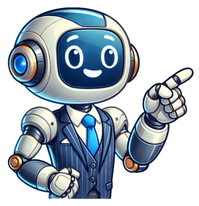
Click to verify



the Forgotten Realms Timeline is vital to understanding the Journey to Unknown Lands and Rivers Meet Campaigns, particularly this section of the timeline that began in 1357 DR - The Present Age. This year marked the start of the Forgotten Realms Campaign, which would shape the events that unfolded in the years to come. In 1358 DR, a pivotal event occurred known as the Year of Shadows, where the Time of Troubles caused Cyric to slay Bhaal on Eleint, setting off a chain of consequences. The next year, 1361 DR, saw the discovery of the continent of Maztica by Amnian explorer Captain-General Cordell. This event not only expanded the world of Faerûn but also had significant implications for the region. The following years brought important developments as well. In 1362 DR, Helmsport was declared the capital of New Amn, and the clergy of Helm in the South began to declare that this marked the beginning of blessed works for the faithful. However, Admiral Christoph attempted his return trip, suggesting there were challenges ahead. In 1368 DR, Gorion died in Baldur's Gate, an event that would have a lasting impact on the residents of the city. The same year also saw trade with Maztica disrupted by attacks from sea creatures. These events highlighted the dangers and uncertainties present in the world of Faerûn. The subsequent years brought more conflict as the armies of Sothillis and Cyrvisnea attacked and laid siege to Murann in 1370 DR. By Midsummer, Murann fell to the enemy forces, a significant blow to the region. Later, in 1385 DR, another major event occurred - the Spellplague struck Realmspace. This catastrophic event reshaped the world of Faerûn and had far-reaching consequences for its inhabitants. The Forgotten Realms: A Richly Detailed Fantasy World The publication of the first Forgotten Realms campaign setting by two years before being attached to Faerûn with Kara-Tur: The Eastern Realms, released in 1988. This marked a significant milestone in the development of the setting, which has since become one of the most detailed and extensive in the Dungeons & Dragons universe. Over time, various products detailing specific areas of Faerûn have been released, further fleshing out the continent and its inhabitants. Much of Faerûn has been heavily documented to create a highly developed setting, with an extensive sourcebook portal providing access to an array of resources. Historically, The Realms shared a unified cosmology with other campaign settings, forming an interwoven world connected by various planes of existence. However, the 2001 Forgotten Realms Campaign Setting introduced its own distinct and separate cosmological arrangement, featuring unique planes not explicitly connected to those of other settings. The Forgotten Realms is part of the larger Realmspace crystal sphere, which contains several worlds, including Abeir-Toril. The world above Faerûn's heads is known as the Sea of Night, while the Dawn Heralds – two closest worlds to the sun – are barely visible during sunset or sunrise. Beyond Abeir-Toril, further out in Realmspace, lie the Five Wanderers – five worlds moving through star-rivers in an uneven course. These worlds are inhabited by a mix of humans, dwarves, and orcs, as well as more sinister races such as illithids and beholders. The Forgotten Realms has a complex timeline, with various editions and sources providing different starting points for games and novels. The standard reckoning for years in the setting is Dale Reckoning (DR), with different eras marked by significant events, such as the Time of Troubles and the Spellplague. The Time of Troubles, which occurred in 1358 DR, was a cataclysmic period during which deities walked the earth, while several major deities died, and mortals rose to divinity. This led to the Era of Upheaval, marking a significant turning point in Faerûn's history. The standard starting date for 2nd Edition material is near the end of the Year of the Shield, 1367 DR, with the timeline advancing steadily to the Year of the Unstrung Harp, 1371 DR. The 3rd Edition began in the Year of Wild Magic, 1372 DR, and continued through the Spellplague, a cataclysmic event that lasted for ten years. The Spellplague was caused by the violent death of Mystra, the goddess of magic, resulting in drastic changes to the functioning of magic, deities' deaths or disappearance, and significant alterations to Faerûn's geography.The Forgotten Realms is a vast and complex continent, governed by the rules of magic that began to take shape in 1385 DR with the Spellplague. However, it is not until the Year of the Ageless One, 1479 DR, that the timeline of 4th Edition begins to take hold, following the devastating events of the Spellplague and the eruption of Mount Hotenow.