

HISTORY OF MYSTARA (OUTER WORLD)

Dawn of Time

Immortals: Ixion, Korotiku, Hel, Thanatos, Valerias, Grammaton

(Source: Hollow World DM's Sourcebook pp.5, 103, 113, 117; PC2 DM's, p.25)

The immortals create Mystara with its surface completely covered by water. Later they decide to create continents.

(Source: PC3, Sea Peoples Book, p.42)

There are no known immortals from the Spheres of Matter or Time, although a Time immortal may have assisted the creation of Mystara from the future.

Immortals who failed to fight life to preserve entropy's dominance in the previous epoch are transformed into the Good People (ie fairies: faeries, pixies, sprites, leprechauns, brownies, pookas, sidhe) and settle the forests of Mystara.

(Source: PC1 DM's, p.23)

Pre-History

Nyx was born on a faraway world.

Nyx became a victim of a vampire-like creature and became one of the undead.

After several centuries, Nyx sought immortality in the Sphere of Entropy by creating and protecting many types of undead.

(Source: WoI Book 1, p. 29)

Terra was an earth elemental from the Plane of Earth. She was a great warrior against intruders from other planes. She was guided by a voice to go on dangerous quests. On her final quest she destroyed an evil being from the Plane of Fire. The being's explosion killed her, but she became immortal in the Sphere of Matter with an unknown sponsor.

(Source: WoI Book 1, p. 37)

Gakaraks come into existence as one of the first types of creatures.

(Source: DMR2, p.44)

Treants are created.

(Source: PC1, p. 16)

Dinosaurs are created.

Ka, an intelligent tyrannosaurus rex hatches.

Centuries after hatching, Ka begins to wield magic.

Ka embarks on the path of the Polymath in the Sphere of Matter sponsored by Terra, nearly 1000 years after hatching.

Ka 'the Preserver' achieves immortality, one of the first native Mystarans to do so.

(Source: Hollow World DM's Sourcebook p.4)

Goats are created.

Faunus is born as a goat. Later he is magically altered to have intelligence and achieves immortality on the Path of the Polymath in the Sphere of Matter through an unknown sponsor. His descendants are the fauns.

(Source: Hollow World DM's Sourcebook p.101)

Ordana, a treant, achieves immortality on the Path of the Dynast in the Sphere of Time.

(Source: Hollow World DM's Sourcebook p.110)

Porpoise-like creatures are created.

Protius, a porpoise-like creature, masters time magic and travels into the Stone Age era. There he comes to the attention of Khoronus who has travelled back in time. Khoronus sponsors Protius on the Path of the Dynast in the Sphere of Time. Protius achieves immortality and becomes patron of the oceans and seas.

(Source: WoI Book 1, p.33)

A great meteor strikes Mystara, creating massive environmental damage and threatening many species. Ka 'the Preserver', spends thousands of years preserving species. Ka in his preserving efforts stumbles across large fissures in the earth created by the meteor's impact and explores them. First he finds the World-Shield, then the dark Hollow World.

Ka creates lizard men and they worship him. Amphibious Malpheggi Lizard Men are placed in Malpheggi Swamp.

Dinosaurs become extinct.

Terra creates the Eldar.

The Eldar develop into powerful wizards and build great kingdoms. However, Eldar wizards became so powerful that at one stage they transform into pre-historic dragons. At this juncture the immortal Ordana transforms most of the less powerful Eldar into

elves and places them in Evergrun, some Eldar are transformed into drakes by Terra, whilst a small core remain Eldar.

(Source: Dragonmage of Mystara, p. 110)

The Great One, a prehistoric 3 headed dragon, hatches.

(Source: WoI, p.21)

Ixion impregnates Nephele, a being of the element of air. Nephele gives birth to Centaurus, the first centaur.

(Source: PC1, DM's Booklet, p.7)

The Wallara are created by the Great One (ancestor of the current Great One) in the Wallaroo Grasslands of N Orcs Head Peninsula.

(Source: Dragon Magazine #186, p.44)

Sharks are created.

Shark-kin are created.

Shark-kin leave the sea and live on land.

(Source: PC3, Sea Peoples Book, p.42)

A 'boy'ottes gate from their own world to Mystara and teach magic to the elves and trade with the old dwarves. They believe they introduce magic to Mystara. Mystara begins to leech magic from their world.

(Source: Dragon's Tomb, p.259)

B/W Prehistory & BC 4000 Rise of Lizard Men Empire

Having migrated from Malpегghi Swamp, intelligent Lizard Men establish a civilisation in the swamps and caves of what is later to become Nithia.

(Source: Gaz 2, pp 43, 49, 59)

BC 10,000 Brute-Men & First Humans Created

Brute-Men are created in Brun by an unknown immortal (*possibly Odin*). First humans created at about the same time.

(Source: Hollow World DM's Sourcebook pp. 40-41, 110)

B/W BC 10,000 & BC 6,000 Brute-Men

The Brute-Man Ka-gar is born.

Ka-gar embarks on the Path of the Polymath, sponsored by Ka.

Ka-Gar achieves immortality in the Sphere of Matter and becomes a patron of the arts.

Brute-Men become extinct, Ka-gar moves some to the Hollow World.

(Source: Hollow World DM's Sourcebook pp.4, 6, 9, 10, 61, 110; WoI Book I p.24)

After BC 10,000 Human-Abelaat Conflict

Humans refer to a'bay'ottes as abelaats and hunt them as blood-sucking creatures of darkenss. Abelaats respond by hunting humans for food. Eventually only a few abelaats survived in remote areas – mountains, valleys and the deepest gorges.

(Source: Dragon's Tomb, pp 259-260)

BC 6000 – 5001 OLD STONE AGE

(Source: Hollow World DM's Sourcebook p.10)

BC 6000 Dawn of the Sentient Races

Humans are tribal hunter-gatherers, mostly of the plains and light forests. The Neathar roam the Midlands of Brun just south of the Arctic Circle, the Oltecs southern Brun 45 degrees north and the Tanagorons southern Skothar just south of the northern tropic. The humans worship their creators: Neathar - Wotan (Odin All-Father), Oltecs - Oztziotl (Ixion) and Kalaktatla (Ka), Tanagoro - Korotiku. The Karimari inhabit the Nakakande Rain Forest.

Dwarves are barbaric mountain and foothill dwellers, mostly goatherds, from the Altan Tepe range to the Final range in eastern Brun. They do not venture underground.

Elves are sheltered, nurtured and protected by the forest spirits that they worship (Ordana) in southern Davania.

Aquatic elves inhabit the ocean and worship Manwara (Protius).

(Sources: Hollow World DM's Sourcebook pp.9-10 & Hollow World Pre-Cataclysmic Map, CoM, Explorer's Manual, p.43)

BC 6000 – BC 5000 Chuarbhidhe's Timestop Service

The 6' rabbit form pooka, Charbhidhe, first uses his timestop device to assist the Fairy Court in hearing petitions.

(Source: PC1, DMs, p. 53)

BC 5000 – BC 4001 THE FIRST CIVILISATIONS

(Source: Hollow World DM's Sourcebook p.10)

BC 5000 Evergrun Founded, Writing Invented & Empire of Thonia Founded

The forest spirits stop sheltering the elves. The elves leave their paradise and found their first civilisation in Evergrun (southern Davania, 50 degrees S, 90 degrees W).

