with the **Emperor** for control of **Harrack Unarth**, the city where they first met. Together they made the city one of the jewels of the empire, a pleasure garden for the nobility. **Harrack Unarth** became known as the City of Carousal. The expense of the nobles’ parties fueled trade to the city, making it a hub of strange goods from around the world. The wealth and rarities flowing to the city drew the eye of the **Emperor**, and **Ivania** and **Vorno** became frequent guests at his court. (PHBrT, p.6; Dr368, p.71)

The most avaricious, the most domineering, and the most paranoid—including the **Emperor** himself—began to dream of a new age. They awoke from fevered sleep with visions of the future still floating before their bloodshot eyes. With the full force of the **Emperor**’s will behind them, chosen nobles were permitted to perform dark rituals that would put them in contact with the powers that would help them maintain their rule: the **devils** of the **Nine Hells**. (PHBrT, p.4)

The primary **devil** with whom **Bael Turath** entered into infernal pacts was **Asmodeus** himself, founding the **Black Academy** to study the dark blessings the **archdevil** bestowed. **Asmodeus** compelled each of the other eight lords of **Hell** to impart one secret of their magic to the warlocks of **Bael Turath**. The lords of **Hell**, loathe to surrender an iota of their might to mortals, attached a price to their spells. (DR381, p.88; DR386, p.46)

After destroying the few noble houses that opposed their plans in a month-long ritual called the **Bloodfire Moon**, the **Emperor** summoned **devils** to their greatest temple, the **Athanaeum**, and used dark rituals to seal the infernal pacts, transforming the nobility of **Bael Turath** into the **first tieflings**. **Ivania** and **Vorno**, as well as princess **Najala**, the **Emperor**’s sister, were the first to volunteer to engage in the pact with devils. (PHBrT, p.4; DR368, p.71; VR, p.2)

Ivania and **Vorno** made a secret pact with **Nephigor**, a devil assigned to oversee the first rites. What **Ivania** and **Vorno** sought was nothing less than unending youth. (DR368, p.71)

When the humans of **Bael Turath** damned themselves with devils' bargains, only the heads of the noble houses bound their families to hell. The common people retained their humanity. (PHBrT, p.6)

The skulks were a caste of slaves left out of the compact with devils. They responded with a night of rage that left cities in flames and nobles, merchant princes, and other slave masters dead. The demon lord **Graz'zt**, delighted at the skulks' treachery, granted the few skulks who survived that night the gift of supernatural stealth. (MM3, p.176)

The power of hell and the nobles' shared vision of dominion not only secured **Bael Turath** but drove it to unsurpassed strength and incredible size. (PHBrT, p.4)

The tieflings created felldrakes and kruthiks by infusing reptiles with fiendish blood, thanks to the arcane knowledge they learnt from the devil **Alloces**. (DR430, p.40; MM, p.171; MVTtNV, p.52-53)

When the compacts signed with **Asmodeus** still dripped with fresh blood, some among the tieflings already sought a way out of their end of the bargain. Although many warlocks made a further infernal pact to steal more power or reinforce their fiendish ties, other warlocks believed that one pact might break another, and the might of the **star entities** seemed greater by far than that of **Asmodeus**. For all their power, the beings imprisoned behind the stars showed little interest in the destiny of the tiefling race. Those tiefling warlocks gained power through their star pacts, and some procured enough to disentangle themselves from the devils. (DR393, p.25)

Calling themselves the **Constellation**, this secret sect of warlocks worshiped the alien powers lurking within the **Far Realm**. When this practice and the resultant corruption of these star pact warlocks was discovered by the nobles of the empire, retribution came swiftly. Praying to their elder gods, the warlocks called a mighty power to the world, showering the realm with monstrous meteorites. This assault destroyed the warlocks' foes, even as it enchanted panoply of items with power never meant to be wielded by mortal hands. Those items were called the **Points of the Constellation**. (AV2, p.125)

A storm giant lord named **Myrdroon**, who had claimed the clouds above **Vor Kragal** as his home, led storm giants and white dragons against the tiefling capital when the smog of the hellfire began to reach his castle. His **Spear of the Skylord** destroyed **Middendark**, the stronghold of the city, and shattered. The storm giant lord was slain by poisonous arrows shortly after. (DR364, p.23)

The tieflings of **Bael Turath** were obsessed with power and produced more magic than most other civilizations. One of the marvels created by them was the **Mercury Wasp** figurine. (PHBrT, p.4; DR384, p.22)

Tieflings artificers were the first to develop the methods to create the artificial beings known as **warforged**. (RotG, p.71)

Turathi court assassins are credited for the creation of the ill-famed **sneak's cloak**. (MME, p.75)

Elixirs of luck were produced in the city of **Vor Rukoth**, where orium was abundant. The city had such a sizable supply of the elixirs that it was forced to impose a recreational ban on the liquid due to excessive use in gambling dens and gladiatorial combat. (MME, p.93)

Empress **Nemeia** is one of the few known rulers of **Bael Turath**. It's believed that she wore a powerful relic of evil (believed by some to be a magic signet ring), but some scholars believe the ring controlled **Nemeia** instead. Whatever the truth, **Nemeia** was buried in a magnificent tomb after her death. The tomb has lasted through the ages. (DD, p.36-37)

When **Bael Turath** held control over large portions of the **World**—both above and below the surface—, the **Turathi** rapidly began to expand their empire to other planes of existence, crafting holdings that dwarfed even their sprawling empire in the **World**. (Dr364, p.17)

Sharvast, the mysterious **Mirror King**—that maybe was a tiefling or another being—, summoned his tower one day in the center of **Vor Kragal**, replacing the keep that once stood in that place. While at first at odds with the ruling noble houses—the families **Barikdral**, **Kahlir** and **Zolfura**—, eventually the nobles and the mage came to an uneasy truce. After years of studying the planes, **Sharvast** became slave to mysterious beings. He began to construct many mirror portals to the **Far Realm** around the **World**. (Dr364, p.22)

Acererak, still a mortal, became a temporary citizen of **Bael Turath**. It was in this period of time that he studied the means to become a lich. (ToH, RotG)

Author **Akta L'Strel** wrote the comedic play "**Murder for Lunch**". (DU 203, p.36)

Kal Torlan was a famous master painter of the time. (DU 203, p.36)

The Imperial Wars

Eventually, the expanding borders of the fiendish **Bael Turath** collided with those of **Arkhosia**. Ideology, culture, and ambition smashed together and no common ground could be found between the two empires. Both nations descended into hundreds of years of warfare. Both sides suffered internal strife, mirroring the surface conflict. **Tiamat's** cult wormed away inside **Arkhosia**, weakening it; while the desire of common folk to be free of infernal shackles did the same to **Bael Turath**. **Bane's** cult worked both sides, stoking the war hotter, while extremists loyal to **Melora** aimed to bring both empires down. The ancient war between **Bael Turath** and **Arkhosia** touched on so many dramatic themes that it acquired legendary status almost immediately after its fateful last battles. (DR365, p.26-27; DR390, p.51)

The **Turathi** armies were composed mostly by devils and slaves. They also had whole cadres of mighty tieflings fighters who could funnel the devilish energy burning in their spirits into their military maneuvers. (PHBrT, p.4; MP, p.36)

Devil smiths fueled their master forges with the souls of the fallen, harnessing unthinkable power into their dread creations. Juggernauts the size of a majestic temple that moved like

quicksilver at the speed of its wearer's thoughts, siphoning fuel from the souls of those culled under its wagon-sized fists of adamantine. Giant black spheres of void space set to explode and eat entire cities. A helm so powerful, that its wearer can break an entire dimension and leave their people howling in oblivion. The battlesmiths wrought blades of pure soulfire for **Bael Turath's** champions to bear against the dragon hordes. The terrors produced in the **Hellforge Crucible** are the stuff of legends and nightmares. (DR369, p. 19-20; MME, p.72)

The first **cloaks of displacement** were made for the elite Turathan forces, the **Fiendguard**, while Turathi spellcasters created the dreaded **scarabs of insanity** and the **baldrick of time** to gain an edge against the more powerful dragonborn warriors of **Arkhosia**. Some cursed items forged by the Turathi included the **scarab of death** and the **rights of weakness**. (MME, p.72, 75, 78, 114)

The **elixir of dragon breath** was first crafted by the warlocks of **Bael Turath**. Tiefling shock troops took great delight in blasting their dragonborn foes with an attack that matched the dragonborns' innate power. However, when the **Turathi** spread the rumor among their enemies that this draught was crafted from the blood and bile of fallen dragonborn warriors, the elixir proved even more effective as a psychological weapon. (MME, p.95)

The **Arkhosian** armies were composed by dragonborn clans led by their dragon lords. The best of the **Arkhosian** military was the order known as the **Knights of Kul**, paladins and warriors dedicated to the god **Bahamut**; while the **Totem Ragers** were an elite warrior order that practiced primal traditions to become more ferocious in battle. The **Koteth Battalion** was a legendary platoon of dragonborn warriors, and the **Arkhosian Fang** was an order of bladesters who developed a style of combat suited for the exhausting battles against **Bael Turath**. Many of the bladesters were dragonborn, but the elite defenders of **Arkhosia** accepted skillful and honorable heroes of other races into their ranks. (PHBrT, p.4, 19; TSokK, p.52-59; DU 203, p.35; MP2, p.111)

The greatest dragonborn champions were called the **Silver Dragons**, in recognition of the fact that they stood just below the **Golden One** in rank and authority. Standing outside the command structure of the military, the dragonborn members of the **Silver Dragons** were granted powerful magic items, and normally led small bands in important raids against key targets in the war. (PHBrT, p.27)

Arkhosian sorcerers created the **periapt of wound closure** to help their warriors in battle. (MME, p.75)

Legend holds of warlocks who forged pacts with dragons, wherein they would serve their draconic masters much in the same way that infernal warlocks bargain with devils, and fey warlocks bind themselves to the spirits of the **Feywild**. (DR365, p.57)

Seeking advantage in its war against **Arkhosia**, **Bael Turath** encouraged psionics study among its people. **Arkhosia**, in turn, countered with new psionics traditions of its own. (PsP, p.84)

Initial Conflicts

Border skirmishes grew with each year. Several full-scale wars broke out, including the **War of Wings**. Dragonborn surged into the borders of **Bael Turath** by the thousands, and the wings of their masters darkened the sky. (R&C, p.44; DR365, pp.26-27)

Many of those battles were fought in the **Nentir Vale**. (MVTttNV, p.89)

Few war machines inspired greater fear in the hearts of the **dragonborn** than an **infernal embassy**. These enormous, flying tetrahedrons bear the fiery mark of **Asmodeus** upon their faces, heralding not only physical destruction, but also corruption of the soul. (DR419, p.29)

The **Turathi** opened a portal to the **White Kingdom**, the abyssal layer of **Doresain**, exarch of **Orcus**, in the **Underdark** below the city of **Karga Kul**. **Arkhosian** troops were able to conquer the city and stopped the demonic army. (TSoKK, pp.91-92, 137)

Bahamut himself went to **Karga Kul** and used **Moidan's Quill**, a powerful artifact, to create a magical barrier to seal the rift to the **Abyss**. This magical barrier is known as the **Seal of Karga Kul**. A clan of dragonborn warriors was tasked with the protection of both the seal and the artifact. They founded the order of the **Knights of Kul**. (TSoKK, pp.92-93)

A keep constructed at the northern end of the **Crow Road** tore free into the sky. Locals called it the **Inverted Keep**, due to its position over the **Road Builder's Tomb**. (TSoKK, p.172)

The red dragon **Infernus** fought in war after bitter war, racking up more kills than metallic dragons or dragonborn soldiers. Though **Infernus** blamed the wickedness of the tiefling breed for his own willingness to murder and destroy, he secretly exulted in violence, and he always used more force than was required to spread as much ruin as he could. (DrCD p.134)

The **Turathi Insalanda**, a tiefling general known for her ability to turn the fears of her enemies against them, is regarded as the first historically known ardent (psionic users capable of controlling emotions). (PsP, p.9)

The dragonborn warlord **Dhuryan Flamebrow** succeeded in reshaping the armies of a border province known for its barbarism and monster problems. Eventually, that province and its dragon lord became the most prominent in **Arkhosia**. **Dhuryan** became famous all over the empire and wrote the **Flamebrow manifesto**. (MP, p.124)

At the same, a tiefling warlord only known now as **Malachi**, a low-ranking military officer that was promoted to general for his many victories, wrote the **Hellpath Tome**. Its **Infernal Regiment style** was first codified when he was charged with developing military instruction manuals for the phalanxes of legion devils serving **Bael Turath**. None of the manuals have ever been found, but one phrase, "**Time to throw down your shield**," has survived and is still used by tieflings. They speak it at the moment when a defensive line breaks and they must fight on the offensive to prevail. (MP, p.125; MP2, p.124)

Dhuryan and **Malachi** eventually faced each other in combat. No one knows what happened to the warlords. Some say **Malachi** was defeated, others that both warlords became friends and retired from war. (MP, p.125)

As the threat from **Arkhosia** grew more imminent, Lady **Najala** became suspicious of everyone and began scouring **Vor Rukoth's** population for traitors. She erected a gate to **Hell** to ensure her hold on power. Soon after that, she went one step further to secure her control of the gate and became a lich. (VR, p.2)

As **Orcus's City of the Dead** grew in size and power, it finally garnered the attention of other influential agencies, including the growing empires of **Bael Turath** and **Arkhosia**, as well as the nearby Dwarven Empire of **Mithralfast**. Even divine powers saw **Andok Sur** as a threat to the natural world. At the height of the city's power, a great earthquake rocked the Old Hills. In an instant, the **City of the Dead** was shattered. It fell into the earth and was buried, to be forgotten by time and history. (DU187, p.36)

The Imperial Wars rage on

The War of Teeth: Serpentus Rift, one of the **Seven Jewels**, was destroyed by a massive earthquake dragon, possibly unleashed by the tieflings. The threat was ended by an entire dragonborn army. (W&M, p.22; R&C, p.44)

The silver dragon **Arantor** and his daughter **Imrissa** agreed to aid **Arkhosia** by attacking a **Turathi** outpost, whose remote location and jungle surroundings ruled out ground-based attacks. Too late the dragons discovered the outpost harbored not the legions of **Bael Turath** but civilian refugees: families, elderly, infirm, and wounded. **Imrissa** proposed they should return to **Arkhosia** to report the mistake, but **Arantor**, concerned about his reputation, declared that they would inform no one. Their argument over a course of action grew long and heated. In a blind fit of rage, **Arantor** killed **Imrissa**. With rage, grief, and self-loathing, **Arantor** turned to the valley below. No one could bear witness to his shame. He hunted down and butchered every last refugee, leaving nearly two thousand silent corpses in his wake. He fled the valley, but could not return to **Arkhosia**. Instead he vanished into the wild places of the world, surfacing from time to time as the war progressed to launch ruthless attacks on **Turathi** targets, military and civilian alike. The carnage continued until a team of **Turathi** dragonslayers tracked him to ground and destroyed him. (DR378, p.12-13)

Arantor awoke in the **Shadowfell** as the dark lord of his own personal domain of dread: **Monadhan**, a domain where those who've betrayed their family, friends, god, or nation suffer supernatural imprisonment. As his flesh began to rot away, he became aware that where his heart should have been rested the skeleton of another silver dragon: the daughter he turned upon and murdered. When the last scrap of withered skin sloughed off, it stirred and began to ceaselessly whisper the names of the innocents **Arantor** had slain over the years. (DR378, pp.13; DU170, p4)

The dark magic of the **Turathi** defiled the lands of **Arkhosia**, and not long after, verdant forests withered, lakes dried up, and the great empire became the **Desert of Desolation**. Many

believe **Io'vanthor** and the other city-states fell because of the sudden and destructive change in the climate brought on by the tieflings' blasphemous rituals. (DR369, p.32; DR 402, p.37)

A story is told of the dragonborn hero **Basharak**, whose clan name is forgotten. Betrayed by his companions while sailing through the deep Astral Sea, he was thrown overboard and stranded an immeasurable distance from any land or sign of civilization. Five years later, the first of the hero's betrayers met his end. Over the course of the next decade, **Basharak** hunted each one down, killing them where they stood. When they were all dead, he set upon a new adventure as though nothing had happened. (PHBrD, p.21)

After centuries of eternal youth, **Vorno Kahnebor**, always fitful and prone to bouts of depression, drew deeper within himself and grew increasingly paranoid. **Ivania**, on the other hand, took vicious joy from living. She tried many times to draw the man she loved from the shadow that skulked through their palace to no avail. At length, **Ivania** grew tired of **Vorno**. Securing the most beautiful girl in **Harrack Unath**, **Ivania** drugged her and left her in the castle, knowing what **Vorno** would do. He could not resist. He devoured her flesh. **Ivania** had hidden toxins beneath the drugs she gave to the girl. **Vorno** died as terribly as he had lived. In **Vorno's** final moments, he saw in her eyes that not only had she willfully killed him and consigned his soul to the **Hells**, but that she had also murdered their love. Thus, a dark lord was born. (DR368, pp.71-72)

During an early winter, nearly every birth within **Harrack Unath** resulted in death for mother or child. Those children who survived were the least malformed. Many took it as a sign from the gods and left. Others huddled in their homes, pointing to the dark skies and warning of a blizzard. The last to leave the city fled in the middle of a storm. A family legend among the **Ravoons** says that their ancestors were the last to leave before the snow and darkness swallowed the city. (DR368, pp.72-73)

A tiefling of House **Zannifer** was in flight from **Harrak Unarth's** fall when she mistook a cutthroat for her nephew due to his red surcoat. In truth, the brigand wore white, but his garb was soaked in the fresh blood of the selfsame nephew. Before the noblewoman could discover her error, the murderous rogue stabbed her, robbed her of her jewels and signet ring, and left her for dead. Amazingly, she survived the attack. Today, descendants from House **Zannifer** must always wear something red, because they suffer the **crimson curse**: without anything red, their skin oozes blood like sweat. (PHBrT, p.7-8)

After the storm lifted, traders found **Harrack Unarth** empty and as still as a tomb. No bodies lay strewn about. Nothing showed signs of disturbance beyond what unchecked wind and rain could do. In terror the merchants fled. As stories of the abandoned city spread, the usual robbers and vagabonds sought out and raided **Harrack Unarth**, and the armies of **Bael Turath** mobilized to occupy it. Then the curses came to light. Every family who survived the city's fall bore its own unique curse. Every item taken from the city brought woe to its bearer. **Harrack Unarth** became known as the City of Curses and none dared enter again. (DR368, pp.73)

After the storm lifted, Lady **Ivania** awoke in her chambers, her back aching from the previous night's revelry. When she threw open the doors of her palace to survey her city, she beheld not a snow-covered landscape, but a shadow-shrouded and flooded town. When she asked to

herself where she was, she heard **Vorno**'s voice croak, "**Sunderheart**." She spun and the door behind her shattered, but was unable to find **Vorno**. She ran to the mirrored chamber of her bedroom, knowing that no matter how swift **Vorno** was, he could not escape her notice. There confronted the horror she had become: **Vorno** was not lurking behind her, instead his corpse was somehow fused to her back. They had pledged to live together forever, and she would be forced to honor that pledge. From then on **Ivania** has ruled over the domain of dread known as **Sunderheart** during the day, while at night, the beast takes control of their conjoined bodies and stalks the dilapidated portion of their former palace. This undead monstrosity, **Vorno**, has never spoken a coherent word since, and now none but **Ivania**, **Nephigor**, and the mysterious **Wizard of the White Tower** know his real identity. All others call him the **Ghoul**—when they dare to acknowledge his existence. (DR368, pp.75)

History records that the **Arkhosian** city of **Kanrhik** fell to orc mercenaries employed by **Bael Turathi**—but some historians blame instead one of **Kanrhik**'s psionically inclined noble families. When the patriarch's only daughter fell in battle, the entire family went into mourning. Historians believe that their sorrow psionically infected all of **Kanrhik**'s leaders and soldiers that they failed to react in time to an assault they should otherwise have repelled. (PsP, p.6)

The **Turathi** attacked the dwarfholds of the **Draco Serrata Mountains**, killing or enslaving the dwarves, in a failed attempt to uncover the secrets of engineering and magic used to build the **Bridge of the Gorge of Noon**. (TSoKK, p.54)

The Solstice War: According to legend, the gods **Corellon**, **Melora** and the **Raven Queen** caused an unnatural spring in the mid of winter. Both **Arkhosians** and **Turathi** took advantage of the strange climate to move their troops, and after a few days both forces faced each other and fought across the southern **Dragondown Coast**. The most violent of those battles was fought in the **Bridge of the Gorge of Noon**. During the battle, a detachment of the **Knights of Kul** were able to cross the bridge and gain a foothold on the **Turathi** side of the gorge, and it seemed the **Arkhosians** were winning the battle. However, at some point the **Turathi** were able to destroy the bridge, killing most of the **Arkhosian** troops and trapping the **Knights of Kul** in the middle of the **Turathi** devil and slave armies. The wizard **Iban Ja** sacrificed his life to magically reconstruct the bridge—that now carries his name—to allow the rest of the **Arkhosian** army cross the gorge and save as many of the **Knights** as they could. Against all odds **Arkhosia** won the **Solstice War**, driving the **Turathi** out of the **Dragondown Coast**. (TSoKK, p.52-59)

Many dragonborn warriors and wizards were frozen in the peaks of the **Draco Serrata Mountains**. It is believed that those glaciers have magical healing properties and that the frozen dragonborn are still alive, magically preserved in the ice. (TSoKK, p.41)

