History of the Nentir Vale

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

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Version 4.1: Expanded info on the creation and the Dawn War, and a few corrections.

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 the 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, the Threats to the Nentir Vale sourcebook, read the novels —even the Mark of Nerath…— 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. 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 an 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:
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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 in 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.
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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)

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 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 ocean of smooth silver. (W&M, p.56, p.68)

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. 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. (Elder Evils, chapter 2 "Atropus"; 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 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. Corellon took the twin goddesses Lolth and Sehanine as his brides. (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 attacks Corellon in Arvandor before the elven god had finished the dominion. Corellon won this battle, but Lolth became interested in Gruumsh after seeing him in battle. Some believe Lolth began her romance with the god of destruction not long before. (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) *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)

Aurom was a deity 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)

Pelor found the Living Gate, and Ioun, whose mind hungered to understand all things, awoke the sleeping gate. The god 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 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)

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. Efreet 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)

The creation of the World

The **primordials**, having originated from the creation-stuff, feel 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 a glowing sphere of cooling magma, and discarding chunks of matter which were too bright or too dark. **Ogrémoch** was one of the **archomentals** who devoted most of its energy creating landmasses and mountains. The **Underdark** was crafted as part of the same effort, though the original purpose of its creation was lost to the ages. 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; HotEC, p.27; DR372, p.26; UD, p.6)

The chunks of discarded creation-stuff hurled to the right are dark, more shadow than substance. The chunks hurled to the left are 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 **primordial Piranoth** the World Mover was the creator and master of the first **titan**s. He made them to help explore and shape the new creation. **Timesus** the Black Star and the other **primordials** sent the titans and other servants out to shape and build the **World**. Even in their immensity, however, the **titan**s were too few to explore the vast **World**. In turn, they created the **giants** as a servant race, modeling them to resemble the **titan**s’ 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)
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)

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

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

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

Death titans were elemental beings that relocated to the Shadowfell, where they evolved into the soul-eating horrors they are today. (MM, p.120)

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)

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. His breath mingled with the elemental energies, and from this union were the first dragons born. (DR425, p.28)

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 crafted dragons to represent the pinnacle of mortal form. He fused astral spirits into the raw elements, 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. (MM, 76; DrCD, p.6; DrMD, p.6; HotEC, p.17)
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)

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

**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)

**Moradin** crafted the sun in a legendary mountain at the eastern edge of the **World** named the **Dawnforge Mountain**. (Dungeon Master's Book, p.56)

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

**Primal spirits**, the living embodiments of everything from the life-force of the world 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. **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. (PrP, p.116; DR374, p.42)

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 became new **archfey**. (MoP, p.36)

Legend holds that **Hyrsam**, 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)

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)

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. 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, least of all Torog. (DrMD, p.6; UD, p.7)

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)

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)

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 sentience 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, 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)

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 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)
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)

The creation of the 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)

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)

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)

A now-forgotten god of peace, kingship, wisdom, and the sky, known to modern sages as “He Who Was” or “He Who Once Lit Our Way”, created humanity. Many stories surround the creation of humans, but the truth of it remains unknown. (R&C, p.22; PHB, p.47; DR365, p.36; 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)

**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 **ropers** sloughed off from the rocky flesh of the **primordial Vezzuvu**, the Burning Mountain. At first, the ropers 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**, created the **thri-kreen** by transforming desert beetles. (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 tied to rein him in. (DR365, p.36; DR373, p.36)

Beleth was one of the first “generation” of beings in the service of He Who Was. Never one of the greatest warriors of his ilk, he was, for lack of a better descriptor, a bureaucrat. He delivered commands from He Who Was to agents of the deity. At his beck and call 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)

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; STFell, p.87; E1, p.2)

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 is spilled with so much blood that it becomes 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. (PHB2, p.150; 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)

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)

Corellon taught the secrets of arcane magic to the first mortals. Some 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 believe 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, constructed 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 nonelves to learn arcane magic from Corellon. (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 sabretooth 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. (MVTttNV, 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 creation of the Abyss

A power hungry 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)