(Source: Hollow World DM's Sourcebook p.10 & Hollow World Pre-Cataclysmic Map)

The Oltec, Ssu-Ma, invents spellbooks and magic scrolls. Ssu-Ma attains immortality on the Path of the Epic Hero in the Sphere of Thought, sponsored by Korotiku?

(Source: WoI Book 1, p. 41)

The First Thonian Republic (aka the Golden Empire of Thonia) is founded in E Brun.

(Source: DA1, p.3)

B/W BC 5000 & BC 3501 Aquatic Elves Migrate to Evergrun

The aquatic elves leave the sea to live amongst the Evergrun elves.

(Source: PC3, Sea Peoples Book, pp 40 & 42)

B/W BC 5000 & BC 4800 Calitha Starbrow & Ilsundal

Calitha Starbrow and Ilsundal were part of the first generation of elves born in Evergrun.

(Sources: Hollow World DM's Sourcebook pp.100 & 104, Gaz 9, DM, p.42)

B/W BC 4600 & BC 4100 Calitha Starbrow Takes Path of Dynast

Calitha Starbrow takes the Path of the Dynast in the Sphere of Time. She travels forward in time on 3 occasions to save her dynasty, ie the Meditor Elves.

(Sources: Hollow World DM's Sourcebook p.100, Gaz 9, DM, p.42)

B/W BC 4500 & BC 4000 Calitha Starbrow Immortal

Calitha Starbrow achieves immortality, sponsored by Ordana, creating the Pearl of Power in her test. The Pearl of Power is given to the Meditor Clan.

(Sources: Hollow World DM's Sourcebook p.100, Gaz 9, DM, p.42, WoI Book I p.18)

B/W BC 5000 & BC 4500 Razud

On another world, Razud a powerful Cypric wizard embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Ixion.

Razud attains immortality.

(Source: WoI Book 1, p. 36)

BC 4914 Births: Uberstar Khazakhum?

The old dwarf Uberstar Khazakhum is born in the Northlands of Thonia.

(Source: DA1, p.63)

BC 4520 Uberstar Khazakhum Plans the Great Mines of Northern Delving?

Uberstar Khazakhum lays out the Great Mines of the Northern Delving in the Crystal Peaks.

(Source: DA1, p.63)

B/W BC 4580 & BC 4530 Khoronus Born

Khoronus born in the Thonian Empire.

(Source WoI Book 1, pp. 25-26)

BC 4500 Beastmen Created, Overlord Enslaves the Veydran & Blackmoor Founded?

Hel creates Beastmen (the Grruuk in their own tongue) from the reincarnated souls of evil beings. The Beastmen appear in the Borean Valley, northern Brun in the Arctic Circle and worship Hel

(Source: Hollow World DM's Sourcebook p.10 & Hollow World Pre-Cataclysmic Map)

The Overlord (a crystal like being from the outer planes) comes to rule the world of the Veydran (intelligent wyvern-like creatures). However, they know his true name and he cannot control them through will. He then destroys their civilisation and landscape by a great wind of fire.

(Source: Dragonmage of Mystara, pp.269 & 380)

Thonian colonists including Khoronus, found the settlement of Blackmoor on the south coast of the Black Sea (Great Bay?) in the Northlands. The settlement is

founded on an area of strange black rock which is later discovered to be the source of powerful, wild magic. Khoronus becomes a councillor to the ruler of Blackmoor.

(Source: DA1, pp.2 & 45, Source WoI Book 1, pp. 25-26)

Thonian control ends at the Misauga River. Many escaped criminals, slaves and serfs flee to farm the west bank of the Misauga, calling themselves the Unwanted. The Unwanted come under the protection of the Duchy of the Peaks.

(Source: DA4, p.26)

B/W BC 4500 & BC 4440

Khoronus becomes concerned with some decisions Blackmoor's rulers are making. He builds a time machine to venture into the future to discover what happens to Blackmoor. He is horrified to discover the destruction of Blackmoor. Khoronus travels a century into the future to convince a number of his descendants to travel to another world where another Blackmoor culture can be built and preserved.

Khoronus finds a time travel artifact that is more reliable than his time machine. Once his dynasty was secure, Khoronus sent his artifact well into the future to prevent its use to sabotage his dynasty. Khoronus then became immortal in the Sphere of Thought on the Path of the Dynast. Khoronus through time travel was his own sponsor.

(Source WoI Book 1, pp. 25-26)

B/W BC 4500 & BC 4300 Expansion of the Unwanted

A second wave of people fleeing Thonian law settle the sea coast between the Barrier Swamp and the Misauga River.

The Unwanted gradually expand their holdings to 40 miles west of the Misauga River from the sea to the Hills of Ten.

Over the next several decades, the Unwanted's population grows and the settlements of Robinsport, Port Dacoit, Hanford & Silverbell are founded.

Thonia goes through political upheaval and a number of noble families flee to the territory of the Unwanted. With no remaining free land, the noble families either found merchant houses in the towns or pioneer new settlements in the wilderness. Southport was one of these settlements, founded by the Rothermans to take advantage of new trade in hides and furs from the Plains of Hak. The Barony of Cleve is founded by the Campbells in the Vale of Glenfinan (between the Gargoyle and Ten Hills). The Stuyvesants and Van Rijns become merchants in Port Dacoit. The Walcherons and Peels become merchants in Robinsport. The Gladstones become merchants in Silverbell (White) and Hanford (Red). The Degerns found the settlements of Oktagern and Rusagern. Within a few years of arrival, the noble families extend the territory of the Unwanted from the western edge of the Barrier Swamp to Southport.

The Duchy of the Peaks provides protection for the Unwanted against Thonian reprisals and nominally claims their territory.

(Source: DA4, pp.26-27)

BC 4300 Thonia Crosses the Misauga River

There are now 10 self-styled barons of the Unwanted either ruling baronies or heading merchant houses (Stuyvesants, Peels, Walcherons, Degerns, Cadet Degerns, “White” Gladstones, “Red” Gladstones, Rothermans, Campbells & Van Rijns).

Thonian settlement reaches the east bank of the Misauga River. Thonia demands the Duke of the Peaks to return its slaves and escaped criminals, but the request is refused. Thonia starts building the War Road through the Great Dismal Swamp to prepare for invasion of the territory of the Unwanted. The Unwanted appeal to the Duke of the Peaks for assistance, but he refuses realising the Thonians are serious. The Duke sends a delegation to the Thonians in an attempt to make peace.

Thonian forces then cross the Misauga River and burn the town of Hanford. The Barons of the Unwanted offer token resistance and withdraw to the Brushy Fen. Against the advice of Blackmoorians, the Thonian commander leads his 3,800 strong force into the Brushy Fen. 4 miles inside the fen, the imperial army is cut to pieces by the Unwanted, only 400 survived (mostly colonials).

6 months after the victory at Brushy Fen, the Unwanted barons proclaim the Duchy of Ten, independent of the Duchy of the Peaks. The duchy rulership sits with a Council of Ten comprised of the 10 Barons. The Estates General is formed to represent the peasantry, tradesmen and the church. The Council of Ten chose 1 of the number to act as Chief Executive for a term of 4 years. The Castle of Starmorgan is constructed as the seat of the Council of Ten.