The order of the **Knights of Kul** became corrupted by worshipers of **Tiamat** after the **Solstice War**. Since then, **Bahamut** and **Tiamat** have fought for the souls of the dragonborn knights. (TSoKK, p.167)

The dragonborn city of **Krenstak** was destroyed. (DU 203, p.36)

While the dragons and dragonborn concerned themselves with the tieflings, **Tiamat's** cultists infiltrated the dragonborn cities, spreading dissent and seducing the naïve and unwary with promises of power and quick victory. Her cults thrived and grew while **Arkhosia's** eyes focused abroad. With them came darker and more sinister elements—servants of rival powers who sought similar ends. Worship of **Bane**, **Torog**, and no few archdevils spread and took hold, rotting the empire from within. (DR369, p.32)

Fearing the end of his empire, **Zebukiel** did the unthinkable—he betrayed his kind. The fang dragon treated with the tiefling leaders, who claimed to want peace as badly as he did. The tieflings swore they would lay down their weapons and draw up a lasting peace if the **Arkhosian** “aggressors” were stopped. **Zebukiel**, knowing this would be impossible, began to systematically murder the **Arkhosian** leaders, dragon and dragonborn alike. Although he justified each death as being necessary for peace, he slid deeper into madness as the casualties mounted and the war continued to rage. (DrCD, p. 249)

Arkhosia began to gain the upper hand on the war, and agents of **Bael Turath** seldom felt the obligation to continue fighting overtly. As often as open battles ravaged the countryside, hidden battles permeated the logistical and political landscape. Subterfuge and sabotage endangered nobles and peasants alike, small villages and vast cities, armies and even occasionally the whole war effort. (DR390, p.51)

-1500 CY: An **Arkhosian** school of war-sorcerers, located in the lands that would later become the **Barony of Merindaelion**, was destroyed by demons, and dark powers still lurk in the catacombs and vaults beneath the academy's crumbling towers. (DR401, p.39)

The **Totem Rager** order was shattered after being infiltrated and corrupted by infernal spies loyal to **Bael Turath**. The imperial priests declared the totem ragers to be the empire's enemies, and the order was officially disbanded and outlawed. It survived only in small groups that continued to meet in secret. (PHBrT, p.19)

A mortal army escaped to the **Astral Sea**. They settled on **Morisia**, one of the **Triad Islands**, and founded a nation. (SotAS, p.127)

When the undead life force of **Acererak** began to wane, the lich's servants labored to create the **Tomb of Horrors**. Then **Acererak** destroyed all of his slaves and servitors, magically hid the entrance to his halls, and transformed into a demilich. (The Tombs of Horrors)

The mad warlock **Loon**, who delved too deeply into the secrets of the **Far Realm**, died during the war between **Bael Turath** and **Arkhosia**. Many claim that he had been able to shape his own powers to match the randomness of his **wand of wonder**. (MME, p.57)

The War of Ruin

The final **War of Ruin** broke out. (PHBrT, p.6)

Battle of Razortear: **Razortear** was a fortified Arkhosian garrison, one of three strategically defensible locations on **Arkhosia's** border. **Bael Turath** decided to attack **Razortear** in an

attempt to wear down the dragonborn resources. Half a million warrior-slaves—each company led by an **archdevil**—were sent against **Razortear**, which was defended only by a tenth that number of dragonborn soldiers. The siege lasted for ten years. (R&C, p.44)

The siege ended when the tiefling general **Achazriel** led the **Turathi** slave armies to build a tunnel under the fortress, destroying it when the marching soldiers collapsed the tunnel. Both sides suffered heavy losses, and the **Battle of Razortear** marked the beginning of the end for both empires. The surviving dragonborn were thrown into slavery, condemned to work in the orium refineries of **Vor Rukoth**. (PHBrT, p.6; VR, p.6)

The legendary berserker **Ygnir** was a dragonborn barbarian warrior whose bloodlust and thirst for vengeance still inspires fear in the tieflings that remember his name. When a slave overseer murdered his family as punishment for **Ygnir**'s refusal to kneel, the barbarian vowed to bring down the empire of **Bael Turath** single-handedly. Breaking his chains, **Ygnir** killed his master, the overseer, and a dozen guards with his bare hands. With the help of a fellow prisoner schooled in the warlock arts, **Ygnir** forged the first **Reaper's Array** item set using the steel, blood, skin, and hair of the foes he had slain. With his grim helm and terrifying axe, **Ygnir** became a legend on ancient battlefields. Unable to slay him themselves, tiefling diabolists were said to have summoned powerful devils to finally end the warrior's threat—an act that some say might have hastened the fall of that race. (AV2, p.121)

One after another, the **Seven Jewel** cities of the dragonborn fell to war and treachery, and were reduced to dust and ash, until only **Io'vanthor** was left. (DR369, p.31)

Just a few short decades before the war's end, some devils recruited tieflings to abandon their empire and serve them directly. These tieflings would become known as the **Shemathi**. Ten years later, **Shemathi** agents infiltrated and destroyed a small druid circle. The sole surviving druid, **Haziah**, divined they were working directly for their devil patrons. The **Shemathi** killed her as she prepared an organized opposition. A decade after **Haziah**'s death, her friend, a dragonborn warden named **Rhagash**, drove back the **Shemathi** and founded the **Circle of Smoke and Whispers** to oppose them. (DR390, p.51-52)

Lady **Dania von Harken**, a noble human, wrote the story of **Bael Turath** in a book known as **Rise and Fall of the Turathi**, a decade before the fall of the empire. (DU205, Stocking the Shelves).

In the last years of the war, the noble houses of the **Turathi** city of **Maelbrathyr** sent a group of champions, the **Pride of Maelbrathyr**, to rescue a legendary war hero from imprisonment in one of **Torog**'s torture dens. This hero, known as the **Ruby Wizard**, had once commanded armies with great wisdom, a talent much needed by the empire. These five champions, **Ordu Dekaan**, **Vance Dungrim**, **Marta Ravenhook**, **Aleeria Salitzar**, and **Hannault Thrayban** fought their way down into **Torog**'s domain and back again. Though **Vance** and **Marta** fell along the way, the other three heroes survived and returned the **Ruby Wizard** to the city. But at the height of the celebration of his return, **Torog** pulled the city into the **Underdark**. Chains of bone surged from the darkness of the crevasse and pulled the **Ruby Wizard** back down to his prison cell. Over the course of time, every survivor of **Maelbrathyr**'s fall was slowly and brutally killed to sate **Torog**'s anger. Their screams were audible on the surface for years after the city's fall. **Torog** reserved a more terrible fate for the three surviving members

of the **Pride of Maelbrathyr**. After watching the deaths of their fellow citizens, these unfortunate souls were left alone in **Maelbrathyr**, magically transformed into ageless forms of eternal pain. Only death could release them from this existence, but **Torog** assured them that he would then claim their souls for worse punishment. The surviving heroes of the **Pride of Maelbrathyr** cling to their accursed lives, maddened into acts of unconscionable evil by their long years in **Maelbrathyr**. (UD, p.38)

One of the last emperors of **Bael Turath** rapidly cycled through advisors, executing them so soon after their appointments, that it gave origin to the old adage “**you wouldn’t have time to eat a slice of cake in a vizier’s career.**” (PHBrT, p.26)

The dragonborn of **Arkhosia** finished the job that the elders of **Bael Turath** could not: they laid siege to the sanctums and fortresses of the star pact warlocks of the **Constellation** before their taint could spread. In the aftermath, the unholy relics from beyond the stars, the **Points of the Constellation**, were scattered far and wide, and they have continued to spread to various cultures over the centuries. (AV2, p.125)

The day that tiefling magic successfully broke the enchantment that kept the citadel of **Ustraternes** aloft was a bloody one. **Ustraternes** fell like a falling star striking the earth, and some say it heralded the end of **Arkhosia**. (DR369, p.14)

In one of the last great battles between **Arkhosia** and **Bael Turath**, a single dragonborn regiment held a fortress against multiple legions of tieflings and their diabolic allies. When the battle was over, every devil had fallen, every tiefling, and every dragonborn—but one. Wounded, he still lifted his commander’s tattered standard before he set out for home. His people kept the banner as a sign of the victory. It disappeared with the fall of **Arkhosia**, but legends claim the standard has reappeared throughout the centuries, infused with powers that bolster the righteous in their battle against evil. (DrCD p.82)

With the **Golden One** drawn away, supporting the soldiers in the field, **Io’vanthor** decayed as corrupted dragonborn and treasonous dragons came to power. Their control was so complete that when a small strike force of tieflings buttressed by infernal warriors besieged the city, traitors flung open the gates, believing the invaders would take care of the last holdouts and the cults would in turn take out the invaders. What happened instead was that the **Turathi** force didn’t make any distinctions and soon enslaved the whole city. (DR369, p.32)

The Day of Devils: As a dragonborn host (that some believe was under command of the legendary **Dhuryan Flamebrow**) marched on the city of **Vor Rukoth**, and a rebellion led by house **Varrik** sparked within its walls, a desperate Lady **Najala** threw open the portal of **Hell** to any creatures that would aid her. Legions of fiends spilled out from the **Nine Hells** and crushed the dragonborn and rebels alike. However, the devils soon turned their attention against the city, slaughtering the thousands who inhabited it and reducing it to ruin. (VR, p.2, 5)

House **Zolfura**’s throne at the end of **Vor Rukoth**’s days was shared by a brother and sister. **Krumos** lived within a skin of ice that protected him from any blow, while blue-white flames perpetually engulfed his sister, **Kaieta**. Legend claims they could not move more than a few

yards from one another, or the elemental forces encased in their bodies would explode. Some claim the destruction of **Vor Rukoth** was wrought by House **Zolfura**. (PHBrT, p.7)

Vor Kragal disappeared in a mysterious cataclysm that buried the city beneath the earth. No one knows if a dragon assault, the tireless feuding of the city's ruling families, or the mysterious **Mirrored Tower** of **Sharvast**, was the cause of **Vor Kragal**'s destruction. (PHBrT, p.5; DR364, p.19, p.22)

Some scholars believe an “**apocalypse spell**” (a living spell of great power) was present at the fall of **Bael Turath**. According to ancient scrolls, the creature's controller lost hold of the monster, and the spell rampaged across the remnants of both **Bael Turath** and **Arkhosia**. (MM3, p.12)

The **Golden One** and many dragon lords died in the final battle against the forces of **Bael Turath**. The surviving dragon lords fled the battlefield, leaving the dragonborn survivors to fend for themselves. (DR365, p.27; PHBrD, p.6-7)

Jagannash the Unstoppable was a legendary dragonborn warrior, famed for his ability to fight on no matter the injuries he sustained. He withstood the full fury of an angry blue dragon, shrugged off the lashes of a pit fiend's whip, and even killed a tiefling warlock who had hurled him through **Hell**. In his final battle, **Jagannash** felled a full legion of devils, strangled their succubus sorceress commander with his bare hands, and hammered his way through the walls of a fortress. He was climbing the tower that housed the tiefling war room when the earth rebelled and swallowed the citadel and all within it. It is whispered that **Jagannash** fights there still, despite the centuries. The **Lament of the Dreadnought**, a somber song, recounts the final march of the great dragonborn hero. (MP, p.25)

When **Zebukiel** failed to kill a powerful adamantine dragon that was injured fighting a pit fiend, his victim escaped and revealed his betrayal. Before the **Arkhosians** could deal with the traitor, the bulk of their armies perished in the earthquake that swallowed **Bael Turath**. This gave **Zebukiel** the chance he needed to escape, but not before an exarch of **Bahamut** nearly killed him and cursed him to not die from age, accident or infirmities, but only through a brutal death. **Zebukiel** was cast down from the draconic society and dubbed the Gray Worm. (DrCD, p. 248, 249)

As the empires of **Bael Turath** and **Arkhosia** clashed for the final time, a small cadre of people brought together by chance came into knowledge of a **Far Realm** invasion and felt compelled to oppose it. The sane survivors—a deva courtier, a tiefling witch, an eladrin scholar, a dragonborn soldier, and a masked human known only as “the Jack of Swords”—swore an oath never to reveal what they had heard and seen, and they also resolved to find a way to preserve their knowledge for the next time the world might need it. To keep alive their hopes despite the coming dark age, they created separate organizations that were linked together as a secret society dedicated to protecting the world from the **Far Realm**, regardless of whether what was left was worth saving. Under their guidance, the **Celestian Order** emerged. (DR375, p.6)

In time, the **Arkhosian Empire** fell as the foundations of dragonborn society were broken. The lords and common folk of the empire were scattered, and while **Bael Turath** had crumbled, the dragonborn could take no solace in that victory. (HotFK, p.241)

Without resources or will left to fight to continue the war, the surviving tiefling and dragonborn alike were left with no choice but to largely abandon their lands in search of refuge elsewhere in the world. (DR365, p.27)

Aftermath of the Imperial wars

The stones of the first laws were lost when **Arkhosia** fell, but **Erathis's** stylus passed among the world's people for ages, kindling the flame of civilization wherever its mark was made. (DR402, p.24)

It's believed that after the fall of **Bael Turath**, the **Turathi** forces sacked and abandoned **Io'vanthor**, leaving it for the sandstorms to erase. In truth, the infernal forces, cultists, and other never left. Lack of resources, infighting, and the splintering of the occupying force into factions bled the city until **Io'vanthor** began crumbling around the occupiers. (DR369, p.32)

After the fall of **Arkhosia**, the dragonborn clans were scattered among the ruins of the empire. As new kingdoms rose up, the dragonborn struggled to find a place—and many of those struggles were deadly. (PHBrD, p.32)

Kuyutha, the last dragonborn paladin of **Arkhosia**, gathered and protected most of the surviving dragonborn clans after the fall of the empire. As a reward, **Bahamut** made him one of his exarchs. (Drc2, p.209)

The surviving members of the **Knights of Kul** order retreated to the city of **Karga Kul**, to fulfill their task of protecting the **Seal** or become the last line of defense should the demons use the rift to invade the **World**. (TSoKK, p.24, p.66)

Following the collapse of their empire, the tieflings were scattered. Bearing the infernal visage that was the mark of their pact with the forces of darkness, they found a cold and sometimes deadly welcome in the humanoid societies to which they fled. Their population dwindled, and for many decades, the survivors of **Bael Turath** were in danger of being wiped out and forgotten. Some of them plunged with their human cousins into the darkness of a world gone savage. Wild tribes of humanity carved out places for themselves in the untamed wilderness and lost all contact with their civilized history (HotFK, p.270-271; PHBrT, p.20)

After the fall of **Bael Turath**, some tieflings retained power, ruling over isolated baronies and duchies throughout the remains of the empire. (PHBrT, p.17)

Soon enough after the fall of the Tiefling Empire that the hatred of that race was still widespread, unnamed human parents bore a tiefling child. The parents left the babe in an enchanted wood to die of exposure. By some twist of destiny—or, certain versions say, by **Melora's** fickle mercies—wolves found the infant instead. **Yunulf**, “the Lady of the Wolves,” added the child to her litter, naming him Horned Man. He developed uncanny skills with nature while living with his wolf family. Eventually, a dwarf explorer named **Fargrim** found

the child and took him to the ancient dwarven hold of **Durigirn**. The young tiefling then became a citizen of the dwarven hold. Even so, he acknowledged no dwarven name in place of the one his wolf mother had given him. That he translated into Dwarven as **Kurngarl**, accepting only the nickname **Kurn** as an alternative. **Kurngarl** had many adventures, almost all with his wolf brother **Grabor** by his side. **Kurn** and **Grabor** were renowned as hunters and trackers among the dwarves of **Durigirn** and are also mentioned in the legends of other races, enjoying a heroic reputation for battling monsters, especially gnolls and giants. **Kurn** the Hunter is reputed to have turned the animals of the wilderness against unjust people in civilized areas. As such, he is held as an example by **Melora**'s followers. (MP, p.65)

When the empires collapsed, the frontier territories were the first to fall into ruin. Marauding tribes of orcs, previously held at bay by imperial armies, quickly encroached on settled human lands. Though isolated skirmishes between the races were the norm for long years, orcs and humans were eventually forced to ally against the monstrous threats of the ancient frontier. (HotFK, p.258)

The enmity of the war between tieflings and dragonborn lasted for generations, further causing strife. (PHBrT, p.32)

When elven forests or dwarven mines were overrun by monsters, the survivors often fled to the nearest human town. The power vacuum left behind by **Bael Turath** and **Arkhosia** united those many different peoples. (Dr393, p.12: PHB, p.47)

When the conflict ended, the thri-kreen regained their freedom, returning to their nomadic lifestyle. (MM3 p. 192)

Free of their tiefling masters' control, the kruthik escaped to the **Underdark**. (DR430, p.39)

Though the war was over and dragonkind scattered, **Infernus** still craved the mayhem of battle. He was not yet willing to set aside violence, so he turned to hunting humans, blaming them and their moral weakness for the death of his nation. It wasn't until a cadre of wizards and warriors met the dragon on the field of battle and fought him for days that **Infernus** quit the land and fled to the **Fire Peaks** islands, where he is still plotting to take revenge on his enemies. (DrCD p.134)

Shkiv was a **dragon** lord who survived the fall of **Arkhosia**. Disgusted with **human** excess and overcome with grief over his fallen kin, the **dragon** sought out the **Lord of Entropy**, **Ygorl**, to get revenge. The slaad lord accepted the dragon's service, and the melancholic beast has been **Ygorl**'s constant companion ever since. Service to a slaad lord comes at a steep price, however. **Shkiv**'s body was twisted and corrupted by **Ygorl**'s chaotic energies long ago. (SotEC, p.156)

In the centuries following the destruction of **Arkhosia**, barbaric human tribes from the south settled in what had once been the lands of the dragonborn. (DR402, p.35)

Prelude to Nerath

Mighty strongholds built on the rims of volcanoes served as the centers of power of a fire giant empire. Allied with the efreeti, the fire giants enslaved many humanoid races. The labor of dragonborn, humans, and orcs helped build vast fortresses and roads, and the magic of drow and tieflings aided in creating a portal network linking the great fire giant citadels. As the way of empires, this empire also fell long ago. (MM3, p.96)

Over time, the last of the great **Turathi** nobles began to reclaim their place in the world. Cautiously earning the trust of other peoples, the descendants of those nobles began to spread into human communities that were willing to allow them to live in peace, and the tiefling race was reborn. (HotFK, p.271)

After the destruction of **Arkhosia**, **Rethmil** emerged as the most powerful state in western **Altara**. The **Hyarthan Knights** swore loyalty to **Rethmil**'s magnate and defended the realm's interests for centuries. (DR405, p.41)

The king of **Pak Suth** died without an heir. Driven by a warrior tradition and the need for a strong, imposing ruler to maintain the borders, the ministers of the kingdom proclaimed that any person who could overcome a series of trials would become absolute ruler. Many soldiers, generals, and heroes succumbed to the trials before **Tulari** claimed his right to be tested. Despite his slight frame, he endured each day's test and eventually became king. **Tulari** was a great ruler, holding the boundaries of **Pak Suth** firmly and ruling wisely. (AV2, p.75)

The **Grave-Minders** turned away from their original mission, as they became more interested in raiding primordial tombs for ancient treasures and powerful magic. (SotEC, p.40)

Solaneillon, the great elven kingdom, enters its final decline. In those days, hordes of gnolls from the desert posed a constant threat to the fading power of the elves. The rulers took into their service human warriors from the tribes of southern **Kelarnil** to stem the tide of monstrous incursions, and afterward rewarded them with land to settle in the realm's northern wildlands. (DR401, p.36-37)

Isathrain, the queen of a powerful border kingdom, became betrothed to **Giryon**, an eladrin sorcerer. Days before the wedding, **Giryon**'s enemies struck from the **Shadowfell** and stole **Isathrain** away. **Giryon** and the queen's court responded by turning what had been planned as a wedding reception into a war council. Gifts that had been intended as courtly vestments for the queen were transformed into powerful weapons and implements in preparation for an assault into the **Shadowfell**. According to legend, **Giryon** and **Isathrain** were reunited in the **Shadowfell** after many trials. However, the two lovers never returned to the queen's court. Some say they traveled to the **Feywild** to escape **Giryon**'s enemies; others claim that the lovers remained in the **Shadowfell**, searching for other mortals that had been stolen away by the denizens of that dark land. (AV2, p.115)

A border war between a human king and **Solaneillon** separated the elf **Vahlia** and her love, the human prince **Aben Hawkwinter**. The human ruler, King **Agel** vowed to fight until he won or died trying. He forbade his son from seeing **Vahlia**, and her conscience prevented her from visiting **Hawkwinter** lands. Undeterred, **Aben** commissioned a magic item he claimed it

would enable spies to infiltrate the elven realm. When the resulting box was completed, **Aben** took it “to test it.” While doing so, he secretly began searching for **Vahlia**, fighting off but never killing any elven resistance he faced. When **Vahlia** heard about **Aben**’s efforts, she sought out her lover and urged him to stop. **Aben** would not relent, knowing that his father would never back down from the war. **Vahlia** took the magic box, and augmented the enchantment, enabling the box to slow his aging. After creating an identical box for herself, **Vahlia** slowed her own aging to a lesser degree. She and **Aben** begot multiple half-elf children over the course of centuries. (DR369, p.17)

Jarret was a human or half-elf that was born to common folk outside **Solaneillon**. His natural charm won him friends above his station, including young nobles with little or no chance of inheritance. As a result, **Jarret** gained martial training and took to forming groups of do-gooders and fortune seekers. He and his comrades traveled widely and are credited with making life safer in many places. Eventually, **Jarret** fell in battle against the mind flayers of **Thoon**. Many believe **Jarret** was reborn as a lad of the same name who grew up in nearly the same place. This perhaps-reincarnated **Jarret** became an inspiring leader and hero like his namesake. He became known for taking special interest in opposing aberrant creatures, such as mind flayers. Those who knew and loved him eventually dubbed him **Jarret the Twiceborn**. (MP, 129)