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)

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; TTeotCG)

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)

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)

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)

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)

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. It 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 meddlesome *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)

*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**

*Nihilath* was the *mind flayers*’ empire, which stretched through the Astral Sea and the Underdark, and was created after they arrived from the Far Realm. (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)

**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)

For months, then years, then decades, 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; MVTtNV, p.104; PrP, p.129; UD, p.7)

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)

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)

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)

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 spirit** 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. 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)

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)

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. (PHB 2, p.100; E1, p.16; DR371, p.71; DR394, p.52)

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)

The good **archomentals**, 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)

**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** 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)

**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)

The **Dawn War** expands to other worlds of the multiverse. **Glaur**, a stronghold built in the world of **Abeir-Toril** by the primordial **Nehushta**, served as one of the central fronts in the war. (DR375, p.78; HotEC, 32-33)
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)

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. (MM3, p.150)

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)

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)

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—living weapons carved from the divine order. (SotAS, p.38, 104)

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 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)

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)

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)
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 scourgéd 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)

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)

*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)

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)

When the dragon god Io finally decided to fight against the primordials, in his arrogance, he refused to join forces with the other gods and fought alone in the war, supported only by his loyal dragons. Some legends claim that Io created the first dragons during this time, as weapons of destruction. Io was an extremely powerful deity and killed many primordials on his own. Many of the other gods never forgave Io (or his descendants) for having fought alone in the war. (MM, p.74; DrCD, p.6; DrMD, p.6; DR369, p.47; PHBrD, p.4)

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)

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)

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)

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)

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)

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)

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)
Moradin defeated Zurtharak the Vein of Iron, an earth primordial. (HotCE, p.33)

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 sorcerer 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. Enthralled, 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 first, mortal demons 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)

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; MVTttnV, p.14; DR373, p.54; DU197, p.77; TGoM)
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’ abyssal layer) and showed honor to him by feasting upon the body, evolving from simple-minded servants into cunning and wicked fiends. Tantagaras’ 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 princes 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. (TGoM)

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 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)

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)

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, grows 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 Heart, 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 forgotten 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 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 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, is defeated by Nerull. Athuam retreats, plotting vengeance. (DR424, p.7)

Io faced the powerful primordial Ereke-Hus the King of Terror alone. 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. The sundered halves of Io became Bahamut and Tiamat, and those newborn gods claimed Io’s power before Ereke-Hus could steal it. Other legends claim that Bahamut and Tiamat were Io’s eldest creations and received their father’s divine spark upon his death. (MM, p.74; DrCD, p. 6; PHBrD, p.31)

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

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)

Some legends claim that dragonborn were created in this moment, as they sprang from Io’s spilled blood, ready to fight in the service of dragons. (DR365, p.25; PHBrD, p.4)

It is also said that another fragment of Io’s power remained free, neither absorbed by the new deities nor stealed by Ereke-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. (PHBrD, p.31)
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 wildfire dragons. (DR425, pp. 31-32)

Erek-Hus did not have the chance to celebrate his victory, however. No sooner Bahamut and Tiamat were “born”, they joined forces and killed the King of Terror. (MM, p.74; W&M, p.26)

Tiamat turned against Bahamut after that battle, in an attempt to seize dominion over all dragons. 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, normally working alone. (MM, p.74; 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
A 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)

Haramanthur’s realm, defenseless, became the target of an unnamed 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)

**The Kinst strife 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. 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; 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
up

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. (PHP, 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)

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; MVTtrNV, 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. (MVTtrNV, 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** 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)

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’s dead, 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. 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, swelling **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** is defeated by the combined might of **Melora**, **Kord**, and **Sehanine**. They imprisoned him within a glacier. (HotEC, p.33)

**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)

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)
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)

Alloces 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)

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)

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 Disparator 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 it 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)
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)

The god who created humanity is killed in the war, either by Asmodeus, Zehir, or a primordial. (R&C, p.22; PHB, p.47; MV, p.288-289)

With the god 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 eladrin. 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)

The fall of Nihilath:

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. (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, were 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 dead, 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

An exarch of Moradin and seven angels of Bahamut known as the Wind Dukes of Aaqa crafted the Rod of Law in Torzak-Belgirn, the soul-forge of Moradin. With this Rod and with the help of the archomental of fire Bristia Pel (who died in the battle), 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 betrays its kin, turning the war in the world of Abeir-Toril in favor of the gods. Ubtao assist to kill, imprison or driving away the remaining primordials of that world. (HotEC, p.32-33; FRCG, p.42)

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 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 Yeengo 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, hydros swam from the primordial’s severed limbs in a flood of poisonous liquid. Not even the gods know how many hydros 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 is 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 deeps of the Elemental Chaos, claiming at last sovereignty over the seas. (DU199, p.45)

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)

*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 Gruumsh’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, Gruumsh, 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)

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

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)

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)

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)

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—Schanine, 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)

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

The gods allowed the Princes of Elemental Good 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 still 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)

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. 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) 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 becomes the third and current Prince of Demons, 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)
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)

Some believe the true puppet-masters behind the Blood War are the baernoloths and the yugoloths, who secretly guided the course of the war. (DR417, p.6)

During the first battles of the Blood War, the devils built many strongholds on a nameless abyssal layer near the Plain of a Thousand Portals to better coordinate their attacks against the demons. Demon lords turned the swamps of the layer into venomous vapors that eroded the strongholds. The fortresses corroded and fell over the devils, burying them alive. The rust dust covered the layer, which became known as the Plains of Rust. (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)

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)
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 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, who 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)

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. He began 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, 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)

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)

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)

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 a primeval battle, part of the savage god’s essence fell to earth, where it transformed a race of humans into fierce half-orcs. (PHB2, p.14)

In the aftermath of this battle, fomorians took the cyclopes as servants and the gnomes as slaves. Sages say that this was when gnomes began to master the magic of illusions. (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 who reluctantly helped her, Khala attacked the dominions of the strongest gods most likely to object to her's 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)

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 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)

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’s danger to the world after the **War of Winter**, and decided the world must be protected from both, elemental and immortals 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 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 were 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)

The surviving 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 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)

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)
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)
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…

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)

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

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)

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 Benzoszia, 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 Disipiter on the other. Tough 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 Disipiter 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. Dispter 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 yoguloths 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 humanoid 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, 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 a 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 (DU157, p.10; DU161, p.6)
- Ironstone (Dr403, "Academies of Magic")
- Mithralfast, capital of a dwarven empire (DU187, p.36)
- Mountainroot Temple beneath the Stonehome Mountain (DU157, p.10; DU161, p.6)
- Overlook (DU157, p.10; DU161, p.6)
- Kög Kragnarn, a citadel high up in the sprawling mountains called the Shattered Teeth (DR391, p.25)

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 **muls**, 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 muls in line corroded and fell away, and the freed muls 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)

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 Episcillian, 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)

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 recognized her in her new for, 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)

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 archfey 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, **Ygoryx** 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)

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)

**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)

The drow goddess Kiaransalee 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 killed many gods until he 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. (DR417, p.13-14)

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

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)

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)

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)

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)

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

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)

**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)

**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)
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 two forests began to be known as the Nentir Vale. (MVTttNV, 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. (MVTttNV, 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. (MVTttNV, 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. (MVTttNV, 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. (MVTttNV, 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 were 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 end, 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)

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)
Veena

**CY-2000:** Nearly two millennia ago, the name of the lich Veena was sung by bards and cursed by clerics. Veena 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 Veena’s first major assault on a city, one of his generals—a demonic half-breed mage named Acererak—rescued Veena 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 Veena. Several years passed before Veena uncovered his general’s deception. But Acererak foresaw his doom coming and fled.