(Source: DA4, pp.26-27)

BC 4155 Order of the Frog Founded?

Monks of the Swamp found the Order of the Frog in Vestfold. They believe that humans are too weak to survive as a race. Instead, they must breed a tougher sentient race from frogs. The order attracts few numbers. When they start sacrificing humans, the locals drive them out of Vestfold and they flee to Frog Island in the Great Dismal Swamp. There they build the Temple of the Frog in the shape of a frog.

(Source: DA2, pp 4, 9, 28)

BC 4104? Menander Ithamis Becomes Clanmaster of the Red Wood

Menander Ithamis becomes Clanmaster of the Red Wood elves.

NB: Elves did not migrate to Blackmoor until BC 3500.

(Source: DA1, p.54)

BC 4085? Salt Town Founded

The village of Salt Town is founded in E High Hak by Thonian artisans, craftsmen and traders with the permission of the Sirk am Peshwah.

(Source: DA3, p.27)

BC 4076 Births: Gul Hadda

Gul Hadda is born amongst the Afridhi in the Goblin Kush (Icereach Range?).

(Source: DA4, p.42)

BC 4047 Births: Umra Dir

Umra Dir is born amongst the Afridhi in the Goblin Kush.

(Source: DA4, p.45)

BC 4042 Births: Gregor Mendicamp

Gregor Mendicamp is born in the Duchy of Ten.

(Source: DA4, p.42)

BC 4034 Gillian Stone Quarry Abandoned

The Duchy of Ten's stone quarry at Gillian is abandoned.

(Source: DA4, p.29)

BC 4032 Births: Rissa Aleford, Kay Dergen

Lady Rissa Aleford is born in Lake Gloomy. Her mother dies during her birth.

(Source: DA1, p.57)

Kay Degern is born in Oktagern.

(Source: DA4, p.44)

BC 4030? Iyx Crowned Emperor of Thonia

Iyx is crowned Emperor of Thonia in Mohacs.

(Source: DA1, p.3)

BC 4028? Afridhi Invasion & Umra Dir Becomes a Priestess of Zugzul

High Priestess Toska Rosa of the Afridhi proclaims that it is Zugzul the One's will that the Afridhi conquer the lands to the east. The Afridhi light infantry, bowyers and slingers descend from the Goblin Kush mountains to the east on their mountain ponies in vast numbers. They attack the Valemén, defeat their armies and overrun their settlements.

(Source: DA1, p.3)

Umra Dir becomes a Priestess of Zugzul.

(Source: DA4, p.45)

BC 4027? Afridhi Hunt Down Valemén

The Afridhi hunt down and kill/capture the Valemén that survived last year's attacks.

(Source: DA1, p.3)

BC 4026 Afridhi Enter the Plains of Hak

The Afridhi force captured Valemén to train them in heavy infantry tactics which the Valemén said were very effective against the horsemen of the Plains of Hak.

Once High Priestess Toska Rusa was satisfied with the training near the end of the year, she ordered the Afridhi to enter the Plains of Hak with contingents equipped as heavy infantry. 170,000 Afridhi including non-combatants marched into the plains. The Vales becomes the first province of the Afridhi Empire.

News of the Afridhi invasion reaches Emperor Iyx of Thonia. He takes no notice of the movement of barbarians in a far away place.

(Source: DA1, p.3)

BC 4025 Afridhi & Peshwah Clash & Thonia Builds Fort Mugger

The Afridhi army attacks the Peshwah horsemen in the Plains of Hak. The Afridhi observe the Peshwah cavalry and decide to form their own to check the enemy. They train to ride and fight on horses and develop a cavalry.

(Source: DA1, p.3)

In response to the Afridhi pushing the Peshwah back, Thonia builds Fort Mugger in the south of the Eastern Hak and is garrisoned by 600 men of the 17th Kurgan Lancers Regiment of Cavalry, commanded by Captain Peshtan Tiza.

(Source: DA3, p.25)

BC 4024 Hak Becomes the 2nd Afridhi Province

The Afridhi defeat the Peshwah and add the Plains of Hak as their 2nd province. Led by Sirk am Peshwah, the remaining 14,000 Peshwah retreat 300 miles to the High Hak and Eastern Hak.

(Source: DA1, pp.3 & 60)

**BC 4023 Afridhi Invade Duchy of Ten & Hieronymus Castegere
Liquidates Robinsport Assets
Births: Gerry Castegere**

The Afridhi invade the Duchy of Ten, a state with a population of 75,000. The Tenians are overconfident with their heavy armour and warhorses against the “barbarian” Afridhi. In the first battle, the Afridhi infantry withstand the charge of the Tenians heavy cavalry, then their bowmen pick them off. The Afridhi light cavalry does a good job harassing the Tenian infantry as the Afridhi infantry gets on top. The Afridhi win the battle. The Tenians regroup for the second battle, but the Afridhi are victorious, proving their first victory was no fluke. The Tenians then retreat to their castles and walled settlements and do not offer battle.

The Afridhi equip themselves with the plate armour and warhorses of the fallen Tenians. Captured Tenian officers were forced to train Afridhi heavy cavalry. Captured engineers were forced to teach the Afridhi the art of siege warfare.

(Sources: DA1, p.3, DA4, p.27)

Gerry Castegere is born in Robinsport.

(Source: DA4, pp.11, 41)

Fearing the Tenians will not withstand the Afridhi, Captain Hieronymus Castegere the smuggler, sells all his assets in Robinsport and deposits all his funds with moneylenders in Maus.

(Source: DA4, p.41)

BC 4021 – BC 4017 Blackmoor Petitions Thonia

Alarmed at the Afridhi invasion of the Duchy of Ten, the province of Blackmoor sends delegations to the Thonian capital Mohacs to plead for assistance against the Afridhi or to allow Blackmoor to assist the Duchy of Ten. Their requests are denied and on 1 occasion, Thonia sends a delegation to Toska Rosa bearing gifts. The Thonian delegates and their gifts are promptly sacrificed to Zugzul the One by the Afridhi.

(Source: DA1, p.4)

BC 4020 **Markovic Employs The Warden & Castegere Buys Bulazi Deaths: Blossum Castegere**

Taha Markovic lures the slave master The Warden to leave the emperor's service to look after his own estates. Emperor Iyx is not impressed with Markovic for doing this.

(Source: DA1, p.40)

Captain Hieronymus Castegere the smuggler buys Bhuto Bulazi from a Thonian slave factor and adds him to his crew.

(Source: DA4, p.11)

Blossum Castegere dies of plague in Robinsport whilst her husband Hieronymus is at sea, leaving 3 year old Gerry without a guardian. Hieronymus was distraught upon his return he used his savings plus a ruinous loan from a Robinsport moneylender to purchase a used coaster which he named Blossum. He then took his daughter Gerry (disguised as a boy) with him onto the vessel to be their new home.

(Source: DA4, p. 42)

BC 4018? **Afridhi-Peaks Treaty**

Fearful of the might of the Afridhi Empire, Duchess Sonia Skolako of the Peaks concludes a treaty of non-aggression with the Afridhi High Priestess Toska Rosa.