The first skull lords arose from the ashes of the **Black Tower of Vumerion**, either created intentionally by the human necromancer or coming forth spontaneously from the foul energies of his fallen sanctum. (MM, p.236)

Berath, a human paladin of **Bahamut**, led a crusade into the **Caverns of Fiery Splendor**, one of **Tiamat**’s lairs, eager to end the **War of Dragons**. **Bahamut** counseled against **Berath**’s crusade, but he and a host of knights rode boldly into the lair, determined to slay **Tiamat**. Although noble, such an effort was doomed to failure. (DU175, p.5)

Tiamat’s eventual green brood mother dallied with two dragonborn champions of **Tiamat**. She couldn’t bear to lose them to old age, so she arranged to have them turned into vampires. (DU175, p. 28)

The githyanki empress **Vlaakith CLVII** became a lich. (SotAS, p.149)

CY-1000: The **Great Upheaval** occurred in the planar city of **Sigil**, causing two factions—the **Sodkillers** and the **Sons of Mercy**—to unite as the **Mercykillers**. The **Mercykillers** kept law and order in **Sigil** for six centuries. (DR370, pp.14-15)

Thulzar, a human warlock, founded the **Order of the Endless Night**, composed of likeminded warlocks and astronomers who have pledged to protect the **World** from the evil stars and their spawn. **Thulzar** mysteriously disappeared a few years after the founding of the order fortress of **Starhaunt**. An eladrin warlock named **Ilshaeren** took over when **Thulzar** left and has led the order ever since. (DU207, p.4)

The **Katerran Dynasty** was ended by a usurper. (PHB, p.302)

The **Vaults of Time**, underground repositories of wealth and lore, were founded by the **Keepers of Time**. (MME, p.80)

The exarch **Irfelujar** betrayed **Vecna** and turned to the service of **Tiamat**. (DU171, p.57)

The **Oak Shields** began guarding the wild areas of the world. Legends claim that **Melora** personally trained the first members of the order, providing them with the secrets of using everspring groves and standing stones. (DR401, p.26)

A human necromancer and conqueror named **Daelh** invaded the **Nentir Vale** from the southern borders of the Witchlight Fens, bringing with him a handful of cadaver collectors. Nobody knows what happened to the necromancer, but some of the constructs he brought eventually fell in the hands of the **Daggerburg** tribe of goblins. (MVTtNV, p.30)

The **Umbral Cabal**, a powerful covenant of warlocks, summoned the demon lord **Kulnoghi** the Terrible to do its bidding. The demon committed such horrific deeds that it became too much for the warlocks to bear. The group bound the fiend by using a forbidden ritual, destroying themselves in the process. (DR383, p.42)

Vryloka, a human noble family, was approached by the mysterious **Red Witch** (that is an exarch or even an aspect of the **Raven Queen**). She offered them a powerful blood-bonding ritual that grants the vitality of vampires without the taint of undeath. The Vrylokas became the first living vampires. (HoS, P.126)

The War of the Pelt: A war started when lycanthrope refugees, fleeing persecution in the mortal realm and taking refuge in a corner of the **Feywild** called **Brokenstone Vale**, conflicted with the neighboring sidhe lords from the **Court of the Stars**. (Du185, p.5)

The elf wizard **Cwell** created special spells that she used in conjunction with her familiar, a dragonling named **Cava**. Her teachings became the foundations of the style what became known as the Cavalian school of magic. (DR382, p. 25-26)

The warlock **Eraea** forged a pact with the archdevil **Glasya**, which she hoped to use to supplant **Asmodeus** as the leader of the **Nine Hells**. However, **Asmodeus'** inquisitors defeated her and her Daughters of Blackest Night. (DR382, p.48)

CY -800: The realm of **Karkoth** arose when the **Kars**, a barbaric human tribe from eastern **Selduria**, ventured west over the bitter heights of the **Dragonspine Mountains**, laying waste to the kingdoms of **Surth** and **Dol-Thamar**, before being stopped by the elves of **Tarsembor**. The **Kars** turned their attention to oppressing and settling the lands they had overrun. Hungry for power and impatient to subjugate their fellows, the **Kar** chieftains interrogated the surviving **Thamari** wizards, learning how to summon powerful patrons and strike sinister pacts to achieve arcane might. Thus the **Karkothi Throneholds**, a realm of warlocks and warriors, took shape. (DR399, p.90)

The **Iron Wolf** barbarians began throwing back hordes of orcs, giant marauders, and the sorcerous legions of **Karkoth**, falling upon each group of invaders with uncommon fury. (DR400, p.143)

Human refugees from a place called **Andalopoli** crossed the wide ocean and conquered the elven lands of the **Green Line**. They built a community that eventually became known as **Everwatch**. (Dr392, p.11-12)

The **Fraternal Order of the Inner Vault** was formed by three pupils of a faction of gnomish worshipers of **Moradin** that diverged from the doctrine of the central church, dedicated to helping the downtrodden and poor. (DR389, p.49)

Paladins, bards, and commoners alike know the songs of the legendary hero **Bradaman**. She was a paladin of one of the ancient human kingdoms on whose bones the empire of **Nerath** was built. When her three brothers were falsely accused of murder, **Bradaman** swore to secure their pardon by undertaking three tasks set for her by the high king. For her first task, **Bradaman** reclaimed a temple to **Moradin** and **Melora** that had fallen under the control of worshipers of **Zehir**. For the second task, **Bradaman** vanquished the titan **Shixzan**, whose hammer brought down deadly storms. **Bradaman** forced the titan to swear loyalty to the king with unbreakable oaths. For her final task, **Bradaman** was ordered to unhorse the **Crow Knight**, an undead warrior whose lance brought death. The **Crow Knight** was unhorsed, though **Bradaman** paid with her life. Her brothers returned **Bradaman's** body to the high king, who declared she would be buried with the honor she had in life. **Shixzan** raised up a great tomb for her, hiding it away in the mountains. The weapons, armor, and gear she bore at death became known as the **Arms of Unbreakable Honor**, their magic grown more powerful by her heroic sacrifice. Though many have searched for it, **Bradaman's** crypt remains as much a legend as she. (AV2, p.109)

The gold dragon **Vercesien**, paladin and champion of **Bahamut**, lived several hundred years before the rise of the Empire of **Nerath**. Though not fond of humanoids on a personal level, the gold dragon took to heart the teachings of **Bahamut** and championed the cause of justice for all creatures. When he fell fighting in **Bahamut's** name, defending the city of **Four Winds**, followers of **Bahamut** revered his memory. It was only a few years later when several of **Bahamut's** knights, wanting to fight evil as freely as **Vercesien** had, formed the **Solemn Order of the Knights of Saint Vercesien the Gold**. The order spread from **Four Winds** to several major cities over time. (DrMD, p.76)

Gulgol, a gluttonous black dragon, dominated the swamps of **Fenreach**, forcing lizardfolks, kobolds, trolls, yuan-ti and hags to revere her as a goddess. (Drc1CD p.238)

The **House of Black Lanterns** began to provide shelter to wayfarers in the **Shadowfell**. (S'fell, p. 78)

Karrak-Dur, the master psionicist, lost a battle with a mind flayer named **Shankharam**, and his consciousness was imprisoned in a gold circle. (DR367, p. 27)

An eladrin perfected the technique for making Crystal Dragon Curio Boxes. (Features Archive, "Treasure Options")

The city-state of **Nageo** was once a major port and trade hub, but its great wealth made it a target for goblin raiders, competing city-states, and pirates. In response, the **Nageos** created a

defensive force to protect the city and its lucrative shipping trade, and also to provide seaborne mercenary forces for traders and neighboring states. These legendary warriors called the **Kamestiri** are little more than a memory now. At the height of **Nageo**'s power, rumors began to circulate that the **Kamestiri** captains had been keeping much of the wealth they had liberated from the area's pirates. A new prince, uncertain in his position, grew jealous of the **Kamestiri**'s power. Deciding to take steps to remove them, he sent the bulk of the **Kamestiri** forces on a doomed voyage of exploration from which few returned. Within the year, however, the prince was assassinated. With no clear heir and no defenders, **Nageo** quickly fell to its neighbors. (AV2, p.100)

The halfling mage **Lohana** the Left-Handed first crafted the **elixir of chameleon power**, which the heroes of the ancient clans used to enhance their preferred stealthy fighting style. Lohana traded the formula to **King Paulin** of **Donostia** in exchange for the halfling clans' right to travel freely in the frontier provinces—a pact that set the stage for later compacts between the clans and **Nerath**. (MME, p.91)

Minotaurs founded the city of **Saruun Khel** in the depths below Thunderspire Mountain, in the **Nentir Vale**. **Saruun Khel** soon became the center of an oppressive minotaur kingdom that subjugated neighboring lands. (H2, p.2)

The minotaurs built a grand temple beneath the Moon Hills, dedicated to four gods: **Bahamut**, **Erathis**, **Moradin**, and **Pelor**. In the deep recesses of the temple, though, they erected a hidden shrine to the demon prince **Baphomet**. Thus, while they presented the appearance of nobility and virtue to the outside world, the priests met secretly in the inner shrine to honor the evil Horned King. The four gods cursed the temple and its corrupt priests, and eventually it fell into disuse and ruin. (Red Box adventures)

The **Guardians of the Gates** formed shortly after the god **Vecna** managed what no deity had ever done: He entered the **City of Doors**. Though **Vecna** was eventually thrown out of **Sigil**, the steel dragon **Virtraxentyr** started the **Guardians of the Gates** to protect the **City of Doors**. At first, he and his draconic children protected only gates into **Sigil**, but he quickly realized how economically powerful a mapped network of dimensional portals would be. The society quietly constructed sites that would disguise the presence of portals, sites that also became lairs for **Virtraxentyr**'s siblings and hatchlings. As the network grew, **Virtraxentyr** and his kin brought in more and more assistance by reaching out to humans, elves, and dragonborn. (DrMD, p.74)

An order of protectors called the **Keepers of the Cerulean Sign** formed to face the threat of the **Far Realm**'s collision with reality. The keepers achieved a great victory and fenced out an invading sovereignty of madness behind potent seals. They created potent weapons, artifacts known as the **Seven Cerulean Seals**, to maintain the seals. (PHB3, p.94; PsP, p.111)

The Age of the Nerath

The Age of Nerath was the age of the last human empire, the great nation that dominated the entire known world.

**Note: CY = Current Year*

The Founding

Out of simple clans of farmers arose an incomparably vast empire forged through conquest and ingenuity by their legendary leader, the wizard **Magroth**. A coalition of races led by humans, the Empire grew in the south and spread in all directions. For more than five hundred years, from the establishment of the capital of **Nera** to the rise of the despotic **Magroth** to the long period of peace and prosperity, **Nerath** unified the land. (DR393, p.12; MVTtNV, p.86; TMoN, prologue)

CY-600: At the age of fifteen, King **Magroth** pledged himself to the demon lord **Orcus** and vowed to found an empire in his name. In return for warriors to bolster his undead armies, **Orcus** made **Magroth** immune to all natural weapons. After defeating the gold dragon **Ayunken-vanzen** in the lands that became the capital city of **Nera**, he lighted the legendary **Flame Imperishable**, and led the growing **Nerathi** legions on decades-long marches of expansion that claimed most of the known world within his lifetime. (DR393, p.12; TMoN, prologue; Chapter 83)

Magroth conquered a tribe of barbarians after he slew **Ayunken-vanzen** and lit the **Flame Imperishable** using the gold dragon's fire. **Magroth** claimed their lands as his own but welcomed the barbarians into his service when they swore to serve the master of the dragon's undying fire. The barbarians incorporated the best of both their own primal traditions and **Nerathi** science into their culture to become enlightened mystics dwelling in the wilds around **Nerath**. (DR393, p.16)

Abandoned fortresses, crumbling castles, and even ruined cities became the foundations for a new and idealistic nation committed to bringing civilization's light to the impenetrable darkness. (DU194, p.40)

Nerath's military traditions were derived from older sources. In what any dragonborn would claim to be fine **Arkhosian** style, a special auxiliary force of devastating light infantry led many of **Nerath's** assaults. Military historians liken them to similar troops among other cultures and peoples, especially elves and dragonborn. The knights of **Nerath** also rediscovered the teachings of the **Turathi Infernal Regiment** fighting style. (MP, pp.35, 124)

Nerathi elite soldiers were given **shields of the doomed** that allowed them to remain in the battlefield even after receiving fatal injuries, while the war mages crafted the **broochs of unerring defense** to protect themselves from enemy attacks. (MME, p.62, 71)

Nerathi engineers built the desert fortress of **Ghere Thau**. (DU218, p.3)

The **Tower of Talon Pass** was a stronghold built to guard a mountain pass. (ToTP, p.1)

At the height of the wars that led to **Nerath's** founding, the armies that fought for domination of the human lands depended on the talent of their arcane spellcasters. Since those casters were typically less experienced than the troops they fought, they died quickly. In response, the war mages of **Veoran** designed and perfected the **ring of borrowed spells**, granting their warriors the ability to combine arcane magic and martial prowess to deadly effect. (MME, p.76)

The war couriers of **Nerath** were protected by decrees of imperial law that promised death to anyone who interfered with the communications of the state. (MME, p.95)

The halfling scout **Legarri** used a **map of orienteering** to great success as a leader of the first imperial survey as it explored the deadliest ruins within the newly forged empire of **Nerath**. According to her journal, **Legarri's** final expedition disappeared in the dungeons of **Rolonna Tor**. (MME, p.87)

The legendary philosopher **Tallas** created **Nerath's** ethics system. (DR393, p.13)

The city of **Sarthel** fell under the influence of **Nerath**. (DR398, p.62)

Weakened by war against hordes of monsters, most of the dwarven kingdoms and city-states were absorbed into the rule of the human controlled empire. Countless elven tribes were absorbed into the empire as well. (HotFL, p.249, 262)

The elven ranger **Shalaris** foresaw that her lands would inevitably fall to the Empire of **Nerath**. In addition to establishing training camps that spread her style of combat to resistance fighters, her forces also hid caches of elven cloaks to assist the guerrillas' hit-and-run tactics. A few of these caches remain today, guarded by angry ghosts. (MP2, p.119)

Dragonborn were assimilated by **Nerath**, and prohibited to form large communities in fear they could create a powerful nation again. (PHBrD, p.7; HotFK, p.242)

After defeating the sidhe lord known as the **King of Blooms**, during a campaign in the **Feywild**, **Magroth** took the sidhe lord's daughter, the eladrin **Amphaesia**, as his bride. (DR393, p.13)

Humans allied with the eladrin and began to settle in the forest of **Lastwood**, ancestral home of the wood elves. (TLG, p.92)

In the early days of the empire, **Aldron Farwanderer**, the famous wizard and explorer, wrote the travel journals **Aldron's Chapbooks** and created the magic items known as **Aldron's Fireboxes**. (DR383, p.67)

In the early days of **Nerath**, a human playwright named **Monieta** was a dramatist with a groundbreaking and illustrious career—until it was revealed that his entire body of work was

plagiarized from a dozen lost cultures, translated into Common with the help of his magic spectacles. (MME, p.70)

At the dawn of **Nerath**, noble knights of **Pelor** quested to find the **Sunspire**, a legendary amber tower where the sun's daughter dwelled. (MVTtNV, p.114)

Named for the crimson garments worn by the duelists who first mastered this style, the **Red Cloak** unarmed fighting style originated within a guild of assassins in **Nerath**. This approach to fencing evolved in occupied territories where **Nerath** suppressed both the private ownership of weapons and the pursuit of blood feuds. (MP2, p.127)

As **Magroth** aged, he became ruthless and despotic, and people began to call him **Magroth the Mad**. **Magroth** turned the **Nerathi** legions against enemies real and imagined, and dedicated the dead to **Orcus**. (TMoN, prologue)

The Spymaster was the title of the always nameless captain responsible for intelligence operations across ancient **Nerath**—a position of rank so high that it answered only to the emperor. The **spymaster's quill** was fabricated for the Spymaster and his most trusted operatives. (MME, p.88)

The most powerful pair of boots of levitation was made for one of the most notorious political agitators in **Nerath**. The rabble rouser in question was renowned for delivering scathing speeches in public places. With the boots, he was able to rise above the ground so that large crowds could see him and hear his words. This method of gaining height had the additional benefit of raising him above the city guards who were typically dispatched to arrest him, once the authorities got wind that he was speaking. The **Floating Demagogue**, as he came to be known, was eventually arrested and put to death—his boots getting burned publicly right after him. (MME, p.63)

Krondor, one of the elite guards of **Magroth**, learned the truth about the emperor and the empire's origin, and pledged himself to the **Raven Queen** in order to stop him. (TMoN, Chapter 85)

When his despotic rule was at his peak, **Magroth** was killed by **Krondor**, ending his reign of terror, but transforming the city of **Darani** into a domain of dread when **Krondor's** brother, the knight-commander **Kalaban**, killed his own brother while trying to save the evil emperor. (TMoN, prologue)

Empress **Amphaesia** guided the empire through the turbulent years after **Magroth's** demise. **Nerath** expanded, claiming fields and mountains as wise emperors brought justice and order to a world still ravaged by **Bael Turath's** iniquities. Empress **Amphaesia** disappeared a few years later, after helping cure the horrific **Ashen Plague**. She returned to her father's kingdom in the **Feywild**. (DR393, pp.12, 13, 14; DU194, p.40)

After its initial expansion, **Nerath** turned its attention away from military ambition. **Nerath** enjoyed a meteoric rise to power by filling the cultural and economic void after the wars that destroyed the old empires. (DR393, p.12; DR396, p.38)

The **Fists of Kord** was one of earliest groups exploring **Nerath's** frontier. Much of the group's early work was underwritten by the early emperors, who found it easier to hire out the task of searching and mapping the more dangerous corners of their realm. After some time, however, the keepers of the imperial treasury grew dissatisfied with the expense of this operation when they learned how little wealth the Fists were bringing back. The group's wizard crafted the first **elixirs of treasure finding** in response, enabling the **Fists of Kord** to locate valuable objects that might otherwise have been overlooked—prompting the empire to give them a lifetime contract. (MME, p.94)

At the height of its power

At the height of the Empire, culture and learning flourished, including the study of magic. Wizards and artificers began to advance in the study of constructs, especially homunculi and other responsive creatures. (DR364, p.30)

One of its greatest kingdoms was the nation of **Kindras**, a heavily structured military power. Kindrasan soldiers made up a good portion of **Nerath's** armies, and its codex of laws heavily influenced the empire's code of justice. (DrMD, p.70)

The rulers of **Nerath** anointed many knightly orders. One of the most revered was the **Knights of the Empire**. Consisting mostly of righteous paladins and noble rangers, the **Imperial Knights** served as guardians to the emperor and manifestations of the emperor's will. The best of this order were often called to serve the emperor directly, becoming protectors of secrets and defenders of the royal family. (MVTtNV, p.86)

The **Curthauri**, also known as the **Ghost Blades**, were an order of battleminds of the **Imperial Guard** charged with protecting the nobility of the empire and its far-flung kingdoms. (DR391, p.38)

Many temples and faiths were wealthy and widespread enough to give rise to powerful hierarchies, kingdom-spanning organizations that often wielded both religious and secular power. (DP, p.23)

The **Kaorti**, a faction of scholars led by **Volarn**, a charismatic human, were charged with guarding the largest and most powerful **Ioun stone** of all, a relic known as the **Tear of Ioun**. After discovering ancient **Far Realm** research tomes known as the "**Scrolls of Tireon**", they became obsessed with the **Far Realm**, eventually using the **Tear of Ioun** to migrate to the **Far Realm** themselves. (DU161, pp.73-74)

A **Nerathan** princeling who had a penchant for peering into the chambers of the court's ladies-in-waiting commissioned the first **ring of X-ray vision**. (MME, p.77)

The greatest cities of **Nerath** featured magically sourced fountains and wells that carried fresh, clear water to all quarters, and magically sculpted spires and towers that stretched toward the heavens, and whose wealthy occupants were a constant target for the thieves' guilds that challenged the empire's law. (MME, p.82, 84)

Nerath's great halls of justice were the inspiration for the **gem of auditory recollection**, a chunk of roughcut quartz used to record hearings and evidence as a means of establishing a system of records unparalleled in the history of law. (MME, p.84)

CY-500: The first of five seals that bound the primordial **Mual-Tar** in the **Elemental Chaos** broke, creating natural catastrophes across the planes. (DR370, p.26)

The last emperor of **Saak-Opole** died. The empire of **Saak-Opole**, a nation located in the **Dragondown Coast**, became part of **Nerath** not long after. (TSoKK, p.168)

Nerath's fourth ruler was a feckless heir with an eye and an appetite for hedonistic distractions and none of the discipline or devotion shown by his sire. **Albrect the Unworthy**, as he was called, cowered on his throne as orc hordes tramped out from the mountains to pillage. The raiders plundered the nation of its treasure and enslaved its people. Captain **Michael Forsythe** the Cunning, led his **Third Legion**, comprised of criminals enlisted as punishment for their crimes, in a suicide mission to hold off the hordes. They succeeded, at a cost of two-thirds of their soldiers. As reward, they received only pardons. (DR396, p.38)