During the time that Acererak was deceiving Veena, Kas was a human paladin in Veena’s service, who had several years earlier been pledged to the dead god Nerull. He eventually became Veena’s top lieutenant. Kas gained the name ‘Bloody-Handed’ on the day he led the conquest of Veena’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 Veena for their citizens’ lives. When Kas’ mortal form had reached the point when even Veena’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, Veena made Kas a sword that allowed him to access Kas’ thoughts. However, the aspect of Veena’s consciousness embedded on the sword turned on its creator and influenced Kas to betray their master. On the day that Veena casted the ritual to achieve godhood, Kas attacked Veena. The Sword of Kas released a surge of radiant energy that destroyed the Rotting Tower, and scattered Veena and Kas to the cosmos. Only the Sword, and the Hand and Eye of Veena 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 Veena had established years earlier as a secret refuge.

For centuries Veena’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 Veena eventually won acceptance among the Astral Sea’s most depraved deities as a demigod. (DR395, p.23, DR402, p.6-9)

Veena 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 Veena, 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)

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)

*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-2000:** 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)

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)

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)

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 of 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; The Book of Vile Darkness movie)

Arkhosia

The dragonborn were the first to heed Erathis’ words, taking her firsts 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 Iovanthor, which some believe was once the earthly palace of the dragon god Io. Iovanthor 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)

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)

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, lies near the shore of Lake Nen. (MVTtNV, 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)

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)

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)
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. The dragonborn wizard Iban Ja, the greatest of Arkhosia's magic users, casted the magic that maintained the bridge bound to the mountains. Over time, the bridge became a symbol of Arkhosian civilization. (TSoKK, p.54-55)

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 felddrakes 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; MVTtrtNV, 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)

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)

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)

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)

**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. (The Tomb of Horrors, RotG)

### 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. (PHBrT, p.4)

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)

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. (PHBrT, p.4, 19; TSoKK,
p.52-59)

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)

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 Arkhosa, Bael Turath encouraged psionics study among
its people. Arkhosia, in turn, countered with new psionics traditions of its own. (PsP, p.84)

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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. (MVTtNV, 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**. (MP, p.125)

**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)

**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

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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 Arkhisia, 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)

After centuries of eternal youth, Vorno Kahnebor, always fitful and prone to bouts of depression, drew deeper within himself and grew increasingly paranoid. I vania, 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, I vania grew tired of Vorno. Securing the most beautiful girl in Harrack Unath, I vania drugged her and left her in the castle, knowing what Vorno would do. He could not resist. He devoured her flesh. I vania 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 Unath 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 Turath—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)

While the dragons and dragonborn concerned themselves with the tieflings, Tiamat’s cultists infiltrated the dragonborn cities, spreading dissent and luring 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 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)

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 War of Ruin

The final War of Ruin broke out. A ten-year siege ended when the tiefling general Achazriel led the Turathi slave armies into Razortear, an Arkhosian fortress, in one of the most devastating battles of the war. The Turathi built 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)
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 Maelbrathy sent a group of champions, the Pride of Maelbrathy, 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 Maelbrathy’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 Maelbrathy. After watching the deaths of their fellow citizens, these unfortunate souls were left alone in Maelbrathy, 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 Maelbrathy cling to their accursed lives, maddened into acts of unconscionable evil by their long years in Maelbrathy. (UD, p.38)

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 **Varrick** 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)

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)

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)

Kuyutha, the last dragonborn paladin of Arkhosia, gathered and protected 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 retreat 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)

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)

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, were he is still plotting to take revenge on his enemies. (DrCD p.134)

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 efreets, 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)

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)

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)

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 Kulnoghrim 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)

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")

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 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:

**CY-600**: At the age of fifteen, King Magroth pledged himself to the demon lord Orcus and founded the empire of Nerath in his name. In return for dead 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; MVTtNV, p.86; TMoN, prologue; Chapter 83)

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)

Nerathi engineers built the desert fortress of Ghore Thau. (DU218, p.3)

The Tower of Talon Pass was a stronghold built to guard a mountain pass. (ToTP, p.1)

The legendary philosopher Tallas created Nerath’s ethics system. (DR393, p.13)

The Curthauri, also known as the Ghost Blades, were an order of battleminds (psionic warriors) of the Imperial Guard charged with protecting the nobility of the empire and its far-flung kingdoms. (DR391, p.38)