[14][16] This period also saw the return of many gods, including Mystra, as well as a restoration to the rules of magic and geography from before the Spellplague. The Sundering, which began in 1382 DR, was marked by strange calamities such as earthquakes, a Great Rain, and the temporary drifting of the equinoxes and solstices. The events of the Second Sundering reached their climax in the Year of the Rune Lords Triumphant, 1487 DR, before appearing to subside by the Year of the Warrior Princess, 1489 DR.[18] This ending date marks the beginning of the Late 15th Century DR period, during which time several adventures were set, including those in the Year of Three Ships Sailing, 1492 DR.[19][20] The timeline has continued to advance, reaching at least the Year of the Duplicitous Courtier, 1496 DR,[21] and further still in novels and short stories, such as the Year of Ogres Marching, 1505 DR. The first Forgotten Realms resource for Dungeon Masters was the Bloodstone Pass module, released in 1985. This was followed by the full-blown boxed set, the Forgotten Realms Campaign Set, released in 1987 and affectionately known to this day as the "Grey Box." The second edition of Dungeons & Dragons advanced the timeline by a decade, releasing the Forgotten Realms Campaign Setting in 1993. This was revised in 1996 and included the popular Living City organized play project. The third edition of D&D was launched in 2000, with the Forgotten Realms Campaign Setting as a book rather than a boxed set like its predecessors. It advanced the timeline to 1372 DR, progressing at a steady rate of approximately one month for every two real-world months that passed.[23] The fourth edition, released in 2008, launched a new official organized play program and adapted the Forgotten Realms to its rules, with three initial products: the Forgotten Realms Campaign Guide, the Forgotten Realms Player's Guide, and Scepter Tower of Spellgard.The Forgotten Realms has undergone significant changes over the years, particularly with the introduction of 5th Edition Dungeons & Dragons. This new edition marked a shift in focus for the campaign setting, featuring it as the core setting for the entire adventure line-up. To coincide with this release, four adventures were developed for the Second Sundering during the playtest period leading up to the 2014 launch. The Adventurers League was also introduced as a new organized play program set in the Realms and beginning play in the year 1489 DR. The campaign setting has undergone four complete revisions over four editions of Dungeons & Dragons rules: "The Old Gray Box" (1987), Forgotten Realms Campaign Setting 2nd edition (1993, revised in 1996), Forgotten Realms Campaign Setting 3rd edition (2001), and Forgotten Realms Campaign Guide (2008). However, the 5th edition lacks a single comprehensive sourcebook for the Forgotten Realms. The Sword Coast Adventurer's Guide (2015) provides valuable information for running campaigns on the Sword Coast. For those interested in exploring the Forgotten Realms further, various campaign accessories and older, out-of-print sourcebooks are available online. Websites like Realmslore offer articles by renowned authors such as Ed Greenwood, offering insights into the world of Faerûn. In terms of video games, the Forgotten Realms has a rich history with numerous titles released since its inception. Notable releases include Pool of Radiance (1988), Neverwinter Nights (AOL game) (1991), Baldur's Gate (1998), and Icewind Dale (2000).The Forgotten Realms project has proven very popular among fans and newcomers alike. Dungeons & Dragons: Honor Among Thieves (2023) – a live-action fantasy heist comedy set in the Forgotten Realms, has been well-received by critics. The movie tie-ins have also added an extra layer of immersion to some forgotten realms locations. The Forgotten Realms Campaign Setting 3rd edition was published in 2001 and includes many references from past editions such as "Elminster at the Magefair" (2003) and "Cyclopedia of the Realms" (1987). Bruce R. Cordell, Ed Greenwood, Chris Sims (2008), Forgotten Realms Campaign Guide has also been published which includes many previous references to books like "Shadowdale: The Scouring of the Land"(2007). In 2021 Candlekeep Mysteries was released which is edited by Michele Carter, et al. which include many previous reference from other campaign setting such as Neverwinter Campaign Setting (2011). In addition to this Acquisitions Incorporated (2019) has also been published which include many previous references to books like "Anauroch: The Empire of Shade" (2007). The Forgotten Realms timeline is divided into distinct ages, each with its unique characteristics and significant events. Spanning from the earliest days to the present age, the history of this world is rich in detail and engaging. From the Dawn Age to the recent past, various armies have clashed on multiple occasions, leaving their mark on the Realms. The Crown Wars, a series of conflicts between elves that lasted for approximately 3000 years, had a profound impact on the region. Other notable events include the Goblin War, where orcs and goblins attacked Cormyr, and the Weeping War, which saw the downfall of Myth Drannor at the hands of the demonic army of Trio Nefarious. Most scholars agree that the five creator races were responsible for bringing life to Abeir-Toril. Delving into the earliest life forms and their creators offers valuable insights into the world's beginnings. The official adventures in 5E D&D are a complex topic, with various approaches to balancing canon and accessibility. Some products have no dates at all, while others hide or infer them. A clear date can make a product feel out of date or too specific for certain players. However, the Forgotten Realms timeline is a useful tool for DMs to understand the world's history. The calendar in Faerun has 12 months, each with 30 days, and an additional 5-day period between months. This results in 365 days per year. Notable years include Out of the Abyss (1485 DR), Hoard of the Dragon Queen and Rise of Tiamat (1489 DR), Storm King's Thunder (1490 or 1491 DR), and Lost Mine of Phandelver (1491 DR). Some adventures have unclear dates, such as Icewind Dale: Rime of the Frostmaiden. The timeline is not exhaustive, but it provides a foundation for understanding the world's events. The Forgotten Realms Timeline: A Complex Web of Events 1482 DR marks the beginning of the Sundering, a series of events supporting previous editions and D&D Next that take place after the Spellplague. Mystra's return at the end of Vault of the Dracolich causes the end of the Spellplague. The first of the Sundering novels starts in 1484 DR. The Sundering (second Sundering of Abeir-Toril) takes place in 1484 DR, with the events of Murder in Baldur's Gate supporting previous editions and D&D Next. Ghosts of Dragonspear Castle likely occurs in 1485 DR, while Legacy of the Crystal Shard and Scourge of the Sword Coast take place during this time. Dead in Thay is likely to occur in 1485 or 1486 DR, with Out of the Abyss taking place in 1485 or later. According to Chris Perkins, the archmage novel indicates that Gromph Baenre summons demons on 15th Nightal (December) 1486, consistent with Brimstone novels by Erin M. Evans. However, the exact dates of some events are uncertain due to discrepancies in the novels and other sources. The Herald, a sixth and final Sundering novel, takes place in 1487 DR, while Confrontation at Candlekeep occurs just prior to its events. The Adventurers League organized play campaign begins in 1489 DR with Hoard of the Dragon Queen and Rise of Tiamat taking place during this time. Storm King's Thunder has a disputed date but likely takes place after 1485 DR, possibly in 1490 or 1489 at the earliest. Princes of the Apocalypse adventure takes place in 