Karavakos, a tiefling wizard, made a pact with infernal lords for a legion to secure his petty kingdom from wild monsters and civil rebellion. The legion of devils came at a very reasonable price. They would fight on his behalf and obey his orders without question. If he ever led them to defeat, however, they would abandon him and he would be cast into eternal captivity. Only an error made by the wizard could result in the devils' defeat—no army in the world could defeat them. His kingdom soon expanded to rival even **Nerath**. When he tried to invade the **Feywild**, however, he was defeated. Invincible on the battlefields of the natural world, the devils had no such protection in other realms. To pay his end of the pact he was imprisoned in the **Pyramid of Shadows** along with his eladrin consort **Vyrellis**. Their life-forces became splintered, disabling them from escaping. **Karavakos** decapitated **Vyrellis** in anger, resulting in the artifact known as the **Head of Vyrellis**. (H3, p.2-3, 22)

The city of **Rhest** came to control the **Elsir Vale**, growing into the kingdom of **Rhestilor**. Under its protection, the towns of the Vale—**Brindol**, **Talar**, **Terrelton**, and others—grew up from tiny hamlets or military outpost to flourishing settlements. (RHoD, p.9)

Phillip Graef conquered an old dwarven fortification, seizing it from the bandits who had invaded it a decade prior. Rooting out the bandits won the **Graefs** the fort and the surrounding lands to rule as they saw fit. As a tiny fief, **Graefmotte** paid tribute in coin and levies, and though the village had a modest economy, it was never wealthy enough for the **Graef** family to expand their holdings or to ascend any further in station or prestige. Instead, the **Graefs** won glory and honor through their fearlessness and the quality of the soldiers they trained. (DR375, p.71)

The **Aleheart Companions** were a group of dwarf miners fed up with working for the profit of others. The friends set off on a mission of exploration into the **Underdark**. However, rather than the mother lode they hoped to find, they ran into **Lolth**-bound goblins and bugbear raiders striking out from an area of deadly caverns known as the **Howling Warrens**. Using their dungeoneering knowledge to good effect, the dwarves managed to defeat their foes through cunning and ambush. When the battle was done, the companions realized that looting

their enemies yielded more profit than their honest labor ever had. Thus did this mixed bag of miners and drinkers take their first steps toward becoming legendary adventurers. (AV2, p.95)

A **Nerathi** dragonrider and his mount, the white dragon **Auslief**, chased an evil demonologist into the frozen wastes and for ten days fought his minions. The dragonrider died in battle, binding **Auslief** to the site of his death. **Auslief** changed her name to **Rime**, and began to plague the north in winter. (DrCD, p.242)

According to legend, **Gulkanon**, a human paladin of the **Raven Queen**, was stripped of his station and power for offending his goddess. Even without the connection to the deity he had long revered, **Gulkanon** was unwilling surrender his place as her champion. He turned to a new avenue of military study, building upon the techniques of savage and fell races in the world. As he grew more confident in his newfound skills, he took the title “**dread reaper**.” He set out to send souls to his estranged patron in hopes of rekindling the bond that had been broken. Whether he succeeded is lost to time, but his legacy remains. (MP, p.26)

The **Collectors**, an order of scholars and sages dedicated to **Ioun**, were founded in the heyday of **Nerath**. They had a strong presence in every city of appreciable size, maintaining great libraries and archives, and facilitating free and open access to new discoveries and research. (DR385, p.78)

The city of **Erathium** was the prosperous jewel of culture and trade in the empire. The covenant between the temple of **Erathis** and the imperial rulers was strong. However, during the reign of King **Pedrawd**, he used the avengers of **Erathis** to hunt his political enemies. Eventually, an avenger named **Irion** discovered that cultists of **Asmodeus** had corrupted both the king and the priesthood leaders. He killed the corrupted king and chaos broke in the city, as factions vied for power. **Erathis** intervened herself to stop the battle and exiled the corrupted high priest, **Marabron**, cursing him to live a thousand lifetimes branded as a traitor and blasphemer. **Irion** was gifted a sacred ring as a token of gratitude, and he founded the order of the **Unbroken Circle**. (DR387, p.36-37)

The **punishing weapons** famously received their name during **Nerath**’s rise to power, when a group of vigilantes dedicated to **Erathis** used them to “punish the wicked” within their society. At first, the groups’ members were seen as saviors and heroes among the common people, but eventually corruption within the group’s ranks led to its downfall. (MME, p.31)

The duelist **Simrion Marcolicos**, known for his compulsive risk-taking and his desire to impress the crowds that came to watch him fight, popularized a warhammer fighting technique characterized by a wide, looping swing. Opponents that moved in on **Simrion**’s apparent vulnerability were caught unaware by his weapon’s returning arc, to the delight of the audience. When a warrior thinks something looks too good to be true or carries a hidden danger, he or she might mutter that it is “**like Simrion’s hammer**.” (MP2, p.123)

When finally the elven kingdom of **Solaneillon** broke apart into smaller states, a charismatic half-elf noble named **Althier Merind** succeeded in uniting the human towns and elven forest-holds into a single realm, establishing the **Barony of Merindaelion**. Soon after, it became part of **Nerath**. (DR401, p.37)

The **Barony of Therund** was founded on the lands that were once part of the kingdom of **Vardar**. The town of **Moonstair** was built near the **Moon Door**, a portal between the **World** and the **Feywild**. (P1, p.2)

One of the most legendary champions of good was **Connor Valis**, “The Flame of **Bahamut**.” He earned that epithet when he uncovered the corruption of the previous high priest, whose office he purged with faith and holy fire. **Valis** singlehandedly broke half-dozen cults of **Vecna**, **Orcus**, and **Asmodeus** that had been infiltrating **Bahamut**’s temples. At the height of his success, **Valis** resigned his post and disappeared from public view. Some whisper that he himself became corrupted by so long staring into the dark heart of evil, while others suggest that he came to loathe the violence required by his office. (AV2, p.113)

The **Path of Thirty-Seven Obstacles** extends from an informal tradition first noted only during the height of **Nerath**. This philosophy was formalized when a group of thirty-eight battleminds gathered to compete against one another, other champions, and monsters found in the region. (PsP, p.117)

Thanks to the influence and reach of **Nerath**, the **World** became a safer place. The city of **Argent** began to lose status and influence, and fewer champions were sent to guard its once-hallowed walls. (RotG, p.6)

The infamous wizard known as **Emirikol the Chaotic** studied in the **Ghostflame Spire**, a tower near the city of **Nera**, which exists simultaneously in the world and the **Shadowfell** and is devoted to teaching destructive magical arts. **Emirikol** left **Nera** after his tutelage, only to return some years later to kill **Zahrimahn**, his former mentor, in a public duel. Then **Emirikol** summoned a steed of shadow and began his legendary flight from the city, during which he killed all who opposed him with shadowy rays and fire. (HoS, p.7)

Voran Earthmane, a powerful goliath sorcerer, built a keep in the middle of a rank swamp in the **Witchlight Fens**, to conduct his arcane research in peace. (DU171, p.5)

CY-410: A battle for **Saruun Khel**’s throne erupted into a vicious civil war. Out of anger at the minotaurs’ growing devotion to the deity **Torog**, the demon lord **Baphomet** cursed them with mindless fury. Thus, when one faction was defeated, the survivors took to battling one another until only a few minotaurs remained in the ruins of the once-great city. Soon, those survivors abandoned the ruins and **Saruun Khel** was forgotten. (DMG, p.208; H2, p.2)

The Blood Wars’ truce

During the last flare-up of the of the **Blood War**, the **devils** built many strongholds on a nameless, swampy abyssal layer near the **Plain of a Thousand Portals** to better coordinate their attacks against the **demons**. They built fortresses atop rising hillocks protruding from the swamps before the **demons** discovered their presence. The **demon lords Orcus** and **Juiblex** turned the swamps of the layer into venomous vapors by enhancing the already caustic atmosphere of the layer. The fortresses corroded and fell over the **devils**, burying them alive. Rust dust covered the layer, which became known as the **Plains of Rust**. (SotEC, p.122; UA, The Plains of Rust)

A demon known as **Chark** created the **Glorysade**, a powerful colossus, to help the **demons** in the **Blood War**. The **devils** were able to deactivate it and buried it in the **Plains of Rust**. (UA, The Plains of Rust)

Some adventurers working for the **yugoloths** were sent to **Baator** to retrieve **Maeldur Et Kavurik**, and they convinced **Maeldur** to submerge in the **Styx River** and forget everything. The **yugoloths** recovered **Maeldur** and began to using it only for their own ends. Without their ability to teleport between planes, **demons** and **devils** were forced to wane the intensity of the **Blood War** and form an uneasy truce that has held for several mortal lifetimes now. (MoP, p.89; DR417, p.6)

The **Faction War** erupted in the planar city of **Sigil** when the **Fated** faction unsuccessfully tried to overthrow the **Lady of Pain**. The faction of **Mercykillers** split once more into the **Sodkillers** and the **Sons of Mercy**. (DR370, p.15)

The Chaos Scar

CY-400: Around this time, the **Nentir Vale** was a thinly settled borderland, home to quarrelsome human hill clans and remote realms of dwarves and elves. Dangerous humanoids plagued the region and a commune of dragons dominated the **Dawnforge Mountains**. Among them, the most dangerous was a three-headed red dragon named **Calastryx**. (DMG, p.198; MVTtNV, p.32)

Vendar, a human hero, killed the infamous dragon of the river Nentir. (DMG, p.198)

The **Far Realm**-entity **Shoth-Gorag**, who roamed the cosmos for eons seeking a place to touch down and wreak havoc, found the **World**. As the falling star passed through the sky, milk curdled and livestock fell dead and ill fortune flourished. The “meteor” crashed in the **Nentir Vale**, in a place between the **Ogrefist Hills** and the **Witchlight Fens**, with deafening force, carving a valley-sized furrow in its wake. Red radiance lit the sky for a week. Thus, the **Chaos Scar** was born. As the entity carved its path through the earth, shards and fragments tore away until only its heart remained, embedded in an escarpment at the far end of its new home. Patient beyond mortal comprehension, the malevolent remains began to sow seeds of wickedness, to reach out to those of a perverse and corruptible bent. Over the centuries, creatures of evil spirit have been drawn to this place. (D&D Encounters, Keep on the Borderlands; DU192, p.37; DU197, p.4)

Unbeknownst to anyone, the “meteor” also carried a passenger. An ancient beholder thought that it could hitch a ride on the “meteor” and touch down on a new world ripe for conquest. To survive the long journey, the beholder wrapped itself in a protective coating of crystal and rode the meteor through the depths of space. Unfortunately for the beholder, a fragment of its crystal shell broke off as the meteor entered the atmosphere. The fragment struck a young man named **Keljack**, scarring him. Because the beholder’s shell was now not complete, the creature was unable to break free of its crystal prison. As for **Keljack**, while the crystal fragment gifted him with great longevity, his life has been filled with hardship and misfortune because of the disfigurement. (DU192, p.37)

Voran's keep was destroyed that day. The swamp drained away, leaving only a desolate, dry ruin in its wake. Only the ground floor of the keep and the laboratory beneath it escaped destruction. **Voran** survived, but with his life's work in shambles, he departed the area for lands unknown, and his name and legacy faded into history. (DU171, p.5)

A group of followers of **Bane** discovered the heart of the "meteor" some days after it fell. Mistaking the heart for a gift from their deity, they built around it a small fortress temple they named **Hallowgaunt**, and began to be called the **Brotherhood of the Scar**. (DU197, p.4)

A long-forgotten king erected a wall across the valley's mouth, trying to contain the threat of the **Chaos Scar**, with little to no success. It still stands, partly in ruins, its gates open and unguarded. (D&D Encounters, Keep on the Borderlands)

Restwell Keep was built near the **Chaos Scar** by a clan of dwarves, but soon they were defeated and enslaved by a hobgoblin king only known as **Grim Eye**. Other rumors tell **Grim Eye** was the one who commissioned the keep. Whatever the truth, **Grim Eye's** petty kingdom didn't last. Sometime after **Grim Eye** mysteriously disappeared, the blue dragon **Fafnar** conquered the keep and made it his lair for a time. (DU176, p.48)

The second century of Nerath

A mystic known as the **Felish Oracle** prophesied the destruction of **Nerath**, the downfall of the demon lord **Orcus** at the hands of an heir of the imperial bloodline, and the unleashing of the **Abyssal Plague**, among many other revelations. (TMoN, chapter 49)

Rethmil came into conflict with the rising power of **Nerath**. At the time, the magnates had ambitions of establishing **Rethmil** as an empire unto itself, and they resisted **Nerathi** expansion over a century of intermittent wars and diplomatic intrigues. (DR405, p.41-42)

In the days of **Nerath**, the cities of **Adretia** were tributary states and trading partners with the great empire. (DR402, p.35)

The magical techniques that created greater flying carpets originated in the rich territories of **Nerath's** far-flung deserts, and was rigidly controlled by the elite archmages and sultans of those lands. (MME, p.84)

Auger, a human city, disturbed the **Astral Sea** with the **Bitter Glass**, an artifact used for communication. Under the orders of **Vlaakith CLVII**, the githyanki destroyed **Auger**. (DU164, p.37)

The human warlord **Strahd von Zarovich** conquered the lands of **Barovia**. Infatuated with a woman named **Tatyana**, and filled with a growing hatred for his younger brother **Sergei** because he was betrothed to her, he compacted with **Death** itself to transcend mortality and became a vampire. On the wedding day, he killed his brother, which in turn made **Tatyana** kill herself. This evil act transported the land of **Barovia** and all of its inhabitants to the **Shadowfell**, transforming it into a domain of dread. (OG, p.211; DR416, p5-7)

CY-350: Yazadoun's Folly was created when **Yazadoun**, a tiefling warlock, erected a fortress overlooking the fields of **Vor Kragal**. It was destroyed by a meteorite. (DR364, p.23)

The conquest of Nentir Vale

Human settlers from **Nerath** began to move north into the **Nentir Vale**. **Gardmore Abbey** and the town of **Fastormel** were the first **Nerathi** settlements in the region. The abbey was dedicated to **Bahamut** and served as the base of a militant order of paladins who started the **Crusade of Conquest** to pave the way to colonization of the vale. Led by **Gardrin the Hammer**, the knights of **Gardmore Abbey** fought orcs, lizardfolk, and the minotaur remnants of **Saruun Khel**, killing thousands of the monsters before establishing the abbey as a safe bastion in the north. Three decades later, other settlers established the town of **Winterhaven**. (DMG, p.206; MaGA, Book 1 p.2, 16)¹⁰

The dragons of the **Dawnforge Mountains** wiped out several of the new human settlements that were established during this time. The **Nerathi** settlers sought out any who could help quell such assaults, and a dwarven thane from the nearby dwarven kingdom of **Shatterstone** sent a battalion of dwarf warriors to establish a forward operating fortress in the mountains. The dwarves named it **Hammerfast**. **Hammerfast** became a necropolis, and eventually a storehouse for dwarven treasures. (Hf, p.2; MVTNV, p.32; TMon, chapter 8)

As the **Nerathi** settlers began to conquer more territories on the Vale, the old hill clans resisted. Hopelessly outnumbered, they stood with their faithful hounds against the mighty armies of **Nerath**. Although the hill clans fought bravely, they were annihilated in a final desperate battle upon the **Gray Downs**. Long after the battle, the hounds of the hill clans prowled the battlefields, howling over the corpses of their masters and refusing to leave their sides. The **Nerathans** built a great barrow in honor of the warriors of the hill clans, and after the last of their bodies was interred, the hounds vanished. Legends of ghostly “hounds of ill-omen” became common in the subsequent years. (MVTtNV, p.66)

A group of adventurers massacred the hill clan that inhabited the region known as the **Sword Barrow**. It is said that, with his last breath, the elder of the tribe cursed the adventurers to be bound to the Barrow forever. When the adventurers were killed by monsters of the **Sword Barrow** when they were searching for the treasures of the tribe, they rose up as undead. Soon after the people of the Vale began to tell stories about the “Barrowhaunts” that patrol the **Sword Barrow**. (MVTtNV, p.17)

Even as the **Tigerclaw** barbarians were pushed into the **Winterbole Forest**, they never submitted to **Nerath**. The **Winterbole Forest** became the northernmost natural frontier of the empire. (MVTtNV, p.100)

CY-310: A **Nerathan** hero named **Aranda Markelhay** obtained a charter to build a keep at the portage of the Nentir Falls, where it is believed the legendary **Vendar** killed the dragon of

¹⁰ There is a contradiction about the foundation of Winterhaven. According to the module “Keep on the Shadowfell” (p.2), Winterhaven was founded decades after Shadowfell Keep, which was founded in CY-200. However, latter sources such as “Madness at Gardmore Abbey” state that Winterhaven was among the first **Nerathi** settlements in Nentir Vale.

the Nentir. She raised a simple tower at the site of **Moonstone Keep**, and under its protection the town of **Fallcrest** began to grow. Sometime after, many wealthy lords built manors and states around the town, including families of well-off eladrin that came from the **Feywild**. Over the next two centuries, **Fallcrest** grew into a small and prosperous city. (DMG, p.198; H1, p.20)

Valthrun's tower, in **Winterhaven**, was possibly built around this time. (DMG, p.198; H1, p.20)

Boris Zasparr, a **Nerathan** knight, was granted lands near **Lake Wintermist** for slaying the red dragon **Pyrothenes**. In those lands he founded the town of **Mistwatch**. The first building raised was Widower's Watch, named at its completion for Lord **Zasparr**, who lost his beloved wife to sickness the first year after claiming his land. After his castle was completed, stone buildings replaced the wooden shacks and piers grew out across the water to meet the burgeoning fishing industry's needs. The crude hamlet became a thriving town, a trade partner for nearby **Winterhaven**, and an important stop for merchants bound west from **Fallcrest**, **Hammerfast**, and **Harkenwold**. (DU186, p.36)

Prince **Rande** (later known as "the Lost of Nerath") established House Randorn near the banks of the **Lake Nen**, after having killed a doppelganger, taking the doppelganger's mansion (in truth, a really ancient mimic) for himself. Sometime after, he and his entire mansion disappeared without a trace. (MVTtNV, p.114-115)

Lavanya, daughter of **Pelor** and a mortal woman, was so beautiful that many compared her with **Sehanine**. Jealous, **Sehanine** tricked **Lavanya** into leaving her people. She slipped on the path, tumbled into the river Nentir, and drowned. **Sehanine's** envy turned to regret when she saw **Lavanya's** wrapped in a funeral shroud. The goddess tears fell like starlight upon the body, which vanished beneath the shroud. Some among **Pelor's** faithful say that, with **Lavanya's** passing, the sun set on the innocence of gods and humans alike. (DR402, p.23-24)

The knights of **Gardmore Abbey** crusaded into the **Stonemarch** to end the orc threat. They wiped out hundreds of clans, a near genocide for the orcs of the north. (MaGA, Book 1 p.2)

As the story goes, worshipers of **Bahamut** and worshipers of **Gruumsh** spent years warring. As the dead piled up, a **Bahamut** faithful crafted a weapon of devastating power. Most of the inventor's peers balked at its use, but some felt it was justified. Those few who used the weapon were twisted into mad, dark beings by its corrupting power. The rest of **Bahamut's** flock locked them and the weapon away in a dungeon prison. (DD, p.132)

The residents of **Sunderpeak Temple** devoted themselves to lives of contemplation and good works along the untamed western reaches of the **Nentir Vale**. The folk of the temple included servants of many of the good deities, including **Pelor**, **Bahamut**, and **Melora**. The faithful of **Sunderpeak** came to be known as learned healers, sage advisors, and stalwart defenders of the innocent. However, **Sunderpeak Temple** had a secret purpose known only to its residents. Far beneath the surface, below even the lower levels of the temple proper, a powerful artifact of evil was hidden away. Though it was protected by magic wards and the power of the priests who dwelled above, its strongest defense was secrecy. (Sunderpeak Temple)

When the settlements of the **Nentir Vale** became populous enough, Commandant **Lathiel** of the **Winterguard** order sent messengers to negotiate an accord with the rulers of **Nerath**. In return for a considerable sum of gold and magic, the order took care of the empire's most dangerous criminals—those so powerful that execution would be an insufficient means of stopping them. The emperors were pleased with the **Winterguard**'s services, and allowed its members to operate legally as bounty hunters within its borders, thus enabling the order to recruit new members from farther afield. One side effect of the agreement has been the gradual dissemination of the swordmages's traditions in the lands of the empire and beyond. (DR405, p.36)

A green dragon terrorized the civilized lands near its lair. As the beast grew in power, countless cult followers gathered. With help of its worshipers the dragon transformed into a **dracolich**. This, of course, led to war with **Nerath**. After terrible battles and much loss, the cultists were slaughtered and the dragon destroyed, but its phylactery could not be found. The beast reformed, gathered cultists anew, and again was defeated. The phylactery still could not be found. This time, the powers of **Nerath** decided not to destroy the beast, but to trap it, locking it away in the deeps of **Mount Sorrowspire**. (DD, p.180)

The last centuries of Nerath

CY-300: The last reported apparition of the **Tarrasque** dates back to this year. The **Tarrasque** ate all members of the **Reckoners**, a mad cult founded by a deva, who worshiped the **Tarrasque** as a god. (DR418, p.6)

The rangers who patrolled the territories of **Nerath**'s fringe kingdoms crafted the **hunter's flint** as a tool against the harsh climes of those frontier lands. The magical laboratories of **Nerath** turned out countless vials of the **elixir of accuracy** for use by the scouts and rangers of that realm, who kept the frontiers of the empire safe. (MME, p.86, 90)

The outlying territories of **Nerath** were administered according to the laws and social structure of the stronger central kingdoms. The minor nobles and viceroys ordered to patrol these outposts often found themselves uncomfortable with the more rustic culture and lack of amenities of their subject territories. Widely ridiculed by some when it was first used by these traveling lords, the **instant campsite** has since become part of the gear for many parties of adventurers and explorers. (MME, p.86)