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)

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)

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)

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)

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 as 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, p.12, 13, 14; DU194, p.40)

After its initial expansion, Nerath turned its attention away from military ambition. (DR396, p.38)

At the height of its power

At the height of the Empire of Nerath, 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 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)

CY-500: The first of five seals that bounds 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)

**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)

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)

The **Collectors**, an order 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)

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, 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)

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)

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. (DR417, p.6)

Voran Earthmane, a powerful goliath sorcerer, constructed 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 Sarunn 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 Sarunn Khel was forgotten. (DMG, p.208; H2, p.2)

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 humanoid plaguing 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 roamd 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, 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 place. 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)

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)

Auger, a human city, disturbed the Astral Sea with the Bitter Glass, an artifact used for communication. Under the order of Vlaakith CLVII, the githyanki destroyed Auger. (DU164, p.37)

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 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)

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. In the following decades, other settlers established the towns of **Harken** and **Winterhaven**. (DMG, p.206; MaGA, Book 1 p.2, 16)

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 dawven thane from the nearby dawven 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 dawven 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. (MVTttNV, p.66)

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. (MVTttNV, p.100)

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. (MVTttNV, p.17)
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 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 Zaspar, 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 Zaspar, 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)

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 swordmage’s traditions in the lands of the empire and beyond. (DR405, 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. (MVTtrNV, 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)

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)

CY-300: The last reported apparition of the Tarrasque dates 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)

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 Calastryx, forcing the dragon to slumber beneath the Forgepeak Mountain. The other dragons’ attacks lessened, allowing civilization in the 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 of how the Voidharrow worked, the Order wasn’t able to destroy it. They sealed the Voidharrow on three vials and kept 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 was commissioned by King Eothen 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)

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 Shives 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 the 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)

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)

**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)

Kalton Manor was raised by Lord Arrol Kalton, 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; MVTrtNV, p.98-99)

The Canoughlin 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, either a primordial, a giant or a goliath, dies. It toppled into a mountain valley in the Skyclaw Peaks, a tree-covered mountain range in the far west. (DR394, p.53)

**The fall of Nerath (CY-190 to -150)**

The fall of Nerath involved 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)

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”. 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. (RHoD)

CY-186: A teenager called 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 horder attacked the imperial provinces, killing Emperor Aldoran and other nobles. 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; TMoN, chapter 5)

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. Some of the oldest farmers of the Nentir Vale tell of woman named Uhon Nerika that came from the south and lived her last days with her “daughter” in the village of Nenlast. (DR391, p.39; TMoN, chapter 18)

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)

Elidyr redirected the investigation of the Society of Imperial Artificers for war, resulting in the creation of 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)

Lord **Durven Graef**, 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)

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)

**CY-150**: A horde of orcs from the Stonemarch descended on **Gardmore Abbey**. Aided by ogres, hill giants, and demonic embodiments of chaos, the orcs laid siege to 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. The majority 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)

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. (MVTttNV, p.114)

**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)
Just before the final battle of Nerath, Prince Roland, firstborn of Emperor Elydir, 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 Nerath. (DR396, p.39)

The Battle of the Nine Sons: Emperor Elydir, along with his heirs, champions, most trusted nobles, and what he had assembled of the Imperial Army, faced the evil horde in the city of Nerath. They fought against the tide of evil until all the sons of Elydir 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, Elydir and the “White Ruin” fought each other, neither willing to surrender. Accounts differ in the outcome of the battle. Some claim Emperor Elydir 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 Elydir 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. Regardless of the truth, that final battle broke the Nerathi Empire and led to its downfall. (DR364, p.11-12, 30; DR393, p.12; HoS, p.6)

While the armies still fought each other, a powerful earthquake destroyed what remained of Nerath, ending the battle. The Imperial Palace was dragged underground and most of the city was left in ruins. (TMoN, OoV)

The mithral dragon Aelmedrion hatched while the edifices of Nerath crumbled. (DU173, p.80)