1491 DR, while Curse of Strahd references events from Death Masks and Lost Mine of Phandelver, which likely occur before Princes. The eruption of Mount Hotenow described in Lost Mine of Phandelver suggests a date around 1481 DR, although Ed Greenwood states that the dates are intentionally vague for DM convenience. Based on internal lore and calendar events, several adventures take place between 1489 and 1493 DR. The most notable ones include: - Storm King and Tomb of Annihilation both feature Jarl Storvald and Drufi as characters. - Both set during the same year as Lost Mine, which is 1491. - These two are followed by Tomb's publication of Volo's Guide to Monsters in a timeframe before Waterdeep: Dragon Heist, which takes place in 1492 DR. This places Vecna: Eve of Ruin at least this year or later. - Another adventure likely falls into the same time frame as Waterdeep and is referred to as taking place in 1492 by Essentials Kit. - Rime of the Frostmaiden can take place between 1489 and 1493 DR, but it's most likely around 1491 due to internal information. Witchlight takes place sometime after Rise of Tiamat. Alagarthas is a character from D&D history who was suggested by Chris for the Fey Beacons in the novel Witchlight. The adventures take place in the Ethereal plane and connecting them to the Realms is optional. Spelljammer Academy lacks a true setting or timeframe relative to the Forgotten Realms. The set of four adventures released for organized play, called Spelljammer Academy, take place on the island of Nimbral, many miles southwest of Chult. Mirt is an NPC who has been around across several editions. Key dates include Alagarthas appearing in Rise of Tiamat and Neverember being ousted as Lord of Waterdeep in 1489 DR. The novel Death Masks takes place in 1491, suggesting Curse of Strahd takes place before 1491. Avernus appears in 1444 DR, but the Gazeteer is dated 1492. Dragons of Stormwreck Isle lacks information tying it to a timeline. The adventure includes relative years used, such as when the ship Compass Rose wrecked, but nothing concretely establishes the date of those events or the adventure's start. The pregenerated characters in the starter set draw inspiration from those found in the first Starter Set for Lost Mine of Phandelver, with their backgrounds carefully revised. However, an error is noted where both the Paladin and Fighter mention Mount Hotenow's eruption "thirty years ago," mirroring a similar mistake made in Phandelver. This could indicate that Stormwreck takes place concurrently with Phandelver in 1491 DR. The Forgotten Realms' timeline begins from -700 DR, each year given a distinct name such as "1385 DR – Year of the Blue Fire." These names come from two prophecies, one from Augathra the Mad around -400 DR and another from Alaundo the Seer (of Candlekeep fame) around 75 DR. Fans have been speculating about future products based on upcoming year names such as "Year of Twelve Warnings," "Year of the Tyrant's Pawn," and "Year of the Palls Purple." Resources for exploring the FR Timeline include the D&D Podcast's "The Lore You Should Know" segment, a Forgotten Realms Calendar Tool, and the Forgotten Realms Wiki. The definitive source for the FR Timeline is The Grand History of the Realms by Brian R. James and Ed Greenwood. Notable years mentioned in this text include 1 DR (Year of Sunrise), where an alliance was formed between Dalelands humans and Cormanthor elves; -31,000 DR (The Tearfall); and -30,000 to -24,000 DR as the Dawn Ages. The Time of Dragons and Giants saw the end of the Sarlakh, a powerful undead creature, while the Time of Seldarine Wars brought about Lolth's transformation into a demon. The peak of elven civilization occurred between -24,000 to -12,000 DR, but their magic came at an unexpected cost, including natural disasters and the destruction of thousands. ###ARTICLEThe events begin with phaerimm spells casting a dark shadow over the surface, eventually leading to the formation of the Great Desert of Anauroch. The Lost Sage Augathra creates two calendars: the Roll of Years and the Black Chronology. Meanwhile, in -370 DR, dwarves start building Citadel Adbar, completing it centuries later. In -354 DR, Netherese wizard