The sage and ritualist **Ugundeg** crafted a **lens of discernment** for himself to aid his life's work—documenting and cataloging every natural and unnatural creature within the borders of **Nerath**. The scholar met an early end, however, when he mistook the covering over a deep pit trap for some kind of dormant plant creature. As he crept closer, he peered even more intently through his lens—until he actually stepped on the “creature” and fell to his doom. (MME, p.86)

Rethmil's resistance broke when a failed proxy war against **Nerath** in neighboring **Dercassia** provoked rebellion against **House Sathandin**, the reigning family. **Nerath** backed **House Tedrazar** against the other contenders for the throne and established a line of puppet rulers more amenable to **Nerathi** dominance. The **Hyarthan Knights**, defenders of the old order, were exiled from the realm by **House Tedrazar**. **Rethmil**'s legendary swordmages spent years

wandering the world in small companies, earning a living as expert mercenaries who clung to traditions of loyalty and discipline. (DR405, p.41-42)

Nerathi Prince **Tarmagel** invaded the lands of **Iron Wolf** barbarians, on the continent of **Selduria**, in an effort to put an end to the raiding of **Nerathi** lands. The barbarians lands were later attacked by orcs, and the **Nerathi** soldiers and the **Iron Wolf** warriors joined forces to smash the orc incursion. **Tarmagel** and the warrior-princess **Selfreya** of the **Iron Wolf** tribe fell in love and married. Their union allowed the **Iron Wolf** people and the other tribes of western **Selduria** to remain free from **Nerathi** rule, becoming honoured allies instead. (DR400, p.143)

Through its alliance with the **Iron Wolf** barbarians, the Empire of **Nerath** was drawn into conflict with the Empire of **Karkoth**. Those nations clashed in repeated wars over the next sixty years. (DR399, p.90)

The wizard **Starris** sacrificed his life to place a curse on **Calastriyx**, forcing the dragon to slumber beneath **Forgepeak Mountain**. The other dragons' attacks lessened, allowing civilization in the **Nentir Vale** to grow. (Hf, p.30; MVTNV, p.32)

A cult loyal to **Tharizdun** performed a dark ritual to penetrate his prison. Heroes of the age stepped forward to disrupt the ritual, and though the Chained God could not escape, the essence of his will did, in the form of a sentient red liquid known as the **Voidharrow** (the fusion of the **Progenitor** and the will of **Tharizdun**). The opening into **Tharizdun**'s prison tore through the fabric of space and time, allowing the **Voidharrow** to seep into many worlds simultaneously. (DU197, p.77; TGoM; TToYS)

The surviving heroes founded the **Order of Vigilance**, so they could stop the **Voidharrow** followers to spread the plague on the world. However, due to lack of knowledge about how the **Voidharrow** worked, the **Order** wasn't able to destroy it. They sealed a portion of the **Voidharrow** they were able to get before the entity vanished to other planes on three vials and keep it safe. A fourth vial was sent to **Gardmore Abbey**, in the **Nentir Vale**, to be protected by the knights stationed there. (TToYS; MaGA, p.27)

The **Society of Imperial Artificers** (an organization of learned arcanists honored by, but independent of, the empire) was commissioned by King **Eothyri III** to create an adaptive artificial being that didn't imprison another creature, such as an immortal spirit or elemental being, as the spark for sentience. This new being had to be autonomously capable of its tasks and able to learn. (DR364, p.30)

The twin dwarf rogues **Hallfri** and **Hallger** commissioned the crafting of the first **pouches of shared acquisition** for their operations in the nobles' enclaves of **Nerath**. By magically passing ill-gotten goods back and forth between them, these two master thieves stayed one step ahead of the law for many years. In the end, the twins were victims of their own success, killed by rivals who learned about the special gear and wanted the pouches for their own purposes. (MME, p.88)

Banatruul, the Grand Warlord, cut a wide swath across the land in a series of crusades until he was killed by a githyanki general. (DR368, p. 34)

Prince **Roland the Deathless** came to power in **Gloomwrought**, the metropolis of the **Shadowfell**. (S'fell, p. 29)

The gargoyles **Shard** and **Golthor** went to **Gloomwrought**. (DU191, p.7)

Rumor, the secret academy of magic, was founded by an illusionist named **Pog**, who tricked his longtime companion **Melphor** out of his **staff of the magi** and became the local arcane guildmaster. (Dr403, p.12)

The term **Shivs of Sorcery** was coined by the eladrin bard **Lynadallin** to describe a loose assortment of like-minded individuals who concentrate on dagger-based sorcery, particularly a sorcerer named **Almates**. (Dr390, pp.24-25)

Thaliessal, a realm of sea elves, was sacked by sahuagin hordes. The survivors scattered to smaller holds and refuges in nearby seas. (DR401, p.40)

The great wizard **Galap-Dreidel**, after he had found the mystical **Soul Gem**, lifted the keep known as **Castle Inverness** from the bedrock of the **Dawnforge Mountains** to make a kingdom of others' lands for himself. When lords and royals came to challenge his claim, **Galap-Dreidel's** spells struck them down long before they could even see **Castle Inverness**. A time came when **Galap-Dreidel** left his keep and did not return. A mob of superstitious people from the surrounding lands laid siege to the castle. Without the wizard to protect it, its walls fell before the force of their rage. (ItU, p.100-101)

The paladins of **Gardmore Abbey** discovered a temple dedicated to **Zehir** in the **Witchlight Fens** and began a crusade against the yuan-ti. However, the knights suffered devastating losses, primarily because the cult of **Zehir** was so adept at recruiting converts from within their ranks. Eventually, **Zarel**, the daughter of the head of the paladin order at the time, was corrupted and transformed into a vampire. (MaGA, Book 1 p.2, p.17-18)

The last time **Koliada**, the Winter Witch, walked upon the world, an order of **Nerathi** knights halted her advance. They procured **Koliada's** nemesis—a powerful artifact called the **Sun's Sliver**—and confronted her within her fortress of **Winter's Heart**. Before they could use the artifact **Koliada** fled the field, and while the knights won the day they knew someone would have to confront the Winter Witch again. In preparation for that day, they hid the **Sun's Sliver**, sealing it in an isolated monastery in the **Dawnforge Mountains** where a member of their order could retrieve it again the next time **Koliada** walked the world. (DU162, p.28)

The famed dwarf bandit **Greysen Ramthane** was a scourge of **Nerath's** borders for many long years. Eventually, **Nerath** dispatched a small army that tracked **Greysen** and his men to **Restwell Keep** and slew the bandits to a man. The task force's commander, a half-orc named **Bertak**, claimed to find only a tiny portion of the stolen wealth. Stories claiming that **Bertak** and his cronies pocketed much of the treasure persist to this day, but others believe that **Greysen's** wealth is still hidden somewhere in the keep. (DU176, p.48)

CY-240: The Empire of **Nerath** defeated the **Karkothi** and stripped them of their conquests. Humiliated and bitter, **Karkothi** forces retreated to their lands. During **Nerath's** dominance,

the **Karkothi** domains fought with each other, jockeying for mastery over their shrunken empire. (DR399, p.90)

War of the Infernal Bastion: The greatest threat to the empire of **Nerath** before its downfall was the hobgoblin warlord **Hur-Tharak**. Aided by devils and powerful priests of **Asmodeus**, **Hur-Tharak** gained a strong foothold in the **Dragondown Coast**. When **Nerath** launched a counterassault to retake their lands and sack the **Infernal Bastion**, the knights of **Gardmore Abbey** marched alongside the imperial legions in what is heralded as one of **Nerath's** most glorious moments of unity and victory. One of the treasures the knights brought back from their plunder was the ancient artifact known as the **Deck of Many Things**. (MaGA, Book 1 p.2, p.17-18)

Kavad was a renowned warlord and famous champion of the second-to-last **Nerathan** emperor. (MME, p.65)

The eladrin built a shrine that they still use as a fey crossing between the **Feywild** and the **World** near the village of **Elkridge**. (DU190, p.6)

When the comet known as the **Far Wanderer** last traversed the skies, it is said that fragments of its essence split off and rained white fire across the land. Adventurers and scholars roamed far and wide in search of these fragments, but only one was ever recovered. Collected by an arcanist and astronomer named **Celestian**, this strange piece of metal was found to carry potent levels of magical power. (AV2, p.117)

CY-200: A cult of **Orcus** created a rift to the **Shadowfell** in the **Cairngorm Peaks**, near **Winterhaven**. Undead flooded through the rift into the light of day. **Nerath** dispatched a legion—among them the same order of knights that had dealt with **Koliada**—and they quickly destroyed the undead, sealed the rift, and built a keep to watch over the location and contain the threat, while mages put a magical seal to the rift to avoid **Shadowfell** horrors to come to the **World**. This is the site known as the **Keep on the Shadowfell**. (DU162, p.28; H1, p.2)

Nerathi soldiers built **Harken Keep** years ago to guard the King's Road and the White River valley against monsters attacking from **Thunderspire** or the **Dawnforge Mountains**. The place eventually became the seat of power of the **Barony of Harkenwold**. (Reavers of Harkenwold, Book 2, p.12)

Kalton Manor was raised by Lord **Arrol Kalton** on a former military outpost, but was never finished as the tenants were driven off by monsters from the **Witchlight Fens**—among them the powerful black dragon **Shadowmire**. Sometime after, **Shadowmire** was able to establish himself as the ruler of the **Witchlight Fens**. (DMG, p.207; TMoN, chapter 20; MVTTtNV, p.98-99)

The **Canaughlin Bog** was discovered by eladrin explorers in the **Elemental Chaos**. (SotEC, p.70)

After an elven tower dating back to **Solaneillon** fell into disuse, the **Nerathi** raised a new lighthouse and stronghold on the same location. (DR401, p.39)

Lady **Ezanella** took the post of headmistress of the magic academy **Callanar**. (DR403, p.6)

The **Stone King**, a **primordial** or a giant or a goliath, died. It toppled into a mountain valley in the **Skyclaw Peaks**, a tree-covered mountain range in the far west. Its death revealed that its gigantic throne was the **Rune of Stone Eternal**. (DR394, p.53)

The heroes of the **Unvanquished Company** made a glorious name for themselves. Adventurers, mercenaries, and ne'er-do-wells, the **Unvanquished** plundered tombs, foiled deadly plots, and engaged in legendary exploits from one side of the globe to the other. How the **Unvanquished** met their end is uncertain. Some say they fell fighting demons in the **Abyss**, while others suggest they quit this world to seek new adventures in realms beyond. Regardless, the weapons and implements with which they made their reputation survived them, and these items soon spread to all corners of the world. (AV2, p.130)

The fall of Nerath (CY-190 to -100)

The fall of **Nerath** involved some combination of a natural disaster and an invasion of orcs, gnolls, goblins, demons, and perhaps a secret curse. More than half of **Nerath's** strongholds were razed in the war. (W&M, p.21; R&C, p.18; DR364, pp.11-12, 30; DR393, p.12; MVTttNV, p.86)

As history records, the gnoll host poured out from the hidden places, the barrens, and the wastelands, all clamoring for a chance to serve the albino gnoll tyrant remembered as the "**White Ruin**"¹¹. The origins of the "**White Ruin**" are a mystery. The most commonly accepted history is that he rose as a tribal leader after butchering the chieftain of his tribe and all his heirs in combat. After his first victory, the "**White Ruin**" sought other tribes and killed their chieftains. Not long after, the "**White Ruin**" accumulated a horde of gnolls, hyenas, goblins, orcs, and demons, and in the name of his master **Yeenoghu**, turned his horde to the lands of humans. (DR364, p.11-12; DR375, p.63)

Argent's guardians, few in number and caught off guard as the rest of the empire, emerged to try to turn the destructive tide. With the help of the guardians, the people of **Nerath** were able to survive. The guardians, however, suffered heavy losses. (RotG, p.6)

The kingdom of **Rhestilor** collapsed under civil strife, monstrous incursions, and magical blights. The city of **Rhest** was burned by a savage goblin horde out of the **Wyrmsmoke Mountains**. Although the warriors of **Rhestilor** killed many of the goblins and their kind, the city was abandoned and the already weakened kingdom broken. (RHoD, p.9)

The **Osprey** originated as a merchant carrack, plying the waters at the expanding edges of the **Nerathi** Empire. During the empire's final years, it was commandeered by the imperial navy and converted for war. (DR412, p.5)

¹¹ The White Ruin is also known as the "Ruler of Ruin". This seems to be inaccurate, as the Ruler of Ruin is one of Yeenoghu's titles.

CY-189: The last recorded **Great Modron March** took place. According to some sages, **Primus** started this **Great Modron March** earlier than normal. Unlike previous marches, this procession took a senseless, chaotic course through the planes. Many thousands of **modrons** became stranded in remote corners of the multiverse. (DR414, p.8)

What had really happened was that the drow goddess **Kiaransalee** had killed **Orcus** and stole his **Wand**. But the **demon lord** returned as a **god** called **Tenebrous**, and began a crusade to retrieve his old artifact. **Tenebrous** traveled across the multiverse and killed many **gods** while searching for his lost artifact, until he learned about **Mechanus**. He then infiltrated the tower of **Primus** and disintegrated it with a word of power. **Tenebrous** then bent the **modrons** to his foul purpose. Once the would-be **god** had gleaned all he desired, he cast off his façade and abandoned the leaderless **modrons**. **Tenebrous** then was able to recover the **Wand of Orcus**. But in doing so, **Tenebrous** also died, allowing the resurrection of **Orcus**. Since then, no one knows the whereabouts of **Kiaransalee**. (DR414, p.13; DR417, p.13-14)

As has happened innumerable times before, a **modron** quickly rose up through the hierarchy to claim the mantle of **Primus** and restored order. (DR414, p.13)

CY-186: A teenager named **Maldeen** joined a ragtag militia ordered to the **Red Rock Pass** to stop a massive orc invasion. His wits enabled the militia to win a seemingly suicide battle. After he reprimanded the local baron for having hurled the militia into the jaws of death, he was imprisoned. His followers besieged the baron's castle for three years, after which the baron was killed by his own general. (DR364, p.49)

CY-183: **Maldeen** restored the baron's son to power and acted as an advisor for 40 years before retiring from service. (DR364, p.49)

The old human bard **Halagar** of the **Barrier Peaks** stop an army of gnolls with only his words, allowing a group of soldiers to kill them before the gnolls could attack a nearby fortress. **Halagar** became legendary after that. (HotF, p.65)

The dwarven city **Cloudgate**, built deep inside a mountain, and the human settlement **South Gwyvar**, in the valley below the mountain, had a long history of animosity. But when word arrived that a hobgoblin army was marching on them, the two cities banded together. Dwarf clerics of **Moradin** and human champions of **Kord** worked together to turn the cities' longstanding conflict to a positive end. (AV2, p.31)

A company of dwarf soldiers was garrisoned in an outpost at the edge of the frontier. When a white dragon attacked the outpost, the dwarves were driven away. Ashamed of themselves, they reconvened and went back to the outpost to try to best the dragon, but the dragon was victorious. Their frozen bodies weren't found until an army arrived later and destroyed the dragon. (AV2, p.73)

Siege of Gardmore Abbey (CY-150): The largest orc horde to march on the **Nentir Vale** from the **Stonemarch** in over a century, led by the powerful warlord **Nightbringer**, descended on **Gardmore Abbey**. Aided by ogres, hill giants, and demonic embodiments of chaos, the orcs laid siege to the abbey. On the fourth week of the siege, **Nightbringer** managed to overcome enough of **Gardmore's** defenders to break through an outer wall,

allowing his platoon to infiltrate the abbey. Fearing the attackers and unable to trust in **Bahamut's** deliverance, the captain of the knights, **Havarr** of **Nenlast**, turned to the **Deck of Many Things**. **Havarr** drew the Skull card, and scores of undead monsters emerged from the space between worlds and spread throughout the abbey. The walls were breached, the **Stonemarch** forces spilled inside, and a titanic battle among knights, undead, and orcs left the abbey in ruins. Most of the **Deck of Many Things** remained in the abbey, unable to leave because the magic the paladins had placed to prevent intruders from reaching the artifact also prevented the **Deck** from disappearing. (MaGA, Book 1 p.2; DU210, p.40)

When the armies of evil encircled **Gardmore Abbey**, the abbey's paladins entrusted a messenger with a map indicating the locations of their greatest artifacts and begged him to deliver it to the Emperor. The messenger never reached his destination. (MVTtNV, p.114)

In the dying days of **Nerath**, the swordmages known as the **Eldritch Knights** were said to be the most elite force in the empire. None fought harder to stave off **Nerath's** fall than this dedicated group of warrior-arcanists. (AV2, p.114)

The famous cavalry unit known as the **Bilwanti Lancers** used coordinated spear tactics to clear the passes of the **Riddled Peaks**, where ogre bandits using hit-and-run tactics had eluded other forces bent on eradicating them. In local slang, it is said that an especially slippery thief “**can even escape a Bilwanti Lancer.**” (MP2, p.116)

CY-143: Daniorra accepted appointment to headmistress of **White Lotus Academy**. (DR374, p.13)

CY-130: The mysterious moon **Iltani** first rose in the east. Soon, it became popular among the common people. **Tetherya Acrid**, a tiefling sorceress, began to research this new moon. She eventually went to the moon and found a warning about an apocalypse dragon (a catastrophic dragon that has lived too long and grown too powerful) known as **Nebiru the Falling Star**. (DR382, p.102)

A teenage boy named **Aurtus** hired himself out as a messenger, delivering messages and packages in the city of **Fallcrest**, and later throughout the **Nentir Vale**. (DR387, p.57)

CY-120: **Varain Cawdorai**, a raven-haired elf, encountered the retired **Maldeen** as an old man and became his disciple. Soon after, she founded the **Gray Wolves**. (DR364, p.53)

Aurtus heard the call of **Pelor** and began studying at the House of the Sun in **Fallcrest**. He soon became a renowned cleric. (DR387, p.57)

CY-116: Refugees from **Delkarem's Vale** fled into **Starfall Forest**. **Maldeen**, then 84-year-old, died after scattering the pursuing ogres. He became a folk hero and the **Gray Wolves** began to grow in numbers. (DR364, p.49)

CY-105: Sir **Malagant**, a paladin of the **Raven Queen**, challenged the leader of an alienist cult, a mysterious entity known as the **Sleeper**, to single combat in the **Warwood**. Both leaders died, resulting in the scattering of their armies. (DU155, pp.61-63)

As **Nerath's** hold on northern **Selduria** began to weaken, renewed **Karkothi** agitation led to incursions of monsters and rebellions throughout **Selduria**, further weakening the **Nerathi** Empire. (DR399, p.90-91)

The **Chosen of the Sun** is an order that rose in **Nerath's** waning days. Believing the gnoll and demon horde to be divine justice meted against a people who had allowed wickedness to prosper, the **Chosen** sped the empire's decline in a murderous crusade to purge evil, real or imagined, from their homeland. The **Chosen** have since splintered into numerous sects, all more vicious and bloodthirsty than their forebears. (BoVD, p.68)

Said to have been created by an apprentice of the great **Nolzur** (a famous wizard of **Nerath**), **eternal chalk** became widely known as a tool of the vandalism and public protest that swept through **Nerath's** outlying regions before the empire's fall. (MME, p.83)

CY-100: Just before the the final battle of **Nera**, Prince **Roland**, firstborn of the Emperor, used his influence to move the **Third Legion**, one of the most powerful legions of the Imperial Army, to defend the remotest outposts. He did so because he coveted a woman who was betrothed to the commander of the **Third Legion**, a veteran named **Paulus**. **Roland** hoped that with leagues between them, she would forget **Paulus** and welcome his advances. While **Roland** courted the young woman, the demonic army spilled into the city of **Nera**. (DR396, p.39)

Before the fall, Emperor **Aldoran** was able to save one of his sons and send him away. **Aldoran** gave him the sacred imperial sword **Arande**. The imperial heir eventually went to **Nentir Vale** and established himself in **Neenlast** as a farmer. (TMoN, chapter 24)

The destruction of Nera: Gnoll hordes attacked and sacked the city of **Nera**, killing Emperor **Aldoran** and other nobles. While the armies still fought each other, a powerful earthquake (or some other disaster, perhaps of magical origin) destroyed what remained of **Nera**, ending the battle. The Imperial Palace was dragged underground and most of the city was left in ruins. (DR393, p.12; TMoN, chapters 5, 22, 27; OoV, chapter 3)

The mithral dragon **Aelmedrion** hatched while the edifices of **Nera** crumbled. (DU173, p.80)

Whispered rumors in the Empire's final days told of the younger daughter of Emperor **Aldoran**, born amid the lethal chaos of the war. She survived her mother's death and was secreted away by **Uhon Nerika**, the last surviving member of the **Ghost Blades**, the Imperial Guard. What became of the girl or her savior, no one knows. (DR391, p.39)

For a time, the city of **Nera** became a haunted ruin infested with gnolls and other demonic creatures. (DR393, p.12)

With the central government destroyed, provincial kings banded together to defend what remained of the empire. One of them, King **Elidyr the Just**, beloved and honored across

Nerath, took up the imperial crown and rallied a valiant defense of the empire. (DR364, p.30; DR375, p.63; DR393, p.12)¹²

Emperor **Elidyr** called for his lords to raise their banners and to muster levies from the commoners and assemble an army to staunch the flood before all was lost. Most lords and their sons and daughters answered the Emperor's call, serving their great leader, but a few held back, their terror blinding them to the duty demanded of them. The Emperor also recalled the garrisons from the frontiers, urging them to surrender their posts to shore up the cities against the hordes. Many returned to their native lands, but some stayed behind to shield the flagging empire against the other arrayed enemies they had since **Nerath** first spread beyond its first cities. (DR375, p.63; DR386, p.12)

Lord **Durven Graef**, the last lord of **Graefmotte**, having already lost two sons to war, was not so willing to send his last son, **Geoffrey**, to death fighting against distant enemies when he needed him at home to help protect his community. **Geoffrey** was not willing to set aside the responsibility their family owed to the crown and made ready to march when the Emperor's summons arrived. As **Geoffrey** was the last of the **Graef** line, **Durven** feared the family would not survive the war. He argued with his son, begged him to stay—threatened him if he did not—but **Geoffrey** refused. When his shouts and demands failed, **Durven** used his fists. They exchanged blows. **Geoffrey** stumbled, fell, struck his head on a table, and died. At night, a force of gnolls attacked **Graefmotte** and razed the town. While Lord **Durven** and a few townspeople were able to survive the attack, in the morning the town was transported into the **Shadowfell** as a domain of dread, with **Durven** as its dread lord. **Durven** cannot die as long as he refuses to admit his betrayal to his blood and to his country, an admission this cursed lord is unlikely ever to make. (DR375, p.63-65)

A legendary barbarian chieftain of the great deserts, the **Golden Lion of Summer**, was a warrior renowned for her single-minded ferocity and military cunning. The **Golden Lion** took her name from the gauntlets, cloak, and boots she wore—crafted from the pelt of a lion she slew when she was only a child. Despite her reputation as a scourge of **Nerath**, the **Golden Lion** and her folk came to the aid of the empire in the face of the gnoll invasion. (AV2, p.98)

Elidyr redirected the investigation of the **Society of Imperial Artificers** for war, resulting in the rediscovery of the methods to create the **warforged**. Some renegade artificers, unhappy with that decision, split from the society taking with them copies of the techniques used to create warforged. The Emperor allowed nobles to eschew battlefield duty if they could pay for warforged to be built to take their place. Never numerous, warforged still played a significant role in the hostilities. (DR364, p.30)

Elidyr's forces, although numerous, could not compare to the ravenous beasts under **Yeenoghu's** banners. **Elidyr** struck and fell back a dozen times, each loss finding his diminishing army deeper in his own lands, and the gnolls scouring the earth of castle, town, and city. His numerous forays bled the host, racking up appalling numbers of dead, but nothing **Elidyr** did could halt the tide's progress. (DR364, p.12)

¹² According to "Playing Warforged" (Dragon 364), Elydir was the son of Eothyr III. This is an inconsistency, as Eothyr lived "more than three centuries ago", and Elidyr was crowned emperor in CY-100.