(Source: DA1, pp.3 & 60)

BC 4017? **Afridhi Conquer Duchy of Ten**

With the approach of the Afridhi army, the Van Rijn family flee Port Dacoit with their possessions on 2 ships to Maus. 300 people of Port Dacoit cross the Misauga in small boats, founding the villages of Fel and Dukane.

The Afridhi smash through the walls of Port Dacoit and force the surrender of the last Tenian army. The Duchy of Ten becomes the Afridhi Empire's 3rd province. 8,000 Tenians were killed in the 7 year war.

(Sources: DA1, p.3, DA4, pp.26-28)

BC 4016? **Tenian Rebellion Crushed, Afridhi Test Thonia, Kingdom of Blackmoor Founded & Afridhi-Hak Skirmishes Begin**

The Afridhi use the Castle of Starmorgan as their capital. Afridhi troops loot the Duchy of Ten, killing 5,000 in a reign of terror. The Afridhi kill all members of 3 baronial families, the Stuyvesants of Port Dacoit, the Peels of Robinsport and the Walcherons of Robinsport. All of the Degerns are butchered in the village square of

Oktagern except for Sir Kay Degern. The Afridhi kill all of the cadet Degern family of Rusagern except Baron Hubal Degern. The Gladstones, cadet Gladstones, Rothermans and Campbells lose at least half their family and most of their property. A thousand prominent Tenians flee by ship to Maus.

The Afridhi outlaw worship of any immortal, other than Zugzul the One in the Duchy of Ten. As 90% of Tenians belong to the Thonian High Church, many are executed. Churches are converted to barracks and stables. The Afridhi also introduced the death penalty for usury, public drunkenness, Tenians bearing arms, dancing on non-religious holidays and secular art. Taxes are raised to crushing levels. In response, the Tenians revolt, but are viciously suppressed by the Afridhi.

The Tenian economy drastically declines.

(Source: DA4, pp.4 & 26-27)

The Afridhi send raiding parties to cross the Misauga River into the Barony of the Lakes of the Thonian Empire to test the Thonians' resolve. They burn many villages, put the populace to the sword and cross the Misauga River back to Ten.

The northern barons rallied to the defence of the Barony of the Lakes and then lead a counter-raid across the Misauga River that cost the Afridhi dearly. High Priestess Toska Rosa was surprised by this counter-attack and had to review her tactics.

The Thonian Governor of the Northlands was instructed to send a force to arrest the Baron of the Lakes for jeopardising the peace between the Afridhi and Thonia. The imperial force (reluctantly sent by the Governor) is stopped at Booh by a force of his and men lead by Uther Andahar, Baron of Blackmoor. The 2 forces withdraw without bloodshed.

Emperor Iyx of Thonia is outraged at the treason of the Barons of the Lakes and Blackmoor and orders their immediate capture and execution. Baron Uther Andahar of Blackmoor demanded a trial by peers according to imperial law. The Emperor sent an Army to the Northlands to arrest Uther. Uther went into hiding assisted by the old dwarves. After months of hiding, moving and skirmishing, Uther and the Northlands army bolstered by a contingent of old dwarves lead by Uberstar Khazakhum Regent of the Mines were strong enough to make a stand against the imperial army at the Battle of Root River. The Barons were victorious. The Great Rebellion of Northlands barons against the Thonian Empire began.

With the Northlands in rebellion and the Tenian rebellion crushed, the Afridhi cross the Misauga River in full force and are met by the Northland Barons lead by Uther at the Battle of the Neck (between Lake Temperance & Bitter Lake). The Afridhi eventually scattered the Barons' troops, but lost 10,000 including many heavy infantry in doing so (mainly their left wing which was trapped against Lake Temperance). The Afridhi were effectively checked and retired to Ten.

The Northlands Barons receive news of another imperial army marching toward them. They held a council of barons at Vestfold and decided to sue for peace with the Emperor. Their first messenger was imprisoned in Mohacs for being a rebel. They

then sent the eldest son of the Baron of Archlis, but he was tried and beheaded for treason. A fortnight later, Uther Andahar declared himself King of Blackmoor and is crowned by Bishop Garamond Bolitho of Blackmoor (Thonian High Church). Uther began raising an army to fight the empire. He called for the other barons to join him of which the Baron Han Aleford of the Lakes and Baron Bascom Unguilian of Glendower immediately rallied to him. Other nobles and adventurers followed and swore fealty to King Uther. The Barons swearing fealty being Piter Rall of Maus and reluctantly Wolper Gannet of Archlis. The King's Companions were formed of some of the finest military commanders in the empire (includes "The Great" Svenny & Peshwa na Shepro). Vestfold is nominated as the capital of the Kingdom of Blackmoor.

(Source: DA1, pp.4-5, 45, 47, 49-50, 52, 56-57, 63-64)

20,000 Afridhi troops remain in Ten with 8,000 non-combatants. The remaining 130,000 or so Afridhi have moved to the Plains of Hak.

(Source: DA4, p.27)

Baron Kay Dergen begins organising Tenians for a second rebellion in the Glens of the Empty Lands (north and west of the Barrier Swamp). The remnants of the Rothermans, Campbells, cadet Dergerns, White & Red Gladstones have formed the Stellar Council, a government-in-exile in the Eaves Forest. The Thonian High Church begins organising Tenian exiles into the Brothers of the Greenwood.

(Source: DA4, pp.19, 26-28)

The Horsemen of Peshwah make sporadic attacks on the Afridhi occupying the Plains of Hak. The Afridhi respond by sending patrols into the High Hak.

(Source: DA4, p.29)

BC 4015 – BC 4011 Great Rebellion

Kingdom of Blackmoor defends itself against the Thonian Empire, Skandaharian raiders, the Egg of Coot and the Afridhi Empire. The Thonian Empire was defeated once and then suffered heavy losses in the Crystal Peaks. Baron Han Aleford of the Lakes is killed in battle against the Thonian Imperial Cavalry in BC 4015. He is succeeded by his daughter Rissa with "the Great" Svenny acting as regent. The Egg of Coot staged 2 coastal raids but they were beaten off by the King's Companions. The Skandaharian raiders attacked once and were defeated at the Battle of the Downs. The Afridhi pushed through all the way to Blackmoor Town before they were driven at the Battle of Blackmoor back to Ten. The hin Timothy "Curlytop" fought with distinction at the Battle of Blackmoor. The Afridhi decide to bypass the Northlands, marching south of the Dragon Hills.

(Source: DA1, pp.5-7, 57, 61, 62)

B/W BC 4015 & BC 4004 Tenian Losses

6,000 Tenians have died under Afridhi rule not of natural causes.

(Source: DA4, p.27)

BC 4014? Menander Ithamis Appointed Lord of the Elves of the North & Bhuto Bulazi Made Bosun of the Blossum

Clanmaster Menander Ithamis of the Red Wood is appointed Lord of the Elves of the North.

(Source: DA1, p.54)

The Blossum is attacked by Frisian pirates. Bhuto Bulazi saves Gerry Castegere's life during the attack. Captain Hieronymus Castegere of the Blossum manumits Bulazi and makes him his bosun.