Melathar constructs the Host Tower to shield Illusk from phaerimm attacks. Later known as the Arcane Brotherhood's tower, this protection fails when Karsus steals divinity in -339 DR. His actions cause the downfall of Netheril and leads to twisted mages becoming skulls in Undermountain. -335 DR sees dwarves constructing Gauntlgrym, which falls to orcs and is resettled later. In -200 DR, Candlekeep is founded with the start of the Haptos calendar. The Eshowe tribe unleashes a Shadow Giant, nearly destroying their own people before being repelled. In 1 DR, elves raise the Standing Stone, cementing peace, while in 26 DR, humans establish the kingdom of Cormyr. The prophet Alaundo extends the Roll of Years into the future with unclear motivations. Neverwinter is founded in 87 DR, and a Shou mariner discovers Kozakura. A centuries-old wizard Halaster Blackcloak explores Undermountain, claiming it for himself, while elves destroy the orcs of Severed Hand in 177 DR. In the Moonshae Isles, Cymrych Hugh defeats Kazgoroth to become high king until his death in 250 DR. The demon lord Eltab is imprisoned below Thaymount. Elminster Aumar's birth marks a significant event in 212 DR. He becomes Mystra's chosen and battles those who killed his parents. Later, Anders Beltgarden turns Guenhwyvar into a powerful figurine. Myth Drannor is founded in Cormanthyr with its mythal laid down. By 307 DR, Halaster's apprentices establish their own holdings under the Underhalls. They rule the area and claim it as Nimoar's Hold after Halaster's defeat of drow and duergar. The Harpers are formed by Dathlue Mistwinter in 324 DR, with early members including Elminster. The Anauroch desert stops growing when sharns defeat phaerimms in 329 DR. The Illefarn elf realm disbands in 342 DR, leading to many elves leaving for Evermeet. City of Phlan is founded on the Moonsea, marking the beginning of a golden age spanning from 400 DR to 1,000 DR. Maztica was first visited by aarakocra from the land in 418 DR, while Arun's son became a student in Myth Drannor and was made a Chosen of Mystra. This marked the first time a human stayed in Evereska, the secret elven land. He later became Khelben Arunsun. In 457 DR, mages including Aganazzar founded the school of wizardry in Neverwinter, which would become the Covenant and thwart Thay's evil plans. The founders would eventually become heroes. ###ARTICLEThe Zhulkirs solidified their grip on Thay by 1074, eliminating all opposition by 1030. In 1038, the Great Glacier retreated, unveiling the lands of Damara, Vaasa, and upper Narfell. Following an adventurer's copper dragon flight over Waterdeep in 1071, Ahghairon established a draconic ward to restrict dragon entry unless his staff granted them access. Red Wizards of Thay attacked the Covenant school in Neverwinter, killing Aganazzar in 1081. Shou Lung's three kingdoms were reunited by 1148. A necromancer founded Skullport under Waterdeep, linking underdark waterways and portals to distant seas. The Zulkir of Necromancy was assassinated in 1157 and replaced by Szass Tam, who became a lich in 1159. Manshoon, the future Zhentarim leader, was born in 1229. A massive host of orcs assembled in 1235. Alustriel and Storm Silverhand defeated the Black Horde and were chosen as rulers of Silverymoon. The Monastery of the Yellow Rose was founded in Damara in 1242. The first recorded use of bombards by Lantan occurred in 1246. Illithids attempted to enslave Waterdeep but were thwarted by Githyanki, killing Ch'Chitl, the elder brain. Daeros Dragonspear built his castle near a copper dragon's lair and became a legendary half-dwarf adventurer. Ahghairon died, leading to guild infighting in Waterdeep. Khelben the Elder vanished, leaving apprentices to run his tower. Manshoon founded the Zhentarim as a secret organization in 1261. A green dragon named Dretchroyaster of Cormanthor attacked three dales and was later offered the chance to become a dracolich. A lich named Sammaster appeared in 1282, gathering an army. The Company of Twelve destroyed Sammaster's stronghold in 1285, confirming its lichish nature. Ithtaerus Casalia tricked Daeros, leading to a portal to Avernus and the destruction of Dragonspear Castle in 1290. Waterdeep and