Empress **Amphaesia** returned from the **Feywild** before the fall of **Nerath**, to save as many people she could. She brought them to the **Feywild** to dwell with her and her father. (DR393, p.14)

The Battle of the Nine Sons: Emperor **Elidyr**, along with his heirs, champions, most trusted nobles, and what he had assembled of the Imperial Army, faced the evil horde. They fought against the tide of evil until all **Elidyr**'s sons fell in battle. When the emperor remained alone, dripping with the blood of his eldest and most beloved son, the “**White Ruin**” challenged him to single combat. For nine days and nights, while the armies fought around them, **Elidyr** and the “**White Ruin**” fought each other, neither willing to surrender. Accounts differ in the outcome of the battle. Some claim Emperor **Elidyr** was finally killed by the “**White Ruin**”, who satisfied seeing the world in a state of chaos returned to the **Abyss**. Other accounts claim that, at the dawn of the tenth day, the dark clouds covering the sky broke and the light of the **gods** shone down upon the embattled forces. This gave **Elidyr** the chance he needed to kill the beast, plunging his sword into its heart. Just as he struggled to withdraw the blade, the “**White Ruin**” was pulled, along with the noble emperor, into the **Abyss**. Other legend states that it was the **Golden Lion** who slayed the gnoll warchief, but in that fierce final battle she fell as well. Regardless of the truth, that final battle broke the **Nerathi** Empire and led to its downfall. (DR364, p.11-12, 30; DR393, p.12; AV2, p.98)

The **Stained Page**, a sect of devotees of the **Raven Queen**, was created on the battlefields of the fall of **Nerath**. (DU171, p.87)

Gorm the Hidden, the renowned assassin, was a soldier in **Nerath** during the gnoll wars that led to the empire's fall. He was on the battlefield when Emperor **Elidyr** died. **Gorm** survived and swore by any powers that were listening to avenge the emperor. For reasons only he knows, he and his companions went on to slay three barons who also survived the battle that broke the empire. **Gorm**'s story has no true end. He eventually went into the **Shadowfell**, some say bound for the **Raven Queen**'s domain of Letherna, and never returned to the world again. (HoS, P.6)

The mysterious warlord **Korthak Maal** was first seen after the fall of **Nerath**. Some believe he was the son of an orc witch and a demon. Others that he was the surviving son of Emperor **Elidyr**, cursed to wander the world until all traces of **Nerath** are erased. Regardless of the truth, **Korthak Maal** had never known defeat, and no force was able to slow his march. (BoVD, p.20)

When **Paulus** heard about the attack on the capital, he rushed the **Third Legion** to help the Emperor, but it was too late. By the time they reached the battlefield, the city of **Nera** was already destroyed. **Paulus** renamed his Legion the **Last Legion** and they spend their remaining days righting such wrongs as they could. (DR396, p.39)

The remaining lords of the empire—fragmented, fearful, and desperate—fell upon one another for survival. The empire crumbled quickly into factional wars, commerce ground to a halt, and famine and plague grew thick across the land, while monsters and raiders prowled freely. The greatest of the human empires was no more, leaving the world in a new dark age. (DR393, p.12)

Aftermath of Nerath's fall

The arid plains and dry woodlands east of **Lake Sarn** were virtually depopulated in the great wars that marked the end of **Nerath**. (DR398, p.66)

The moon **Iltani** exploded. **Tetherya Acrid** founded the **Moon Catchers** to search for the fragments of **Iltani** across the **World** and the planes, in order to ensure **Nebiru** will never attack the **World**. (DR382, p.102-103)

The night hag **Grigwartha** led her coven to create the first boneclaw via a ritual that combines ogre parts with oni souls. (MM, p.37)

The stone circle at the **Witchlight Hermitage** was created by lizardfolk. (DU191, p.38)

Kerang, a red dragon, went to the **Nentir Vale** to claim the territory as his own. He demanded tribute from the surrounding lands, frightening the populace until they gave in to his demands. Champions came to challenge the red dragon, but **Kerang** dispatched them with ease. Then the clever druid **Merlius Karnblack** arrived. **Merlius** gave **Kerang** a potent sleeping potion that would cause him to slumber for a hundred years. When **Kerang** fell asleep in his lair in the **Briar Hills**, **Merlius** and his allies brought the entire cave down on the dragon. So ended the reign of **Kerang**. That might have been the end of his story had it not been for his faithful kobold wyrm Priest, **Birk**. The wyrm Priest clawed a tunnel into the dragon's tomb and recovered **Kerang's** brain. He sought out a necromancer to coax **Kerang's** brain back to life, but it was all for naught. The magic-induced coma kept the dragon silent, even in undeath. Preserved in a jar, the brain was passed from generation to generation as an object of worship. (DU208, p.4-5)

When **Nerath** toppled, **Kindras** fell along with all the rest of the empire's subject regions. It left behind many independent towns and a few cities, all struggling to survive, all interconnected by a network of roads that has slowly deteriorated over the subsequent years. (DrMD, p.70)

When **Nerath** fell, temples lost touch with each other, local leaders split from their distant masters, and disaffected people abandoned the great temples for generations. (DP, p.23)

One of the many wonders to disappear with **Nerath** was the **Vaults of Time**. The **Keepers of Time** took the vaults' secret location to their graves. (MME, p.80)

Along with other vast stores of lore, the knowledge of how to brew curative potions was lost after the fall of **Nerath**. Only in recent years did the potions start appearing across the world again. (MME, p.96)

Without **Nerath's** support, **Rethmil** reestablished itself as an independent realm. A faction of **Rethmilian** traditionalists overthrew **House Tedrazar** and returned **House Sathandin** to power. (DR405, p.42)

Eladrin forces betrayed the people of **Grandmoor**, killing all the human warriors who lived there. In retribution, the people of **Grandmoor** burned **Lastwood**, killing the innocent elves

that lived there because they didn't tell the difference between eladrin and elves. (TLG, pp.91-92)

After **Nerath** fell, the **Gravelstrokes**—a family of assassins on the service of the crown—lost much of their fortune and influence. Maintaining their true nature as a secret, the **Gravelstrokes** retired to the country, eventually raising a manor in the **Barony of Harkenwold**, where its descendants live to this day. (MVTtNV, p.57)

The **Nerathi** spies formed the thieves' guild known as the **Unseen Eyes** after the empire's fall. (MME, p.88)

The last champions of **Argent** were sent to reestablish order in the world. None of them returned and the wizard **Obanar** became the last guardian of the **Paragon Compact**. (RotG, p.6)

As the empire began to crumble, a group of adventurers—**Kolber** the Axe of **Ioun**, **Galsey** the Swiftest Arrow, and an unnamed star pact warlock—retired to an imperial outpost in the mountains, to safeguard what little they could of the ideals of the fallen empire. The warlock created an observatory near the fortress and protected the outpost with spells and magical barriers. The pact with the stars gave him longevity as well as power, and so he survived the other adventurers' deaths. In his grief, the warlock brainwashed the few surviving soldiers of the outpost to make them believe they were hunters and farmers. The warlock destroyed the outpost, and the brainwashed soldiers founded on the ruins the village of **Haven**. The warlock became the protector of the village for many generations. The people of **Haven** called him the **Old Stargazer**, his true name forever forgotten. (TLG)

The order of the **Collectors** was nearly destroyed in the chaos surrounding the fall of **Nerath**, and their collections were lost to the winds. They splintered into three distinct branches: the chroniclers, the excavators, and the seekers, and began to search for their lost collections. (DR385, p.78)

The minotaurs of the **Guardian clan**, led by **Asteron Stonesplitter**, formed an alliance with the civilized races, and with their combined might they defeated the gnolls and drove them back into the wild. Other minotaur clans attacked the Guardians as traitors to the Horned King. Exiled from their lands, the Guardians followed the **Mistroad River** through the **Stone Forest** valley and up the side of **Sentinel Peak** and founded the minotaur city of **Mistwatch**. (DR385, p.18)

The **True Born** was a group of humans who stood fast as savagery replaced civilization around them. (DR386, p.49)

The druids and wardens who dwelled in **Cinderheart** opened their doors to refugees being hunted by the hordes of evil. Founding an order of primal champions, those people began to safeguard the world from the dangers of an ancient breach to the **Elemental Chaos**. (HotEC, p.13)

The commander of the Empire's **War College** secured the valley where the college was located and opened it to any able-bodied person who wanted to learn. (DU194, p.40)

The empire of **Karkoth** reemerged as a major power in **Selduria**. The **Karkothi** began to openly worship **Tharizdun**. (DR399, p.91)

The town of **Kiris Dahn**, built by human hands in the western lands of the **Ogrefist Hills**, stood strong against invaders for decades after the fall of the Empire. It had magical stones created by tiefling artisans that could kill anyone who attacked the town. The stones were almost all spent, but protected the town against invaders for decades. (HS1, p.2)

A cadre of artificers and clerics devoted to **Erathis**, created the first clockwork rookeries—sentient siege towers—to expand the civilized domains in the aftermath of **Nerath's** fall. (DR419, p.29)

Troglodytes took over **Hrak Azuul**, the Fungal Fortress. (W&M, p.37)

A group of heroes prevented **Demogorgon** from undergoing an apotheosis that would have transformed him into something akin to a god. A hero slew **Demogorgon**, but the **Abyss** resurrected him and, with **Dagon's** help, **Demogorgon** slew his murderer. (Demon, p.68)

The **Cult of Exquisite Agony** scoured the wreckage of the yuan-ti city of **Zannad**, and then turned on one another when they succumbed to madness. (DU162, p.5)

The **Library of Highforest**, near the **Chaos Scar**, was a small center for learning run by followers of **Ioun**, until a scholar named **Ulferth** fell under the influence of a demon that served **Kyuss**. In his madness, **Ulferth** drew a horde of **Spawn of Kyuss**, who overran the library. (DU188, p.19)

A ragged swordsman strode into the village of **Histaven** seeking to destroy its wicked count and his companions. He became known as the **Rag Man**. The **Rag Man** shed the blood of innocent and guilty alike. **Artius**, the count's son, laughed at the misery this avenger spread, but only at first. The **Rag Man** clashed with **Artius** on several occasions, showing that the count's son was nothing like the hero he thought himself to be. Dark powers seized both men and their village, trapping their eternal struggle amid the darkness of the **Shadowfell**, transforming the village into the domain of dread known as the **Withered Lands**. (Domain of Dread – Histaven)

The mithral dragon **Aelmedrion** gathered a few like minded followers with ritual casting abilities, and resurrected the soldiers of fallen **Nerath** as undead warriors in an attempt to bring order and peace to the world. **Aelmedrion** declared the foundation of a new empire, **Khouradan**, and set the undead warriors to hunt villains and monsters. Unable to determine who their enemy was, the most powerful evildoers struck back against innocent and weak people, either out of anger or while attempting to evade the undead armies by any means necessary. (DU173, p.80)

When the empire fell, a **Nerathi** admiral used the **Osprey** to spirit away a small group of survivors to the southern frontier. (DR412, p.5)

The Sever

A group of disatisfied nobles rebelled against Prince **Roland the Deathless** in **Gloomwrought**. **Roland** defeated the rebels. (S'fell, p.15)

Yarol won the **House of Black Lanterns** from the prior owner through a game of chance. (S'fell, p. 79)

Azuun Bennic, a firesoul genasi, became the **City of Brass's** chief ambassador to **Gloomwrought**. (S'fell, p.114)

Devina of House **Umberfell** of **Gloomwrought** dumped **Cauldrus Barrowmere**. (DU191, p.7)

The Reckoning ¹³

During a great battle in the **Nine Hells**, **Asmodeus** joined forces with **Mephistopheles** to attack **Baalzebul**. Once all was in place, **Geryon** sounded his horn, signaling **Asmodeus's** other agents to spring the trap. The **Dark Eight**, pit fiend generals who each led an archdevil's armies, turned on their masters and brought the war to an abrupt close. Scholars have theorized that **Glasya** was also **Asmodeus's** agent in the **Reckoning**, and that her task was to expose the treachery of the archdevils and to help consolidate **Asmodeus's** power. (DU176, p.59; DU197, p.64)

The eight generals were given command over all the legions of **Baator** and assigned to the dominion's defenses in **Avernus**. There, they hunted down and imprisoned **Zariel**. Another pit fiend, **Bel**, was raised up to as a puppet ruler over her realm. **Mephistopheles** and **Dispater**, who had intended to take the war to **Asmodeus's** door, emerged from the **Reckoning** shamed and weakened, but with all their holdings intact. **Dispater**, though, has refused to emerge from his iron citadel since the faction's defeat. **Mammon**, who was first to flee the battlefield, earned only disgrace and distrust from all his peers. (DU197, p.64)

Strangely, though, **Asmodeus's** allies suffered the worst. **Belial** stepped down as archdevil and gave the throne of **Phlegethos** to his daughter **Fierna**. **Baalzebul**, who had once prided himself in his beauty, became a loathsome sluglike creature doomed to suffer for eternity. **Geryon** was cast out from the **Nine Hells** and replaced by **Levistus**, who now rules **Stygia** from his icy prison. **Moloch**, goaded by **Malagarde** to remain defiant to the end, was also exiled. His former consort claimed his titles, becoming the Hag Countess of **Malbolge**. (DR365, p.38; DU197, p.64)

When **Moloch** was dethroned and exiled for rebellion against **Asmodeus**, **Lilith** easily avoided a similar fate by becoming the consort of **Baalzebul**, lord of **Maladomini**, the Seventh Hell. (DR417, p.20)

¹³ The Reckoning of Hell is something that happened across the ages. However, 4th edition sources say it ended 100 years before the current year of a 4th edition campaign.

Geryon was exiled and went to **Tytherion**, where he became lord of other exiled devils. **Geryon** believes **Asmodeus** has an unknown purpose for having exiled his most loyal servant. He bids his time establishing allies among the evil deities. (DU176, pp.59-60)

Malagarde was so terrified that her diabolic rivals would band together against her, the only non-devil to rule a layer of the **Nine Hells**, and was only too happy to keep **Beleth** on as spymaster and advisor. (DR365, p.38)

When **Asmodeus** ousted **Geryon** and restored **Levistus** to his former position as ruler of **Stygia**, **Amon** was outraged. **Amon** declined to join his exiled master in **Tytherion**. Instead, he remained behind in **Stygia** and swore an oath of vengeance on **Geryon**'s behalf. (DR428, p.23)

Glasya did not escape the **Reckoning** unscathed. **Asmodeus** named her Queen of the Erinyes, a title that suggested honor but actually made her subject to the **Dark Eight**, who could watch over her and report her intrigues to the Prince of Evil. In effect, **Asmodeus** neutralized her and put her as far from him as he could. What **Glasya** did not realize was that her new position as Queen of the Erinyes protected her from the archdevils who had, by then, learned of her hand in the events leading up to the **Reckoning**. (DU197, p.64)

The Hag Countess spent the next years amassing souls for a ritual to transform herself into a god. Something went wrong, however, perhaps due to **Geryon**'s meddling. **Malagarde** grew and swelled, becoming a bloated and everexpanding horror until her body finally split open, releasing a torrent of filth to wash across the realm. (DU197, p.64)

This was **Glasya**'s chance to move. With the Hag Countess out of the way, she and her forces swept into **Malbolge** unchallenged. There she named herself **Lord of the Sixth**. No other archdevil dared to challenge her, though their hatred for her remains. **Asmodeus** even gave his blessing by confirming her title. (DU197, p.64)

Beleth suspected that **Asmodeus** had ulterior motives in granting **Malbolge** to **Malagarde**, but the spymaster who was accustomed to knowing everything was as shocked as everyone when **Glasya** usurped rulership of the domain—all with the explicit approval of her father. For the first time in centuries, **Beleth** was uncertain of his position. Fortunately for him, **Glasya**—who swiftly sought to establish her right to rule independent of her father's power—was quick to recognize the advantage of the network of imp spies and couriers that **Beleth** had put into place throughout the **Nine Hells** and the mortal world. After a cursory interrogation in which she proved to her own satisfaction that he held no lingering loyalties to the displaced **Malagarde**, she allowed **Beleth** to resume his rank of viscount and his position of spymaster, this time in her own court. (DR365, p.38)

The Current Age

The Current Age encompass the last century after the fall of Nerath.