(Source: DA4, p.11)

BC 4011 Thonia Retreats from the Northlands & Zugzul's Prophecy

Duke Taha Markovic of Borno superbly commands the rear guard of the Imperial Thonian army's long and bloody retreat from the Northlands. Markovic's efforts earn him the nickname "the Iron Duke" from the Northlanders.

Emperor Iyx of Thonia replaces the Governor of the Northwest Frontier with the ambitious Marcovic. Markovic realises he must gain control of the Province of Blackmoor to aid his bid to become the Thonian Emperor of All.

(Source: DA1, pp.5-7, 57, 61)

Outraged at the Afridhi's defeat by Blackmoor, Zugzul the One communicates with High Priestess Toska Rusa. Toska Rusa orders all she says to be written down by Belerephon, a Tenian scribe. Zugzul speaks through his High Priestess, ordering a Well of Souls to be constructed in the Tor Kurram volcano of the Barrens of Karsh. Hundreds of victims must be sacrificed in the fiery well until enough energy has been created to complete it, so that its power can assist the Afridhi to victory over Blackmoor, then Thonia. However, the Well of Souls can be destroyed by those not yet born.

Toska Rusa collapses from her trance and does not wake for 3 days. During this time, Belferon makes a copy of the transcript and gives it to a woodcutter who is associated with the resistance movement. When Toska Rusa awoke she ordered Belferon and any Tenians he may have spoken to be killed. All are killed, except the woodcutter who escapes and delivers the message to the Brothers of the Greenwood resistance movement in the Wilds of Ten.

The Afridhi search for Tor Kurram.

(Source: DA4, pp.5 & 8)

BC 4011 – BC 4006? Blackmoor Grows

With peace in the Northlands, new settlements are founded between the Crystal Peaks the Wurm River. The village of Dragonia, part of the new Barony of Dragonia awarded to Shepro (aka Peshan na Shepro) for his service during the Great Rebellion. Dragonia protects Blackmoor from the Horsemen of Peshwah's Bortai Tribe who Shepro once lived amongst. The Shire of Ramshead is awarded to the hin Philo Holbytn for his leadership during the Great Rebellion. The Baron of Williamsfort is exiled for excesses. Williamsfort now comes under the jurisdiction of the crown. A new Barony of Newgate is awarded to "The Great" Svenny. Brother Richard "the Flying Monk" of the High Church of Thonia founds Fairfield Abbey. Richard's brother Bosero "the Drunkard" builds a tower south of Bass Lake. The University of Blackmoor is founded with men, elves, old dwarves and hin invited to attend. Threatened by knowledge being made available to all, a group of wizards lead by Tamis Azkanikin "the Green Man" form the Wizards' Cabal to oppose Uther and his university. The old dwarves of the Crystal Peaks oppose to technological studies of the university.

(Source: DA1, pp.5, 44, 51, 53, 55-56, 61)

B/W BC 4011 & BC 4004 Afridhi Work on Well of Souls Project

The Afridhi search for and locate Tor Kurram in the Barrens of Karsh. They begin building circa 120 miles of road to the hill from their capital Starmorgan with Tenian slave labour. Once the road is complete, they begin excavating the hill and construct a Temple Forge and the Well of Souls.

(Source: DA4, p.8)

Concerned at the growing resistance movements of the Tenians in the Eaves and the Empty Lands, the Afridhi build a series of forts and roads from the Root River to the Thunder River. The forts built are Jank, Jamud, Wazir, Peiwar, Khost & Sherpur. 6,000 troops are diverted from the Misauga River to these forts.

(Source: DA4, p.27)

BC 4010? FSS Beagle Crashes & Saint Stephen Takes Over the Order of the Frog

The space ship FSS (Federation Star Ship) Beagle from another galaxy makes a crash landing on Mystara in a barren valley south of Blackmoor (Valley of Ancients). Most of the light green skinned crew survive. The ship sends out a distress signal, but a rescue ship does not come (the crew did not realise they had crossed into another dimension and the distress signal could not reach their home dimension). The local sand folk are in awe of the aliens who they call gods and their spaceship the City of the Gods.

Captain Bork Riesling orders the crew to go into suspended animation to await rescue and forbids any interaction with the locals as prescribed by Federation regulations. A group of dissident crew members don't believe they will ever be rescued and want to

enslave and industrialise the primitive world around them. After a heated debate, the dissidents mutiny and try to take over the ship. Riesling and his loyal crew defeat the mutiny. The surviving mutineers Stephen Rocklin “the Rock” (security officer) and his 4 companions Brand Kirk (hydroponics tech), Dygar Mendel (quartermaster’s mate), Lynn Raup (assistant security officer) and Willis Strom (assistant engineer) flee in a lifeboat. Riesling sends the cyborg Weewak to hunt them down and orders extra defences to be set up to protect the ship from the mutineers and the planet’s natives. The crew are then placed into suspended animation.

(Sources: WoI Book 1, p. 17 & WoI Book 2, p.6, DA3, p.3)

Rocklin and his 4 companions Kirk, Mendel, Raup and Strom are shot down near the Temple of the Frog in their escape lifeboat by a hellbore missile from the FSS Beagle. Stephen uses technology to awe the Order of the Frog whose High Priest makes the 5 crew members saints. Not long afterwards he convinces the Order to sacrifice the High Priest to the Frog and make him High Priest. He begins adding technology to the Temple of the Frog. He re-organises the Order’s hierarchy, appointing Saint Brand as Rector, Saint Dygar as Chancellor, Saint Lynn as Guardian, Saint Willis Strom as Magus and Saint Sefton Brill as Chief Keeper. Saint Sefton is in charge of the 32 Keepers of the Frogs. Below the Saints and Keepers rank the 16 inner circle monks, the 20 outer circle monks, the 30 acolytes and then the 200 lay brothers. Saint Stephen uses a behaviour modifying device to control the order’s members. He orders the creation of Frog Folk by performing genetic surgery on humanoids. The Keepers of the Frogs resent Stephen for usurping their frog species creation efforts. The order begins an active recruitment drive.

(Source: DA2, pp.9 & 13)

BC 4009 Blackmoor Agents Reach City of the Gods

Blackmoor learns of the City of the Gods in the Valley of the Ancients. An expedition lead by Fletcher William “the Fetch” travels to the city to seek an alliance. Less than a third of the party makes it back to Blackmoor. The rest were killed by desert monsters and metal warriors of the City of the Gods. They tried to contact the Gods but got no answer.

(Sources: DA1, p.49, DA3, p.7)

BC 4008 Gregor Mendicamp Flees to Blackmoor

Hunted by the Afridhi, Priest Gregor Mendicamp of the Thonian High Church flees the Duchy of Ten for Blackmoor town where he joins Bishop Garamond Bolitho of Blackmoor.

(Source: DA4, p.42)

BC 4007 Bascom Unguilian Missing

Agents of the Egg of Coot kidnap the bride of Baron Bascom of Unguilian on his wedding night. The Baron leads a band of 6 retainers to the Realm of the Egg to recover his bride, but is not heard from again.