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 Nerath was already destroyed. Paulus renamed them the Last Legion and they spend their remaining days righting such wrongs as they could. (DR396, p.39)

For a time, the city of Nerath became a haunted ruin infested with gnolls and other demonic creatures. (DR393, p.12)

The Stained Page, a sect of devotees of the Raven Queen, was created on the battlefields of the fall of Nerath. (DU171, p.87)

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 Elydir, cursed to wander the world until all traces of Nerath are erased. Regardless the truth, Korthak Maal had never known defeat, and no force was able to slow his march. (BoVD, p.20)

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)

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)

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 servants live to this day. (MVTttNV, p.57)

The last champions of Argent were sent to reestablish the 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 and opened the college 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)

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)

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)
The Current Age

The Current Age encompass the last century after the fall of Nerath.

CY-100: The moon Iltani exploded. Tetherya 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)

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 and destroyed 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)

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)

Nusemnee, the goddess of redemption, was slain by poison distilled from Zehir'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 drift to other deities, or cease 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, 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 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)

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)

**The Sever**: A group of dissatisfied 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)

**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. (TMoN, OoV)

**The Reckoning (CY-100)**

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)

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 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)

The Bloodspear met their match in the necropolis of Hammerfast. Even when they conquered Hammerfast and killed all the dwarven warriors and priests posted on the fortress, most of their forces were also wiped out by the defenders. After capturing only a few of its treasures, the Bloodspear abandoned the Vale. (Hf, p.2)

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 them 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)

**CY-70:** Chief Fangstrike of the Tigerclaws defeated the white dragon Bitterstrike. (MVTtrNV, 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 fulfill 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 makes 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)

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 were 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 bandit's 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 **Barringsgate**. (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** dominanted all other inhabitants of the **Winterbole Forest**. (MVTtNV, p.20, 100-101)
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)

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 dead 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. (The Lich Queen Beloved, 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 Anežha 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 adventurerers 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)


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 spended, he 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)

The an 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, is sent to Fallcrest to train under the tutelage of Moorin. (TToYS, 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 the Restwell Keep. (DU176, p.48-49)

The human wizard Trasgar led an ill-fated mission to the ruins of Al’Bihel, in the Nentir Vale. (Fell’s Five comic)

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)

CY-3: The tunnels connecting the Ogrefist Hills 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 Lloth 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 Lloth, 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 that 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)

CY-1: A clan of shadar-kai under the leadership of Mistress Ranala, a priest 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 Zaspar. To their surprise, they learned Cadmus was one of the worshipers. 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 Winternist 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)

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)

Following visions granted by Tharizdun, the green dragon Vestapalk presented himself to Tiktok, the wyrmpriest of the Greenscale kobolds. Worshiping Vestapalk as a god and following his prophetic visions, Tiktok 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” (the Voidharrow). (MVTrtNV, 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. (MVTrtNV, p.34)

Tribal elders of the Emberdark kobolds in the Dawnforge Mountains have received signs from Kurtulmak, exarch of Tiamat, that Calastryx 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 service. (Hr, p.30; MVTrtNV, p.33)

Dythan’s Legion arrived to the Nentir Vale recently to locate ancient Arkhosian ruins. Its members are all dragonborn who have flocked around the banner of Legatus Dythan, a charismatic idealist who seeks to raise Arkhosia from the ashes. (MVTrtNV, 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 Sarthel. With the intention of dominating the Vale, Vhennyk decided that overt operations would start in the Barony of Harkenwold. He tasked Nazin Redthorn with seizing the region. (MVTttNV, 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 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 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)

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 Reiklingham 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 Reiklingham opposed the tariff, as they feel that human sacrifice of any sort is barbaric. Reiklingham 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 Perdin 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. (MVTtrtNV, 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)

Ten 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 village of Baron’s Hill is leached of all its colors. Reality around the settlement has turned grey… (DU211, p.25)
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 the 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 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 going 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 Yeengo, 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 Yeengo. (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 Christmas party… (DR370, p54)
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:** Kyuss’s ultimate objective is the prophesied *Age of Worms*. One day he 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. (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 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)