Regional wars subsided as local nobles consolidated power. **Nerath** finally disintegrated into independent states. The **Tower of Talon Pass** was sacked by barbarians shortly before the collapse. (ToTP, p.1; DR364, p.30)

With the collapse of imperial authority, the noble families of **Sarthel** established a **Council of Lords** to govern the city. (DR398, p.62)

A member of the **Order of Vigilance**, named **Dravit Nance**, maybe influenced by the will of **Tharizdun**, released one of the vials of the **Voidharrow** and unleashed an “**Abyssal Plague**” that destroyed an entire settlement before the other members of the **Order** could stop it (only after sacrificing the village, destroying it with powerful magic). After discovering the treachery of **Nance**, the **Order** divided itself into small cabals and, to avoid an event like the Plague in the future, the remaining vials of **Voidharrow** were separated. One was left in **Nera**, and eventually sent to the **Mages’ Guild of Fallcrest**; the other was sent into the distant east (**Selduria**) with its keeper. (TToYS)

Nusemnee, the goddess of redemption and daughter of **Zehir**, was slain by poison distilled from her father’s blood. Because it is believed that her own blood can be distilled to make a poison that can kill **Zehir**, her corpse is closely guarded by cultists of **Zehir** in the **Astral Sea**. **Nusemnee**’s priests and followers began to dwindle in numbers after her death, as they drifted to other deities or ceased worship altogether. (DR390, p.47)

The **Black Academy** united those with an interest in necromancy, the **Shadowfell**, and undead in general. Driven from their lands for all sorts of crimes, they founded **Skull City** atop the **Tomb of Horrors** in the isle of **Kelarnil**, because it is far from civilized lands and they can conduct their work and research without interference, and for its proximity to **Acererak**’s tomb as well, because many believe the demilich’s influence is strongest here. They welcome any with the same interest, sheltering them within the bone walls provided they swear oaths to **Acererak**. (DR371, p.10; The Tombs of Horrors)

A hero only known as the **Horseman** saved the village of **Tranquility** from a rampaging hydra. The daughter of the village’s mayor, **Tatlitha van Hassen**, fell in love with him. Her father, **Eli van Hassen**, unable to cope with the hero being celebrated as the savior of the land, forced **Tatlitha** to falsely accuse the **Horseman** of ravishing her, having the innocent man beheaded. A week after, the **van Hassen** state disappeared along with all its inhabitants, and the tomb of the **Horseman** gaped open, a wound in the banks of the river. **Eli** and **Tatlitha** were transported to the **Shadowfell**, their state transformed into the domain of dread the **Endless Road**, where the **Horseman** awaits for them to leave their house to enact his revenge. (DU174, p.67, 71)

The demon lord **Kostchtchie** claimed the **Iron Wastes** of the **Abyss** as his own. (Demon, p.64)

After defeating his mother for territorial domination, **Andraemos**, a brass dragon, found the **Sand Thieves**, a guild of eladrin bandits that he uses to enforce his will in his domains. Also, **Andraemos** captured the desert city of **Kashtaph** and made a truce with the tribes of goblins that live in that desert. (DrMD, p.202)

Servants of the **Raven Queen** raised a temple within the **Shadowfell** and called it the **Monastery of Dire Remembrance**. It served the goddess well and helped the dead cast aside the shackles of their past lives to move on to what lay beyond. Endings come to all things in the **Shadowfell**, and the temple was no different. Some say the priests were subverted when they opened the temple's gates to servants of **Vecna** who came bearing stolen signets. Others say that they dug too deep and woke something that was best left asleep. (AV2, p.73)

In the frozen north, a cobalt dragon named **Niflung** awakened for his longest slumber and dominated the region. A tribe of giants and shifters named the **Talons of Winter** were subjugated by the dragon to enforce his will in the region. (DrMD p.212)

Flame lived an extraordinary life, even for a red dragon. He was able to recover from not one but three separate deaths at the hands of adventurers. By the time of his final destruction, **Flame** had drawn the attention of **Tiamat**, who made him one of her exalted. Since one of **Flame's** final incarnations before his demise was that of a skeletal dragon, the **Dragon Queen** decided to turn him into a unique undead creature: a dragon demilich. (DU205, p.5)

Aelmedrion, at last aware of the chaos his actions had brought to the world, destroyed **Khouradan**, returned the dead to their graves, and killed the most powerful evildoers he knew about, before departing to the **Astral Sea**. People believe he is still plotting to create a better world. (DU173, p.80)

Nerathi loyalists were able to drive out most of the gnolls and demons that infested **Nera**, and founded a smaller town in the ruins of the once Imperial Capital. The town eventually became a small kingdom. (DR412, p.6; OoV, chapter 3)

The Bloodspear War (CY-90)

Orcs from the **Clan Bloodspear** swept across the **Nentir Vale**. **Fallcrest's** army confronted the horde on **Gardbury Downs**, but without reinforcements was defeated. The city of **Fallcrest**, **Kobold Hall**, the village of **Lake Dunmere**, and **Fastormel** were razed. (DMG, p.198, 207, 208; DM's Book, p.57; Hf, p.5)

After the army of **Fallcrest** was defeated, the old Lord **Markelhay** fled into the catacombs under the **Gardmore Abbey** and never returned. (DMG, p.203; MaGA, Book 1, p.7)

The **Bloodspears** met their match in the necropolis of **Hammerfast**. A champion of **Gruumsh** named **Tarrak** led the assault on the dwarven fortress. He swore to his god to destroy the place and loot its treasures. Even when the orcs conquered **Hammerfast** and killed all the dwarven warriors and priests posted on the fortress, they suffered great losses as

well, and **Tarrak** died in the assault along with many other fanatical worshipers of **Gruumsh**. After capturing only a few of its treasures, the **Bloodspears** abandoned the Vale. (Hf, pp.2, 3)

Aurtus was one of the few survivors of the **Bloodspear War**. As the people of **Fallcrest** struggled to rebuild their home, **Aurtus** refocused his efforts in service to **Pelor**. He began collecting histories of all the nearby lands and compiling them into a great book he called **The Living Tome of Pelor**. He hoped that the followers of **Pelor** could use this knowledge to enlighten the people of the **Nentir Vale**, teach them to avoid the hazards of history, and in so doing, bring a brighter tomorrow to all. As **Fallcrest** grew anew, several followers of **Pelor** found merit in **Aurtus**'s work. These priests and acolytes began working with **Aurtus**, and began to call themselves the **Students of Aurtus**. (DR387, pp.57-58)

Dwarves came from the south with the aim to settle in the Vale. Due to the fall of **Nerath**, the southern citadels of the dwarves were broken and in a state of chaos, and the dwarves determined that the dead had no use for a fortification such as **Hammerfast**. Thus, the necropolis was transformed into a city of the living. However, orcs demanded that the dwarves set aside part of the fortress for their priests, as the fortress that had claimed so many orc lives had become a holy site for the followers of **Gruumsh**. The dwarven priests beseeched the gods for guidance, and in a sacred compact struck with **Moradin** and **Gruumsh**, the city's founders agreed to let the orcs live in the city as long as the orcs agreed to live with them in peaceful terms, respect the dead, and protect the city from attacks. The orcs agreed, and since then **Hammerfast** has grown into the largest and richest settlement in the eastern portion of the **Nentir Vale**. (Hf, p.3)

CY-80: Sir **Jerold Keegan**, the commander of the forces tasked with the protection of **Shadowfell Keep**, slaughtered many of the keep's residents—including his own family—and then himself in a fit of madness, produced by the dread powers from the **Shadowfell**. In doing so, Sir **Keegan** was bound to the site of his dead, and became a ghost. The keep was abandoned after that. An earthquake a few years later turned the place into a ruin of tumbled stone. Sometime after, a tribe of goblins set up a lair within the subterranean chambers beneath the keep. (H1, p.34)

A slave ship returning from a successful raid was caught in a storm and beached on a small island. In the resulting chaos, the slaves subdued their captors and explored the island, which at the time was the theater of a vicious skirmish between orc and goblin raiders. While exploring, the new adventurers discovered an ancient temple dedicated to **Avandra**. There, an aspect of **Avandra** warned them she was soon going to destroy the island because of the defilement of her temple by the raiders. The adventurers escaped the island before it was ravaged days later, leaving nothing but a polished stone islet jutting above the surface of the choppy sea. In its destruction the aspect of **Avandra** fell into the **Elemental Chaos**, where it is still trapped. Among the adventures was a half-elf named **Denek**, who became a cleric of **Avandra**. (DU194, p.20)

The **Osprey** was claimed by the pirate **Black Cagliostro**, who had been captured by barbarians who called the hills surrounding the beach where the **Osprey** was home. The sly pirate not only brokered his freedom, but recruited many barbarians to his service. Shortly thereafter, Captain **Cagliostro** stood on the forecastle of the **Osprey**, sailing with a ferocious crew eager for blood and glory. Feared, respected, and fabulously wealthy, **Cagliostro** set the

measuring bar to which every seafaring scoundrel aspires. **Cagliostro**'s wealth eventually caught the eye of the covetous dragon **Torclytanox**, who attacked the **Osprey** and slew **Cagliostro** and his reavers. **Torclytanox** was denied her prize thanks to the crafty pirates, who had scattered their wealth across the isles of the **Sea of Mist**. Though heavily damaged, the **Osprey** stayed afloat, drifting with the winds back to shore. (DR412, p.5)

CY-70: Chief **Fangstrike** of the **Tigerclaws** defeated the white dragon **Bitterstrike**. (MVTtNV, p.20, 100)

The **Old Stargazer** rescued an orphan in the mountains near **Haven**. Since that day, the **Old Stargazer** withdrew to his observatory, rarely seen in the village again. He retired to **Gloomhaven**, **Haven**'s equivalent in the **Shadowfell**, trying to fight against the stars that wanted him to fulfil his part of their pact. The orphan became his apprentice. (TLG)

CY-60: A group of famous explorers and warriors who operated near **Hammerfast**, known as the **Silver Company**, delved into the "ghost tower" of **Castle Inverness**. The result was tragic—one of the **Silver Company** perished. Her husband, **Salazar Vladistone**, continued to adventure with the **Silver Company** for some years, growing more despondent the longer he had to deal with his wife's death. Eventually, **Vladistone** sacrificed himself to save his allies and the people of **Hammerfast** from the catastrophic dragon **Actherimos** and his duergar followers. **Vladistone**'s ghost haunts the **Nentir Vale** as he make pilgrimages to the grave of his wife in the ruins of **Inverness**. Soon after, the deeds of the **Silver Company** faded into obscurity. (D&D Encounters: March of the Phantom Brigade)

CY-50: The hobgoblin **Azarr Kul** discovered the **Fane of Tiamat** in the Wyrmsmoke Mountains. (RHoD)

Xelfide was a den of iniquity, sin, and debauchery. A traveling cleric of **Pelor** known as **Koslin** came to **Xelfide** with the intention of purifying it, but after a failed attempt the cleric's resolve faltered—until he received a vision from **Pelor**. Obeying what he saw as a mission from his god, his armor began to glow with increasing brilliance. This demonstration of divine blessing won **Koslin** many converts to the worship of **Pelor**. Tragically, the cleric was slain by those who still clung to their evil ways, but not before the town had turned to a righteous path. In the years since the death of **Koslin**, **Xelfide** has slowly returned to its old ways. (AV2, p.9)

The **Raven Queen** sent her agents and kenku raiders to kill the **Old Stargazer** of **Haven**, as the warlock was at last corrupted by the beings beyond the stars. A group of mercenaries led by **Aldo Sten** and aided by the **Old Stargazer**'s apprentice, protected the village against the goddess agents, but then had to deal with the warlock when his powers went awry at last. **Sten** sacrificed his life to kill the creature, and nobody knew what happened to the apprentice. After the death of his master, he left **Haven** to never return again. (TLG)

The seekers never arrived at the meeting of the **Collectors**, and haven't been heard from since. (DR385, p.75)

The eladrin **Stella Daybringer** (actually a steel dragon named **Irvythisk**) infiltrated a bandits association hiding in "her" lands and became one of them. The unified bandit lords, now known as the **Council of Peers**, established the city of **Barrinsgate**. (DU172, p.62)

King **Frem** ordered sewers to be built beneath the community of **Everwatch**. (DR392, p.14)

The **Tenebrous Cabal** recruited the gargoyle **Shard** to serve its interests in **Gloomwrought**. (DU191, p.7)

Upon its founding, the dwarf **Zirka Havenstone** became the town of **Silvergrail**'s first sheriff. (DU194, p.4)

Exiled from their people for their use of slaves, a group of dwarves found the city of **Turaktol** below the Horned Hills, near **Vor Rukoth**. (VR, p 7)

The monks of the **Enlightened Flame** were killed in their monastery, the **Dungeon of the Fire Opal** in the **Dawnforge Mountains**, by a band of marauding gnolls who were searching for a great fire opal said to contain the bound spirit of a powerful efreeti lord, but they never found the gem. (Hf, p.6)

The infamous wizard **Evard** killed his rival **Vontarin** in a duel of magic. Seeing an opportunity to throw other enemies off his trail, **Evard** allowed the terrified people of **Duponde** to believe **Vontarin** had killed him and left the **Nentir Vale**. The inhabitants of **Duponde** interred **Vontarin** in **Evard**'s tomb, believing the evil mage has died. (D&D Encounters: Dark Legacy of Evard)

A group of heroes shattered **Acererak**'s plans by dealing him a near-fatal setback. The **Black Academy** began to be called the **Bleak Academy** because of the failure of the demilich's plots. (The Tomb of Horrors)

CY-40: Two rival adventurers, the human **Jasyn of Therund** and the dwarf **Marholt Arlestone**, were forced to rely on each other after a failed expedition into the **Underdark**. They became friends and when they returned to the surface, founded the **Deep Guides** organization. (ItU, p.55)

The elf wizard **Vanamere** and the human fighter **Lethion Goldenhawk** married and retired from adventuring. They built a tower south of the Cloak Wood. A few years later the tower became an important point to the defense of **Nentir Vale**, due to its strategic placement. When **Lethion** passed away, **Vanamere** interred him in a secret tomb beneath the tower, alongside their remaining treasure, including a gold-plated human skull, believed to be one of several stolen from the **Temple of Yellow Skulls**. (DU166, p.54)

After the death of **Chief Fangstrike**, **Bitterstrike** nearly wiped out **Tigerclaw** barbarians in a bid of revenge. The newly-appointed **Chief Scargash** made an alliance of peace with the dragon to avoid the massacre. Not long after, **Bitterstrike** dominated all other inhabitants of the **Winterbole Forest**. (MVTtNV, p.20, 100-101)

Qaelwyn Farsight, a famous explorer, retrieved and repaired the **Osprey** and hired a crew eager for adventure. Obsessed with charting the mysterious areas beyond the edges of her navigator's maps, **Qaelwyn** pressed ever into the unknown. She mastered the eight seas of the Iron Circle and grew famous for her discoveries, yet wanderlust drove her. Legends say she

eventually sailed beyond the horizon and onto the **Astral Sea**. The **Osprey** returned to civilized waters many years later with a full crew—except for Captain **Qaelwyn**. The crew disbanded and swore a pact to never reveal her fate. (DR412, p.5)

CY-30: An earthquake caused a large portion of **Vor Kragal** to rise out of the ashes. (DR364, p.19)

After uniting the savage tribes and gaining draconic allies, **Azarr Kul** founded the **Kulkor Zhul**, better known as the **Red Hand of Doom**, and tried to conquer **Elsir Vale**, but was defeated by a band of heroes. (RHoD)

To counter the hobgoblin threat to **Elsir Vale**, local warriors developed a fighting style to reduce mobility and ignore heavy armor, based in a style of fighting designed for ceremonial melees, developed by paladins of the **Raven Queen**. They called it the **Elsir Hammer Style**. (MP2, pp.114-115)

Kirstal Galliston began to have nightmares. (DU177, p.49)

The bugbear **Graala Bloodghost** founded the **Bloodghost Syndicate**. (DR366, p.64)

Prospector **Uri Farwalker** discovered the feral tribe of humans called the **Haastani** in the **Bogtangle Swamp**. (DR386, p.6)

Lord **Bandor Imbran**, a half-elf noble, was born in **Sarthel**. He will eventually seek to expose the **Asmodean** cult of the **Iron Circle**. (DR398, p.63)

Goblins joined forces with a clan of ogres and a giant, and launched a campaign of conquest in the **Nentir Vale**. They pounded **Vanamere**'s tower with rocks and broke through its defenses. **Vanamere** used a ritual to summon a mighty storm and killed most of the invaders. The magical attack so frightened the remaining monsters that they fled back into the hills, never to return. What became of **Vanamere**, no one knows. According to legend, when the lightning struck, she became one with the tower and remains trapped within its ruined walls to this day. (DU166, p.54)

The shadar-kai warlord **Sharshan** built a mercantile empire around the sale and brokering of weapons, armor, mercenaries, and intelligence from his outpost of **Umbraforge** in the **Shadowfell**. (DU158, p.5)

The eladrin **Taleen Quirrelle** was exiled from **Mithrendain** for suspected complicity in the death of her spouse. She departed the city with a great deal of wealth, which she funneled into starting the **White Lantern Company**. Her beauty, cunning, and business acumen soon attracted other companies until she was able to form the **White Lantern Consortium** that exists today. (VR, p.8)

CY-25: The wizards **Hasifir**, **Niame**, and **Samazar** discovered the ruins of **Saruun Khel**, while seeking reliable access to the **Underdark**. Among the magic items they recovered were several command amulets, which allowed them to control the bronze warders, minotaur constructs built in the city's heyday. The wizards used the bronze warders to establish a

stronghold there—the **Seven-Pillared Hall**, and founded the order of the **Mages of Saruun**. (H2, p.2)

Vlaakith CLVII, in her madness and wishing to achieve godhood, worked to steal the divine spark residing within the **One in the Void**, inadvertently stirring the corpse’s consciousness. A band of heroes killed the lich queen and saved the universe from her mad schemes. Unable to elect a new leader, civil war erupted among githyanki factions. A githyanki named **Zetch’r’r**, who helped to defeat **Vlaakith CLVII**, compacted with **Tiamat** to unify his people under his banner, in exchange for the loyalty of the whole githyanki race, annulling her old compact with **Gith** and freeing her soul from **Dispater**’s binding. Not long after, **Zetch’r’r** became the new githyanki emperor. (LQB; DU168, p.25, 30, 40)

CY-20: A retired **Denek**, unable to reconnect with the aspect of **Avandra** who saved him from the island so long ago, began to research a way to rescue the aspect from the **Elemental Chaos**. He founded a seaside orphanage in an old lighthouse. He then sought out and raised gifted orphans from throughout the lands, and groomed those who he felt showed promise for his ultimate mission. (DU194, p.20)

Kirstal Galliston bore **Redra Galliston**. (DU177, p.49)

An upheaval in the **City of Brass** allowed some slaves of efreet nobles to escape. They created **Gloamnull**. (SotEC, p.74)

The fortuneteller **Anezha** was elevated to the position of matriarch of the **Gloomwrought** area **Vistani**. (DU191, p.30)

The **Iron Circle**, an **Asmodean** cult, rose to prominence in southern lands, portraying itself as a warrior society dedicated to stamping out disorder and driving back the encroaching desert raiders and jungle monsters. (DR402, p.35)

Radicus, a former student of **Ironstone**, who had been expelled for experimenting with necromancy, returned at the head of an undead army and was defeated. **Aramcor Nera** became **Ironstone**’s headmaster despite the fact that he has only a passing familiarity with wizard magic, due to his skills in defeating **Radicus**. Fleeing the field, **Radicus** founded the necromantic academy of magic, **Shadowdeep**. (Dr403, p.8, 14)

A company of halfling explorers discovered the ruins of **Vor Rukoth**. Only one of them, known as the **Coyote**, survived the adventure. He established a small outpost just beyond the gates of the city and spread the word of the ancient ruins. The outpost became a thriving hub for adventurers and traders. The highway leading to it came to be known as the **Ruby Road**. A few years later, the **Coyote** was trapped inside a magic dice, and a raavasta (a foxlike demon) took his identity and began to impersonate him. (VR, p.3)

The hobgoblin **Sinruth** founded “**Sinruth’s Hand**”, the self-proclaimed successor of the **Red Hand of Doom**, in the **Elsir Vale**. (DU156, p.5)

CY-12: **Volarn**, the leader of the **Kaorti**, contacted his last living relative in the **World** and began to manipulate him. (DU163, p.51)

A wicked blackguard named **Parald** made a name for himself by hunting and killing elves. He stole a powerful magic sword from one of the few elves that was able to survive his fury. The elf searched for her sword, but was unable to track him down. A paladin named **Richard** chased **Parald** and defeated him in single combat. It's said the body—and the magic sword—was stolen before it could be burned. The rumors said **Parald**'s body was hidden in the “ghost tower” of the **Witchlight Fens**. (Red Box adventures)

CY-8: Believing all the stones had been spent, the citizens of **Kiris Dahn** abandoned the town when faced with invading goblin hordes. The town had endured a long decline under the rule of the **Kiris** family, and the citizens scattered rather than follow their ruler, **Kiris Alkirk**. Along with his advisor and seer **Treona**, **Alkirk** found a place to live in obscurity. The goblins overran the town and renamed it **Gorizbadd**. (HS1, p.2)

CY-7: Kirstal Galliston died after having suffered a horrible nightmare. Her daughter **Redra** began to have the same nightmares her mother had endured for 20 years. Trying to avoid her mother's fate, **Redra** became the apprentice of the wizard **Bartleby**. (DU177, p.49)

Albanon, the heir of the **archfey** known as the **Prince of Thorns**, and a direct descendant of one of the founder members of the **Order of Vigilance**, was sent to **Fallcrest** to train under the tutelage of **Moorin** the wizard. (IToYS, OoV)

A band of evil adventurers known as the **Six Blades of Fortune** took **Restwell Keep** as their base of operations. While the **Blades** fought monsters in the **Chaos Scar**, they also preyed on other adventuring bands, and even raided a few caravans. In time wanderers, refugees, and other folk in search of a safe harbor settled within the keep. The **Blades** saw a benefit in the growing community within their walls, and allowed its development. Within five years, a small village flourished in **Restwell Keep**. (DU176, p.48-49)

Civil war erupted in the lands south to **Nentir Vale**. **Adric Fell** is one of the veterans from that war. (FF)

Baron **Ryckhar** left his village, **Baron's Hill** (located in **Nentir Vale**) to serve in the war and never returned. The village has been without a governing landowner since. (DU211, p.28)

The human wizard **Trasgar** led an ill-fated mission to the ruins of **Al'Bihel**, in the **Nentir Vale**. The party was stranded in the **Feywild** and most of them died. (FF)

CY-5: A hobgoblin shaman named **Anak** unsealed the **Pillars of Night**. The power of **Naarash** quickly consumed him. Under the demon's direction, **Anak** reinvented an ancient cult as a sect of **Bane**'s church. The Hand changed leaders quickly (twelve leaders since its foundation), each slain when another gained the demon's favor. As the cult's power grew, a martial order called the **Light of the Sun** rose to fight against it. (DU155, pp.29, 50)

Gallus Drake, privateer and cousin to the king of **Nera**, becomes the new captain of the **Osprey**. (DR412, p.6)

CY-4: The halfling adventurer **Reed Tinderfoot** severely wounded a bear that was living near **Riverslye Homestead**, one of the villages of the **Barony of Harkenwold**. The bear, nicknamed **Smiley Bob** for the grisly scar the wound left in its face, coexisted peacefully with the halflings of the homestead ever since. (DU205, "Prey for Smiley Bob")

Vadin Cartwright, a commoner of the **Barony of Therund**, founded a cult of the **Elder Elemental Eye** following instructions sent to his dreams by **Tharizdun**. The cult spread through the countryside like a plague, and it took a long, concerted effort to root it out. **Vadin** fled the barony once his identity as the leader of the cult was discovered, and he took refuge first in **Fallcrest**, then **Winterhaven**, briefly in **Shadowfell Keep**, and finally in the catacombs beneath **Gardmore Abbey**. He began to experimenting with a vial of **Voidharrow** he found in the catacombs. (MaGA, p.27)

Marsinda Goldspinner was elected as High Master of **Hammerfast**. (Hf, p.4)

A wizard from another world, **Mordenkainen**, traveled to the **Nentir Vale** to catalogue the history of magic and magic items related to the fallen empires of **Nerath**, **Arkhosia** and **Bael Turath**. (MME. P.4, 12; HoTEC, p.6)