(Source: DA1, p.47)

BC 4006 Uther Andahar Kidnapped & Timothy Elected Sheriff of Booh & Regent of the Northern Hin

Markovic's spies find one of the wizards who designed the Comeback Inn where King Uther was known to frequent in disguise. After many discussions and gold changing hands, the wizard revealed the secrets of the Comeback Inn to Markovic and his wizard. Markovic's wizard then treacherously killed him. Markovic's agents began infiltrating the Comeback Inn over many months to carry out the plan of capturing King Uther and taking him through the time portal of the inn. Melanie Arquette was employed as a serving wench to assist the "guests" to go through the gate.

On midsummer's night, King Uther went in disguise to the Comeback Inn to hear the talented Thonian songstress Lola Dafin (an agent of Markovic). Suddenly the King disappeared, teleported by Markovic's agent Dubonino Scatman to the cellar and then transported through the magic portal. The King's Companions searched the inn but found no trace of him. Within hours the Regency Council was in session which decreed that the council had the power of the king in his absence. The Comeback Inn was closed until further notice. All persons at the inn other than the king's Companions were to remain in Blackmoor Town. Those who lived more than 10 miles from the town were ordered to stay at the inn under guard. 2 Blackmoor agents, Alwyn Morland & Veslo Meridian were posted as inn guards. A call went out to all powerful wizards friendly to Blackmoor for assistance. The investigation turned up no clues. All attention now turned to the odd gate in the inn's deepest cellar.

The wizard Robert "the Bald" came up with a theory that some enemy of the king teleported him to the cellar where he was dragged through the portal to another space and time. The fact that he was kidnapped and his kidnappers went through the portal with him led Robert to believe that those who enter the gate can return. The Regency Council set up a magical commission to ponder Robert's theory and doubled the inn's guard. After a year of study, the commission found the gate was only open on the night of the full moon and nothing that went through ever came back.

Whilst the search for Uther continued, Duke Markovic's army was preparing to invade. The Afridhi were on the move. The Egg of Coot's general Prince Moorkok "the Slayer" is training a new army of human slaves & mercenaries to invade Blackmoor. The Skandaharians were building a new fleet of longships.

(Source: DA1, pp.5-7, 55)

Timothy "Curlytop" is elected Sheriff of Booh and Regent of the Hin of the Northern Marches during the hin festival.

NB: Hin did not migrate to Brun until BC 1300.

(Source: DA1, p.62)

**BC 4005 Adventurers from the Future Rescue Uther Andahar,
Bramford Abbey Destroyed, Uberstar Khazakhum
Captured & Rissa Aleford Captured by the Temple of the
Frog**

Suddenly, a group of strangers emerged from the Comeback Inn's gate: Jareel Takis, Thern Mor of Thyatis, Axel Kars from Denagoth, Purda "Blue", Newton Depoe, Alphidia Alkot, Kokra "the Touch" from Ylaruam City, Sean "Boldfinger", Gillam Khandum of the Wendarian Ranges, Ismelian Sotadis "the Archer" of SE Alfheim, Gelon Melandil originally from Alfheim (now Corunglain) and Bob "Silverheels" from the Five Shires, from AC 1000. They eventually rescue King Uther Andahar "the Justifier" of Blackmoor from agents of Duke Taha Markovic of Borno "The Iron Duke" from the Comeback Back Inn of the future.

(Sources: DA1, p.7, DA3, pp. 47-48)

Agents of Duke Taha Markovic "the Iron Duke" of Borno, destroy Bramford Abbey and capture all the monks in the process. Baron Bram Tagus of Bramwald blames the Regency Council of Blackmoor.

(Source: DA1, p.48)

Uberstar Khazakhum, Regent of the Mines, leads his fellow old dwarves on a Beastman of the Black Hand hunting expedition in the Stormkiller Mountains, but he is captured and enslaved by the beastmen. The 6th Dwarven-Beastman war erupts. The old dwarves attack the Black Hand's stronghold, but are defeated. They instead raze their lands. The orcs retaliated and even made it to the gates of Northern Delving. Lortz Kharnundrhum is appointed Regent of the Mines.

(Source: DA1, pp.44, 52-53, 63-64)

Temple of the Frog cultist attacks on the settlements of the southern lands of the Barony of the Lakes increase. The Frog cultists raid the Village of Burrit on the edge of the Great Dismal Swamp and carry away 25 villagers. Baroness Rissa Aleford of the Lakes leads a small band to try to rescue the villagers. Rissa and her party are ambushed by Frog cultists lead by Commander Skilk near the Root River. Rissa and her guard were taken prisoner, while 2 men escaped. 1 made it back to South Pim bringing news of the Baroness' capture. King Uther Andahar "the Justifier" of Blackmoor bows to the Regency Council's wish and nominates "the Great" Svenny to try to find Rissa instead of going himself. Svenny's party finds the site of the skirmish, but no tracks of the attackers. Svenny returned with only 1 clue, a brooch of a frog with a human in its mouth. Uther appointed Jallapiere as temporary ruler of the Barony of the Lakes.

After weeks of investigation, agents of Fletcher William "the Fetch" find a cleric in the city of Maus who recognises the brooch as belonging to the Order of the Frog of Frog Island in the Great Dismal Swamp. After more investigation Fetch discovers

that Miklos Haruska “Old Slyboots” Guildmaster of the Vestfold Thieves’ Guild has been to the Temple of the Frog. Haruska was summoned to Castle Blackmoor and told King Uther that he was supplying the Monks of the Swamp with recruits from Vestfold’s criminal underworld. Fetch comes up with a plan to have agents pose as recruits to find the Temple of the Frog and rescue Rissa. As his regular agents may be recognised, Fetch recruits adventurers from the future. The recruits are Jareel Takis, Thern Mor, Axel Kars, Purda Blue, Newton Depoe, Alphidia Alkot, Kokra “the Tough”, Sean “Boldfinger”, Gilliam Khandum, Ismelian Sotadis, Gelon Melandil and Bob “Silverheels” from AC 1000.

The adventurers rescue Rissa and her 5 guardsmen, as well as other captives and flee Frog Island. The cyborg sent by the FSS Beagle to hunt Stephen and his crew, self destructs collapsing the Temple of the Frog. Fighting breaks out between the monks and the Frog Towners. High Priest of the Order of the Frog Saint Stephen Rocklin “The Rock” escapes. The adventurers return to Blackmoor with Rissa. The Barony of the Lakes army marches on the Temple of the Frog, but finds it ruined and abandoned.

(Source: DA2, pp 3-4, 45, 47)

After the army of the Barony of the Lakes departs, the Order of the Frog begin rebuilding their temple. Saint Stephen begins rebuilding the Order of the Frog to capture the FSS Beagle to give him access to more technology. To that end he creates the Soldiers of the Frog. Saint Stephen leads the Soldiers of the Frog on a successful raid into the FSS Beagle. In response, Captain Riesling increases security, orders Dbot patrols of the surrounding land, surgically altered the cyborgs Fritz and Karl to look like him and accompany him at all times, makes a treaty with the Chief Da-Nel of the Ngumalakka Sand Folk Tribe of the Valley of the Ancients in violation of Federation regulations and orders all crew to be conditioned to combat Saint Stephen’s conditioned followers. To seal the treaty, Riesling gifts Da-Nel a suit of battle armour and a communicator.