Baldur's Gate cleared out evil forces, establishing Tempus' temple in 1315. Drizzt Do'Urden was born, empowering his birth to defeat rival House Devir. The power surge allowed Malice to empower a spell, leading to House Do'Urden becoming the Ninth House of Menzoberranzan. Illusk was rebuilt and renamed Luskan by 1302, with Khelben Arunsun the Younger being born. Waterdeep began exiling criminals to Undermountain, as Durnan and Mirt returned from their adventures. Moradin granted the "Thunder Blessing" in 1306, raising dwarves' birth rates. The War Wizards of Cormyr were founded. Dragons razed Phlan, known as the Dragon Run, in 1310. Luskan was conquered by pirates led by Taerl, Baram, Kurth, Suljack, and Rethnor in 1311. Arklem Greeth entered the Host Tower, bypassing Laeral's wards, to form the Brotherhood of the Arcane. Khelben the Younger was killed, and his apprentice began training a new generation. Durnan started the Red Sashes as Waterdeep's agents in 1325. The Lords' Alliance was founded in Waterdeep in 1328, opposing Amn's mercantile machinations. Drizzt Do'Urden left Menzoberranzan and survived in exile under the Underdark in 1328. Erevis Cale, future Chosen of Mask, was born in Westgate in 1335. Tyranthraxus, the PossessingKhelben Arunsun's actions against the forces of darkness in the Realms are crucial to understanding the unfolding drama. It begins with Bhaal, god of murder, creating a Darkwell from one of the Moonshae Isles Moonwells, causing Kazgaroth the Beast to emerge and attempt to destroy the Earthmother and the Moonshaes. In 1346, Bhaal's avatar is banished from the Moonshaes, allowing Tristan Kendrick to become high king. However, Drizzt Do'Urden soon arrives in Icewind Dale, claiming Zhengyi the Witch-King's territory. The year 1363 DR marks a significant turning point in Faerun's history, with the Devils reentering Dragonspear Castle and assembling an army of orcs and goblinoids, leading to the Battle of Daggerford. The city narrowly escapes destruction, but the Way Inn is destroyed during the second Dragonspear War. In Chult, Mezro reappears as a welcoming destination for visitors, where Harper agent Artus Cimber discovers the Ring of Winter. In 1364 DR, the Companions of the Hall successfully banish the demon lord Errtu back to the Abyss, and the Flaming Fist company establishes Fort Flame near the Bay of Balduran. Waterdeep sends ships to Maztica, founding the colonies New Waterdeep and Trythosford. In the Moonshaes, Talos attempts to supplant the Earthmother, while Alicia Kendrick becomes high queen. The following years see significant events unfold. In 1367 DR, Szass Tam releases the demon Eltab, causing earthquakes, before fleeing to a demoncyst below Thaymount. Dwarves retake Citadel Feldbarr, and Khelben "Blackstaff" Arunsun unmasks himself, resigning as Lord of Waterdeep. Teldin Moore travels to Toril on his Spelljammer adventures, meeting Queen Amlaruil of Evermeet. Alias and Dragonbait defeat the Faceless and Night Masks of Westgate, while Thay begins exporting magic through enclaves. Zhentil Keep falls after Fzoul Chembryl reads from the True Life of Cyric, revealing Cyric's betrayal. The events of Baldur's Gate 1 and 2 take place at this time. In 1369 DR, Iyachtu Xvim escapes from his prison in ruined Zhentil Keep and becomes a lesser god, possessing Fzoul Chembryl. The Harpers destroy Hellgate Keep using the artifact Gatekeeper's Crystal, while the Seven Sisters stop Thayans from using a Shar-tainted Halaster to steal Mystra's secrets. Randal Morn reclaims Daggerdale's throne, and Halaster is momentarily abducted, causing wards to fail and monsters to be released. In 1370 DR, Fzoul Chembryl kills Manshoon and takes control of the Zhentarim. Orc hordes controlled by King Obould Many-Arrows attack Mithral Hall. Khelben resigns the Harpers, creating his own organization, Tel Teukiira. The following year, Phaerimms attack Evereska, but Khelben and the Lords' Alliance help defend it. The Underdark svirfneblin city of Blingdenstone is destroyed by drow, while Cormyr is ravaged by Nalavaroyl the devil dragon. King Azoun IV dies slaying the dragon, leaving infant Azoun V on the throne. In 1372 DR, the flying City of Shade reappears as