CY-3: The tunnels connecting the **Ogrefist Hills** (in the **Nentir Vale**) and the **Underdark** city of **Erelhei-Cinlu** collapsed due to borrowing umber hulks, stranding a party of drow raiders, known as the **Hunter Spiders**, in the surface. The **Hunter Spiders** sought the goddess **Lolth** for guidance, and she guided them to a forgotten elven ruins in the **Harken Forest** known as the **Spiderhaunt Thicket**. There, **Ti'irtha Despana**, a priest of **Lolth**, killed her consort and was "blessed" by the goddess, who transformed her into a werespider instead of showing her the way home. Since then, the **Hunter Spiders** had been enslaving people of the **Nentir Vale** to make them search a new way to the **Underdark** for them. (MVTtNV, p.68-69)

A priest of **Orcus** named **Kalarel** uncovered the truth about **Shadowfell Keep**, after finding records dating back to the time of the original opening of the rift. Since then, he has been ceaselessly researching an evil ritual he believes will allow him to shatter the seal and once more open the rift. (H1, p.2-3)

The red dragon **Cazakk** "the Blessed" came to the **Nentir Vale**. He sees himself as a crusader for **Tiamat**, and he enforces conversion with fire, fang, and claw. Considering all he can survey from his mountain home, including the lowlands of **Harkenwold**, to be his demesne, **Cazakk** has now set his sights on the wider valley. (DR370, p.54)

One tale told in **Winterhaven** tells of a pair of would-be dragonslayers, the twins **Lanok** and **Leska**, who each claimed to have a **dragonlayer weapon**. The stories say that they traveled into the **Cairngorm Peaks**, following rumors of a red dragon lairing among the foul humanoids in the northern part of the **Stonemarch**. So far, there are no stories of the siblings' return. (MME, p.32)

CY-1: A clan of shadar-kai under the leadership of Mistress **Ranala**, a priestess of the **Raven Queen**, emerged from the **Shadowfell** through the rift beneath **Shadowfell Keep**. **Ranala** discovered through her auguries that followers of **Tharizdun** hid among **Mistwatch's** people

and went to the town to root out the infestation and reveal their presence to Lord **Cadmus Zasparr**, the ruler of the town. To their surprise, they learned **Cadmus** was one of the worshippers. The confrontation went poorly, and **Ranala**'s effort to destroy him failed. She left defeated, her magical abilities and her obsidian magic disk stolen, and with **Cadmus** more powerful than ever before. Over the next nine months, fog rolled in from the **Wintermist Lake** and surrounded the town. Disease killed most of the citizens and the city became infested by undead. The city lord's wife died while giving birth to an aberrant child. The shadar-kai prevents anyone from leaving, as a carrier could pass along the infection. **Mistwatch** now sinks into the **Shadowfell**, where it might be destroyed or be transformed into a new domain of dread. (DU186, p.37-38)

Allabar, the Opener of the Way, sent a small meteorite to the **Order of the Endless Night**'s observatory, damaging it but inflicting no casualties. Members of the order recovered the meteorite from the wreckage and retrieved an orb-shaped astrolabe at its core—the **eye of Allabar**. With it, they can predict when **Allabar** will come into conjunction with other evil stars, and during these events they can offer up sacrifices to the evil star powers and bring their star spawn emissaries to the world. The order's abductions, however, did not go unnoticed. An elderly sage and astronomer named **Merik** observed the recent conjunctions and connected multiple disappearances to each event. Sensing that evil was afoot, he tried to warn local authorities, but his ramblings about "evil star powers" were quickly dismissed. Then he went to **Starhaunt Observatory**, to consult with the **Order of the Endless Night**, unaware that the order is behind the dark events he seeks to shed light on. He never returned. (DU207, p.5)

The **Light of the Sun** sent a team deep across the frontier to strike at the **Pillars of Night**. This group was led by the paladin **Jaryn**, a noble warrior and veteran of countless campaigns against the **Hand of Naarash**. While **Jaryn** is able to defeat the latest hobgoblin leader, **Larkazh**, he and his surviving companions are corrupted by **Naarash**. In his corrupted stated, **Jaryn** began to rebuilt the **Hand of Naarash** in his own broken image. (DU155, pp.29-30)

6 months ago: An ambitious young dwarven cleric of **Moradin** named **Aldus Splintershield** organized a group of settlers to found a new town in the ruins of **Castle Inverness**. (D&D Encounters: March of the Phantom Brigade)

No one knows when **Liricosa**, the most revered githzerai monk alive, was born. Stories of his youth have developed a mythic quality. Six months ago, **Liricosa** abandoned his traditionally isolated lifestyle when he and his acolytes arrived in a ruined **earthmote** in the **Elemental Chaos**. They slew the **demons** living there and then set up a new githzerai monastery. (SotEC, p.148-149)

The **Bloody Maul of Kord** is a magic weapon protected by the priests of **Kord**, who occasionally allow a noteworthy hero to use it when going on a dangerous quest worthy of the storm deity's blessing. Six months ago, **Atrimos of Ardor** took the **Bloody Maul** for a quest to the **Caverns of Demise** (a nexus of planar portals), hoping to end attacks to the realm being launched from the caverns. He never returned. Now, the clerics of **Kord** are hiring veteran adventurers to go into the caverns to retrieve the **Bloody Maul of Kord**—and to find **Atrimos**, if possible. (DD, p.108)

The **Voidharrow** (the whole entity that escaped the **Order of Vigilance** 300 years ago) was able to create its own demiplane in the likeness of the **Abyss**, known as **Plagueddeep**. Then, it began to create **plague demons** as preparation to invade the multiverse. As an answer to this chaotic invasion, **Primus** began to send **modrons** across the planes to destroy the **plague demons**. (DU197, p.76; DR414, p.8)¹⁴

Following visions granted by **Tharizdun**, the green dragon **Vestapalk** presented himself to **Tiktak**, the wympriest of the Greenscale kobolds. Worshiping **Vestapalk** as a god and following his prophetic visions, **Tiktak** has begun to send the Greenscales to raid the area near **Winterhaven**. It seems they are searching for the “**Herald of the Elder Elemental Eye**” (one of the vials of **Voidharrow**). (MVTtNV, p.112-113; TMon)

Rangers operating out the **Cairngorm Peaks** reported an alarming resurgence of activity among the **Stonemarch** orcs in recent months. They fear that a new **Bloodspear** horde can rise soon. (MVTtNV, p.34)

Tribal elders of the Emberdark kobolds in the **Dawnforge Mountains** have received signs from **Kurtulmak**, exarch of **Tiamat**, that **Calastriyx** is nearing freedom. The tribe is now raiding the Vale to gather a trove to win her favor and become her loyal servitors. Unknown to them, the dragonborn **Thar**, a champion of **Gruumsh**, is trying to bind the dragon to his god’s service. (Hf, p.30; MVTtNV, p.33)

Dythan’s Legion arrived to the **Nentir Vale** recently to locate ancient **Arkhosian** ruins. Its members are all dragonborn that have flocked around the banner of Legatus **Dythan**, a charismatic idealist who seeks to raise **Arkhosia** from the ashes. (MVTtNV, p.44-45)

Three ambitious rakshasas, **Uzuz**, **Abduq**, and **Mag’hura**, took control of the **Barony of Ealding**, by impersonating key persons in the barony. (DU217, pp.27-28)

3 months ago: **Douven Staul** (the man who trained one of the player’s characters) headed for **Winterhaven**, after he had found a map that revealed the location of a dragon’s tomb not far from the village. Nobody has heard from him ever since. (H1, p.4)

The remnants of the original **Red Hand of Doom** approached **Sinruth** and offered to join forces with him if he attacks **Brindol** and steal back the weapons and relics from the original **Red Hand** stored in **Brindol’s** museum. (DU156, p.5)

2 months ago: Lord **Vhennyk** and his **Iron Circle** mercenaries came to the **Nentir Vale** from **Sartheil**. With the intention of dominating the Vale, **Vhennyk** decided that covert operations would start in the **Barony of Harkenwold**. He tasked **Nazin Redthorn** with seizing the region. (MVTtNV, p.72; Reavers of Harkenwold)

Having defeated the orc and goblinoid chieftains of the tribes of the **Stonehome Mountains**, the orog **Tusk** began to plan his invasion to the dwarven fortress of **Bordrin’s Watch**, in

¹⁴ The Abyssal Plague event seems to happen differently in the published articles in Dungeon magazine than in the novels, meaning that events of the novels don’t necessarily are considered canon.

preparation for a full scale campaign against **Elsir Vale**. He sent his lover, the shadar-kai witch **Myrissa**, to recruit the mercenaries of **Umbraforge**. (DU157, p.5; DU158, p.5)

The ghost of **Salazar Vladistone** led the **Phantom Brigade** (a ghostly army composed of the spirits of fallen **Nerath** soldiers) to attack the village of **Inverness**, because the holy rituals placed on the village to protect it from the “ghost tower” barred him to visit the grave of his wife. Brother **Splintershield** was killed by **Vladistone**, and the village of **Inverness** was burned to the ground. (Itu, p.102; March of the Phantom Brigade)

A rogue member of the **Knights of Kul** stole **Moidan’s Quill** from the vaults of the city of **Karga Kul**. He flees authorities by hiding in the **Inverted Keep**. (TSoKK, p.172)

Stories are still told in **Hammerfast’s** taverns about one famous rogue who escaped from the trade guild’s dungeon thanks to her **armor of escape**. After being caught infiltrating the guild’s treasury, she bluffed the guards into thinking that she was a spy sent by Mayor **Goldspinner** to test the treasury’s defenses. Before they tried to remove her armor and gear, she convinced the guards to check her story with their captain. By the time they returned, now knowing her lie for what it was, she had made her exit. (MME, p.12)

1 month ago: Founder **Neelani**, the leader of the lands of **Delornen**, tricked by her vizier **Avonathemon** (a priest of **Vecna**), made it known that she was considering a sacrifice tariff in which trading parties must provide a sacrifice to **Erathis** each year in return for the right to use the **Relkingham Waterway**. She has hope that doing so will allow **Erathis** to bring rain to the land, since her people are currently dealing with a long-term drought that has brought great hardships to all who live in **Delornen**. The citizens of **Relkingham** opposed the tariff, as they feel that human sacrifice of any sort is barbaric. **Relkingham** sent a group of diplomats to Founder **Neelani** to ask her to reconsider this plan. (DU158, p.83-84)

Ghere Thau was the site of a vicious battle when knights of **Count Argramos**, a regional lord, attacked the fortress to defeat the necromancer **Karlerren**. The knights overthrew **Karlerren**, but their victory was pyrrhic: only a dozen survived the battle. Too few to hold **Ghere Thau**, the knights retreated back to their stronghold. A band of cambion mercenaries seized the fortress and started repairing it. Caravan merchants are hiring adventurers to deal with the cambions. (DU218, p.2-3)

The vampire lich **Magroth**, the first emperor of **Nerath** who is now the dark lord of the domain of dread **Darani**, renewed his alliance with **Orcus** to free himself from the **Shadowfell**. He needs to destroy a renegade vampire lord tiefling named **Sareth**, reactivate the unholy City of the Dead, **Andok Sur**, and kill any surviving member of the imperial bloodline at his part of the bargain. He has only a year and a month to accomplish this task. (DU187, p.36; TMoN, chapters 1, 49)

After stealing a holy icon of **Erathis**, the **Six Blades of Fortune** were tracked to **Restwell Keep** and defeated by Lord **Peridin Drysdale**, a human paladin of **Erathis**. Only two members of the **Blades** survived. Assessing the threat posed by the **Chaos Scar**, Lord **Drysdale** decided to remain in the keep as its new ruler. He plans to organize expeditions into the **Scar** to defeat the evil that dwells there. More than a few residents, accustomed to the old

regime, resent the paladin's uncompromising push toward order and morality. As a result, **Drysdale**'s authority is weak in the village. (DU176, p.48-49)

3 weeks ago: **Redra** discovered a ritual that opens a portal to the plane of dreams and believes is the key to defeat the creature from her nightmares. (DU177, p.49)

A tribe of bullywugs called the Muckrakers, drawn by the evil siren song of the **Chaos Scar**, uncovered the ruins of **Voran Earthmane**'s keep and moved in. (DU171, p.5)

The human wizard **Anarus Kalton**, the last surviving member of the **Kalton** bloodline, was killed by one of his apprentices, the dwarf wizard **Traevus**, who also stole his master's books. The other apprentice, a human wizard named **Malareth**, is now searching **Traevus** to avenge his master and retrieve his books, which **Malareth** intends to use to finish his master's evil ritual. (DU182, p.5; Red Box adventures)

A fledgling black dragon named **Blightborn** attacked **Sunderpeak Temple** at the head of a small army of savage orcs, skittering kobolds, and mercenary humans. The temple's defenders fought bravely, but in the end the sheer ferocity of the dragon's assault overwhelmed them. **Blightborn** claimed the ruined temple as its lair, and has been digging in with its remaining servants ever since. (Sunderpeak Temple)

Nazin Redthorn led a large band of **Iron Circle** mercenaries into **Harkenwold** in a surprise attack. The brigands stormed **Harken Keep** and took Baron **Stockmer** captive. (MVTtNV, p.72; Reavers of Harkenwold)

Vurunil, a member of the **Mage Trust** of **Karga Kul** was killed by a mysterious murderer. The **Seal of Karga Kul** began to grow weak, and demon sightings became more common within the city with every passing day. (TSoKK, p.93, 174)

A priest of **Erathis** named **Ansel Driscus** began to search for adventurers to help him seek **Merik** in **Starhaunt Observatory**, as he believes his friend is in great peril. (DU207, p.5)

10 days ago: **Felsa** the Slumbering Queen, a powerful **archfey**, began to control the children of the village of **Thistledown** to speed up her awakening process. Rumors say all adults in town have disappeared. (DU217, p.18)

The human necromancer **Tal Lorvas** has unearthed the underground tomb of Empress **Nemeia** of ancient **Bael Turath**. **Lorvas** has been terrorizing the surrounding lands with his vile experiments, and now he hopes to find **Nemeia**'s ring, that is tied to a ritual he wants to perform by the rise of the next full moon. (DD, p.40)

The village of **Baron's Hill** is leached of all its colors. Reality around the settlement has turned grey... (DU211, p.25)

2 days ago: Two militia dwarves were sent to **Coppernight Hold** to help **Kavalar**'s efforts. However, a white dragon wyrmling and her kobold followers struck the building site shortly after, and the majority of the dwarf miners, builders, and guards perished defending their new home. Since then, the dragon has holed up in the newly constructed chambers, hoping to

recruit more kobolds from a nearby tribe to join her forces. After gathering more cannon fodder, the dragon plans to use **Coppernight Hold** as a launching point for further attacks. The dragon was duped into the attack by **Spraugh**, a deranged duergar. **Spraugh** believes an enchanted pool is concealed beneath the mine owned and operated by **Coppernight**. **Spraugh** also led his own attack to the mine, with the aid of several fellow duergar and some trained giant ants, in hopes of seizing control of the fabled pool. Meanwhile, dwarven authorities are recruiting adventurers to find out what happened to the two militia members. (DD, p.12; DU178, p.58)

Current Year, late fall season / early winter season

(Campaign starting point)

The new bandit “authorities” of **Harkenwold** are pillaging through “tolls” and confiscations, harshly punishing anyone who resists. **Nazin Redthorn** is further strengthening his hold by negotiating with other malignant forces, and they plan to launch an attack to conquer the rest of the **Nentir Vale** soon. (MVTtNV, p.72; Reavers of Harkenwold)

The wizard **Traevus** is hiring adventurers to go to the “ghost tower” of the **Witchlight Fens** and retrieve his master’s dark grimoire. (DU182, p.5; Red Box adventures)

Suspecting her husband is an imposter, **Baroness Elena D’Tabart** of **Ealding** began to search for adventurers to help her uncover the imposter. (DU217, p.28)

Smiley Bob begins to attack the halflings of the **Riverslye Homestead**. Nobody knows why the peaceful bear became dangerous, though some suspect goblin activity in the area. (DU205, “Prey for Smiley Bob”)

Sinruth’s forces attack **Brindol**, stealing the weapons and taking seven villagers as prisoners. (DU156, p.6)

Benwick, a servant of the evil god **Zehir**, has grand plans of turning **Restwell Keep** into a citadel for the snake god’s faithful. He’s courting the local lizardfolk for his plot, and is trying to use the commoners’ worries and malcontent about Lord **Drysdale**’s rule to try to take control of the village. (D&D Encounters: Keep on the Borderlands, a Season of Serpents)

Bartleby the wizard is searching for adventurers who can help him to stop his apprentice, **Redra**, who is about to do something very foolish... (DU177, p.49)

Sareth, the daughter of the elf who survived **Parald**’s massacre, is searching for the magic sword the blackguard stole from her mother. She has found some clues that led her to the “ghost tower” of the **Witchlight Fens**. (Red Box adventures)

Nathaire, an ambitious mage eager to master the power of shadow, is traveling to **Duponde** in search for “**Evard**’s corpse” and magical secrets. (Dark Legacy of Evard)

Maldrick Scarmaker, a gnoll follower of **Yeenoghu**, and his **Blackfang** gnolls tribe occupy the **Well of Demons**, an evil shrine under **Thunderspire Mountain** that was once a monastery dedicated to **Baphomet**. **Maldrick** is trying to repurpose the **Well of Demons** to **Yeenoghu**. (H2, p.30)

The retired adventurer **Denek**, near the end of his days, plans to send his proteges into the **Elemental Chaos**, in order to rescue the trapped aspect of **Avandra**. (DU194, p.20)

Cazakk “the Blessed” is planning to raid **Harkenwold** for his next Christsmas party... (DR370, p54)

After a hundred years had passed, the red dragon’s brain **Kerang** awoke. He vowed to reclaim his territory and utterly destroy the descendants of those who brought him so low. With the help of the kobold tribes he now holds in thrall, **Kerang** is excavating his bones and creating a new body. (DU208, p.4)

The enigmatic **Hallomak Stromm**, a renowned scholar, explorer, and collector of antiquities, has recently passed away. Worried that some of his more unusual treasures would attract the attention of powerful evil factions, **Hallomak** arranged things so a band of veteran adventurers will appear at the public reading of his will, in the hopes the adventurers’ presence might keep things from getting out of hand. (DD, p.72)

A crimson comet has appeared in the heavens, awakening an ancient enchantment deep inside **Akkamendes’** pyramid. The **tomb of Akkamendes** has now begun its great exodus, heedless of all who stand in its path, to return to **Akkamendes’** birthplace. Unfortunatley, the desert town of the **Well of Stars** is just a few days ahead of the rampaging rolling pyramid, amid its programmed route... (DU215, p.3)

Reports of animal corpses and missing people near the **Harken Forest** have been turning up with greater frequency of late. The bodies bear signs of disease—odd lesions and growths... (March of the Phantom Brigade, Session 2 “The Abyssal Plague”)

Possible Futures

Some believe one of those is the inevitable future of the World...

The Age of Worms: The **Leprous Chronicles** tell of **Kyuss**'s ultimate objective: the prophesied **Age of Worms**. Scribed by the prophet **Corbius**, who dwelled in seclusion on the **Island of Fear**, the legend holds that one day **Kyuss** plans to send a massive army of larva undead and **Underdark** creatures to consume the world. **Kyuss** will eventually transform himself into the dreaded star **Nihal**. (MM3, p.181; DR403, p.36; OG, p.207)

The Dusk War: Some **gods** believe that the current chapter in the history of the cosmos will conclude with the **Dusk War**—a conflict that will match the ferocity of the **Dawn War** that started the current universe. There is uncertainty about whom the **Dusk War** will be fought against and some **gods** are preparing their forces for the great battles to come. (DP, p.45)

The next abyssal eclipse and the Chaos War: According to some sages, the next abyssal eclipse is near. Seers have prophesied that the **Queen of Chaos** will claim the **Rod of Seven Parts** during the next **Queen's Conclave**, heralding the intervention of the **Wind Dukes of Aaqa** and the start of the next **Chaos War**. (Demon, p.45)

The nine catastrophes: Ancient scrolls speak of the world's last days, foretelling a time of violence and destruction that will consume everything. Nine terrible catastrophes will one day cause its doom. These supernatural disasters were sown in the world's foundations during the first days and now lie buried beneath mighty seals in its far corners. (DP, p.76)

The Abyssal Plague and the last Great Modron March: Now that the **Voidharrow** has created its own plane, **Plagueddeep**, it has begun to send its **plague demons** to spread its **Abyssal Plague** across the whole **multiverse**, and many worlds had been affected. At the same time, the **Grand Cycle** of the **modrons** is counting down its final years, and one facet is of particular concern to planar scholars. The recent invasion by **plague demons** left countless dimensional cysts eating away at the fabric of the cosmos. Since that outbreak, **modrons** have been appearing at these sites in numbers as never before, but so far they have had no success in eradicating the **plague demons**. Scholars fear that **Primus** will direct the next **Great Modron March** through the heart of the planes to eradicate the demonic infestation once and for all. (DR414, p.8)

The universe's final undoing: According to the Far Realm-touched comet **Ulban** and the god known as the **One in the Void**, the universe will be destroyed by **Far Realm** entities. (DR381, p.51; DU168, p.30)

According to some sages, the **Sargonne Prophecies** suggest that the **mind flayers** first appeared on the future. (W&M, p.82)

Some legends believe **Ygorl**, the **slaad** Lord of Entropy, was born at the end of the current universe, and now moves backwards through time. (SotEC, p.157)