The Sand Folk attack the Soldiers of the Frog sustaining serious casualties due to the Froggies technological weapons. In response, the Ngumalakka Tribe lead by Chief Da-Nel raid the City of Gods for weapons in defiance of the treaty and lose many to the defences of the city.

Riesling becomes increasingly paranoid of mutiny and accuses junior crewman Rikart Betz of stealing some of his fruit and smuggling it to mutineers. Betz panicked and escaped to the east in a stolen scout. The scout caught fire and Betz crash landed at benbow’s Hectare, south of Dragonia. When confronted by Garney Benbow, Betz aimed his hand blaster at him, but was killed by a bolt from Benbow’s crossbow.

(Source: DA3, pp.4, 6-7, 13-14, 42)

King Uther Andahar of Blackmoor learns of a wizard crashing in an egg at Benbow’s Hectare, south of Dragonia. He is disturbed by reports that Froggies were seen investigating the egg. Bosero “the Drunkard” is dispatched to study the egg. He dispatches adventurers from the future Alphidia, Axel, Bob, Gelon, Gillam, Ismelian, Jareel, Kokra, Newton Purda, Sean and Thern as well as Brother Richard “The Flying

Monk, Baron Peshwan na Shepro of Dragonia to investigate the egg, the resurgent Froggies and the City of the Gods. Whilst investigating the egg, Bosero activates a signalling device that triggers the FSS Beagle's computer to send 6 Dbots to the signal. The Dbots grab Bosero, destroy the egg and return to the FSS Beagle.

The adventurers manage to penetrate the city's defences, free Bosero and return to Blackmoor with some strange artifacts. The mages and sages of Blackmoor begin studying these strange artifacts.

(Sources: WoI Book 2, p.6, DA3, pp.4, 7, 11-12)

BC 4004 Afridhi Bolster Defences in the Plains of Hak, Fort Peiwar Harrased & Blackmoor Agents Destroy the Well of Souls

Fearful of a full scale invasion by the Horsemen of Peshwah, the Afridhi move 2,000 troops from the banks of the Misauga River to the Plains of Hak. They re-open the stone quarry at Gillian to assist construction. Construction of new roads from Rusagern to the Vales and from Fort Jank to Fort Jamud begins.

(Source: DA4, p.29)

Baron Kay Degern of Oktagern's rebel army harrases supplies to the Afridhi's Fort Peiwar, killing over 300 Afridhi in 5 months.

(Source: DA4, p.29)

Zugzul's Prophecy recorded by Belerephon the scribe in BC 4011 has for the past 7 years been passed through the Brothers of the Greenwood. From them the message finally reached Priest Gregor Mendicamp of the Thonian High Church, refugee from Ten now living in Blackmoor town. Mendicamp showed the message to Bishop Garamond Bolitho of Blackmoor who called in Blackmoor's chief agent Fletcher William "the Fetch". Fetch immediately realises he has in his service agents who are not yet born – they are from the future and could destroy the Well of Souls before it is complete.

Sun Brother Kridor the Sollux is drawn to Tor Kurram by the large number of efreet gathering who are his hereditary enemy.

The Blackmoor agents plus Gregor Mendicamp board the ship Blossum and are smuggled into Robinsport. They disguise themselves as Thonian scribes and make their way to Tor Kurram. At Tor Kurram they push the near complete Well of Souls into a lava pit, destroying it. The agents escape Ten, dodging Afridhi patrols and soul eaters sent by Zugzul.

(Source: DA4, pp.5, 8, 19, 24-25)

BC 4000 – 3001 ERA of BLACKMOOR

(Source: Hollow World DM's Sourcebook p.10)

BC 4000

Rise of Blackmoor and Oltec Empires

Blackmoor in Norwold (deduction from DA1 & HW DM guide, reject HW Map - Skothar, reject Gaz10 Upper Borea) begins a meteoric rise based on alien sciences, wild magic and technology. It conquers/assimilates all surrounding tribes.

Blackmoor defeats the Thonian Empire and the King of Blackmoor becomes the Thonian Emperor. Blackmoor defeats the Afridhi Empire and the Egg of Coot. The Duchy of Ten, the Vales, the Peshwah, the Duchy of the Peaks acknowledges Blackmoor's hegemony. An alliance is formed with the City of the Gods. Saint Stephen is killed. The Skandaharians stop raiding the Blackmoor and Thonian coasts.

(Source: Hollow World DM's Sourcebook p.10)

The Oltec civilisation rises in southern Brun underpinned by the technological advantage of mastering the workings of bronze and copper. They do not have any contact with Blackmoor, as they are sheltered by deep forests and forested hills. They build an empire by conquering/assimilating neighbouring tribes. Typically, they would take hostages from a conquered tribe and allow them to self rule as long as they paid a tithe and did not rebel. The conquered tribes gradually adopted Oltec culture which was taught to them and superior to their own.

(Source: Hollow World DM's Sourcebook pp.10 & 79, & Hollow World Pre-Cataclysmic Map)

BC 4000

Alphatians Conquer Cypric Civilisation

In the Alphatians' galaxy, the Alphatians conquer the planets of the Cypric peoples and largely adopt their culture and begin to intermarry. Some Alphatians adopt worship of the Cypric immortal Razud.

(Sources: DoE Book 1 pp. 5-6 & WoI Book 1, p. 36)

B/W BC 4000 & 3001

Rathanos & Shani Kijiji Founded

Rathanos was born in the Oltec civilisation.

Rathanos begins studying fire-based magic.

Rathanos embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Ixion.

Rathanos attains immortality (before 2400BC).

(Source: Hollow World DM's Sourcebook p.114 & WoI Book 1, p.35)

The Karimari found the settlement of Shani Kijiji in central Ulimwengu.

(Source: CoM, Explorer's Manual, p.43)

BC 39??

FSS Beagle Implodes

Ogdoban Treel awakes from suspended animation on the FSS Beagle to tend to routine maintenance of the ship. From the ship's surveillance devices, he discovers that the ship's defences have been penetrated and looting has taken place by the planet's natives quite regularly. He also noticed the captain and other crew members had disappeared. Feeling abandoned and vulnerable he decided to negotiate with the next band of intruders. When the next band of intruders came in, he offered them information on the great secrets of the ship's technology in return for a life of luxury and wealth. They agreed. So Treel allowed systematic looting of the ship. Knowing that the other crew members would not allow this, Treel sabotaged their life-supports to kill them. However, First Assistant Engineer Rheddrian Benekander had tinkered with his life-support capsule and had installed a back-up power supply and a thaw out mechanism if the primary power supply failed. Benekander came out of suspended animation and discovered Treel's betrayal. He cautiously gathered reconnaissance before acting. His first action was to re-programme the D-Bots to attack all intruders. This they did and drove out all the looters. He then made his way to the engine's core where he found that critical devices had been removed and that the ship was about to explode with such force that the entire planet would be vaporised. Benekander quickly set about trying to contain the explosion. He succeeded in turning the energy of the explosion inward, so that the ship imploded and was destroyed. The engine survived the implosion and was driven several hundred feet into the ground. The powerful energy of the explosion transformed the engine into the Nucleus of the Spheres. All that was left was a big crater with a glass bottom. The blast mutated creatures in its vicinity. Rheddrian Benekander's life force and energy from the blast become trapped into his security disc which expands into a mirror-shield. The next looting party to the valley concluded that the ship had taken off.