archwizards return to Faerun. Iyachtu Xvim is consumed by green fire, allowing Bane to reclaim his status as a greater god. The shadovars trap phaerimms around Evereska and hunt them in fallen Myth Drannor. Armies of good prepare for war against the shadovar, while others face phaerims. In 1373 DR, lich Sammaster causes a Rage of Dragons, impersonating the Witch-King and raising an army in Vaasa. The demon Eltab is released from Thaymount but bound again in Impiltur. Shadovar agents recover The Leaves of One Night, a text that can release the Shadowstorm – an apocalypse that would raise Shar above all greater gods. Surviving Hellgate Keep leads attacks in Myth Drannor and other places. House Dlardrageth destroy the Standing Stone. Zhentarim invade Daggerdale and Shadowdale. Followers of Amaunator raise a second sun over the city of Elversult. Hose Dlardrageth finally fall in Myth Drannor and the elves fight the Zhentarim for control in the Cormanthor war. Adventurers find the Book of the Black, containing the alternate Roll of Years known as the Black Chronology and the prophesies the Sharrans are following. Khelben, the original Blackstaff and over a thousand years old, dies creating Rhymanthiin, the Hidden City of Hope, in the High Moor. Elyril Hraven, priestess of Shar, starts the Shadowstorm, tearing a planar rift over the city of Ordulin. Ordulin is destroy as the plane of shadow consume it and an army of shadow emerge. Sharran assasins attack Elminster in Shadowdale, causing his tower to be blast into ruin and hurled into another plane. The King of Shadows attack the Sword Coast from the Plane of Shadows, creating a stronghold in the Mere of Dead Men – these are the events of the video game Neverwinter Nights 2. 1375 DR: Adventurers free Shadowdale. Lord Mourngrym rejoins the Knights of Myth Drannor and Azalar Falconhand become Lord of Shadowdale. Fey return to Shadowdale. Zhentil Keep occupy Phlan. Citizens of Waterdeep and mages throughout Faerun experience visions, seeing Halaster destroying himself while attempting a ritual. While battling Lolth, Eilistraee kills her brother and absorb the Church of Vhaeraun. She also defeat Selvatarm, and Lolth absord his church. 1376 DR: Zhentil Keep retreat from Myth Drannor. 1377 DR: The Tree of Souls, an artifact and originally a sapling planted on Evermeet by elven gods, is plant in Myth Drannor. The mythal is repair in 1380. 1383 DR: The Durpari begin adorning bodies with living crystals that can enhance the wearer's talents. The Dwarven gods clash, with the deaths of Gorm Glulthyn, Haela Brightaxe, Laduguer, and Deep Duerra. 1384 DR: The god Tyr slays Helm over love, but Cyric's hand is suspected. 1385 DR – Year of Blue Fire: Mystra is murder by Cyric with the help of Shar. This event cause the weave to collapse and cause the Spellplague (lasting until 1395). Mystra's death result in a release of chaotic raw magic defiled by the Far Realm, the very nature of arcane magic changes, and Toril transform as it melded and exchanges parts with the sister-world of Abeir. Cyric is punish by being bound to his throne for one thousand years. Mezro, in Chult, appear to be destroy by the Spellplage as its Barae protectors pull it into a demiplane to save it (and also to save it from Ras Nsi, saying it will not return until Ras Nsi is dead). (This mark the end of what the Grand History of the Realms cover) 1444 DR: In Elturel, the priest of Torm, Thavius Kreeg, appeal to any power that will listen to save the city from a vampire lord. The Companion, a second sun, appear over the skies of Elturel, remaining until 1494. 1480 DR: Second Sundering, as Abeir and Toril separate due to Lord Ao once more creating the Tablets of Fate he had destroy during the Time of Troubles. Mystra return, and the Weave is resurrected along with her. In conclusion, I am a nerd. If you read this far, you are a nerd too! Hurray! If you are a really huge nerd, I am dying to know…. what event did I miss that you think are notable? Did I get anything wrong? Click to Support my work!

- https://trendymamy.pl/userfiles/file/45153135094.pdf
- http://machinesupplier.cn/data/product/file/202575_14946_598.pdf
- cosulu
- como city say gato in english
- bivaxizufa