(Source: WoI Book 2, p. 7)

BC 3990

Wallara & Aranea Thrive

The civilisations of the Wallaras and the Araneas are thriving.

(Source: Red Steel, Lands of the Savage Coast, p. 6)

B/W BC 39?? & BC 3000 Nucleus of the Spheres Moved, War of the First Dragonlord, Great One Immortal

The Nucleus of the Spheres is discovered by an Old One under the Valley of the Ancients. The Old One marvelled at the device and its energy output, the Radiance, which could be a path to immortality in the Sphere of Energy without undertaking the Path of the Paragon. The Old One moved and modified the Nucleus of the Spheres to be placed in a frozen valley of the Highlands.

(Source: WoI Book 2, p.7)

A group of powerful dragon sorcerers forms to further dragon development. One of their members is The Great One (a cleric of Terra). The dragon sorcerers begin to have delusions of grandeur and seek immortality. The Great One condemns this

practice and leaves the group. The sorcerers' experiments to attain immortality misfire and they instead become gemstone dragons.

The gemstone dragons make war on Blackmoor and achieve a string of victories. In desperation, Blackmoor wizards create the Dragonlord to fight the dragons. Unfortunately, the Dragonlord makes no distinction between gemstone and ordinary dragons and almost wipes out the entire dragon race.

The gemstone dragons withdraw and conduct the war against Blackmoor in secret. Terra sponsors The Great One to immortality on the Path of the Polymath in the Sphere of Matter so he can overcome the Dragonlord. This he does and then explains the distinction of normal and gemstone dragons to the Dragonlord. They then combine forces and rout the gemstones, the remaining ones flee to the Veydran's world where they come under the will of the Overlord. The Overlord learns of Mystara and the gemstone dragons promise to help him to conquer Mystara. They begin reconnaissance of Mystara, building strongholds in the Veydran's world near key places in Mystara where world gates are to be opened.

Fearing the return of the gemstone dragons, The Great One creates the prophecy of the Dragonlord and Dragonking returning to protect the dragons from the gemstones and the wizards of Blackmoor create the Collar of the Dragons for the future Dragonking. The first Dragonlord is then retired and his equipment placed in the Dragonwatch Keep in NW Brun.

(Source: Dragonmage of Mystara, pp.117-119, 270; WoI Book 1, p. 21)

BC 3850 Oltecs Colonise Flatlands

The Oltec Empire colonises the flatlands to the far east which are inhabited by the warlike proto-Azcans. The proto-Azcans begin to call their chief immortal Azca (Ixion) by his Oltec name, Oztzitiotl.

(Source: HWR1, DMs, p.10)

BC3??? Asterius Born

Asterius is born in the Empire of Blackmoor.

(Source: Hollow World DM's Sourcebook p.98)

BC3??? Asterius Becomes a Thief

Asterius comes of age and starts earning a living by being a fence for stolen goods in the Blackmoor civilisation.

(Source: Hollow World DM's Sourcebook p.98)

BC3??? Asterius Becomes a Merchant

After amassing enough wealth as a thief, Asterius becomes a merchant in Blackmoor society, but maintains his links with the thieves' guild.

(Source: Hollow World DM's Sourcebook p.98)

BC3??? **Asterius Seeks Immortality**

Asterius embarks on the Path of the Epic Hero in the Sphere of Thought.

(Source: Hollow World DM's Sourcebook p.98)

BC3??? **Asterius Attains Immortality**

As part of his trial on the Path of the Epic Hero, Asterius destroys a spear artifact crafted by Thanatos which was designed to bring about the destruction of the Blackmoor civilisation. Upon his successful completion of the trial, Asterius becomes immortal, sponsored by Korotiku, and patronises merchants and thieves.

(Sources: Hollow World DM's Sourcebook pp.98 & 116; WoI Book I pp. 15-16)

BC 3500 **Worldwide Update**

Blackmoor Empire is flourishing. It conducts trade and intermittent warfare with the Evergrun elves. The Evergrun civilisation is at its peak. 4 clans of elves (Porador, Felestyr, Celebryl, Gelbalf) decide to colonise near the Blackmoor region. The elven colonists and their brethren in Evergrun embrace Blackmoor's technology.

Blackmoor's priests declare holy war against the Borean Beastmen. Blackmoor hunts down Beastmen (BC 3500 – BC 3200).

A proto-Azcan becomes chief military commander of the Oltec Empire. He uses his position to incite his people to overthrow the Oltec oppressors, reminding his people that they are the sons of Azca not Oztitotl as the Oltecs call him. Azcan cities proclaim their independence, thus begins 5 centuries of warfare.

The widespread Neathar race begins to undergo linguistic and ethnic changes. Dialects emerge and the tribes do not recognise their common origins and kinship.

(Sources: Hollow World DM's Sourcebook pp.10 & 83, Gaz 5, pp 6-7, HWR1, DMs, p.5)

B/W BC 3500 & BC 3100? **Grunland Founded**

Evergrun elves found the colony of Grunland in the forested lands of the Grun River.

(Source: Gaz 5, p.6)

B/W BC 3500 & BC 3001 **Elven Colonies**

More elves migrate to the Blackmoor civilisation. Some settle the forests of Wendar, Geoffron and Lothenar to the south of Blackmoor.

(Source: PWA I, p.87)

BC 3400 Oltecs Settle Savage Coast

Oltes settle the eastern and central Savage Coast to avoid the war with the Azcans.

Oltecs colonise the Savage Coast as far as Bellayne to avoid war with the Azcans. They encounter small bands of manscorpions along the coast and the turtles.

(Sources: Savage Baronies Book I, pp.16 & 18; Red Steel, Lands of the Savage Coast, p. 6)

BC 3300? Benekander's Mirror-Shield Discovered

A red dragon flying over the Valley of the Ancients notices a shiny object in the sand. The object turns out to be a mirror-shield and the dragon takes it back to its lair.

(Source: WoI Book 2, p.7)

BC 3260? Garal Glitterlode Born

Garal Glitterlode is born amongst the old dwarven clans.

(Source: Hollow World DM's Sourcebook p.102)

BC 3200 Beastmen Flee to Hyborea & Dragon War

Blackmoor's crusades of the last 3 centuries have driven the Beastmen north from the Borean Valley to the frozen wastes of Hyborea. The Beastmen adapt to the harsh climate and survive.

(Source: Hollow World DM's Sourcebook pp.10-11 & Hollow World Pre-Cataclysmic Map)

The wizards of Blackmoor defeat the Nation of Dragons and give them an artifact to ensure peace.

(Source: Dragonlord of Mystara, p.134)

B/W BC 3200 & BC 3001 Saerna Born

The grey dragon Saerna is born.

(Source: Dragonking of Mystara, p.289)

BC 3110? Garal Glitterlode Embarks on Path of the Polymath

Garal Glitterlode embarks on the Path of the Polymath in the Sphere of Matter, sponsored by Kagyar.

(Source: Hollow World DM's Sourcebook p.102)

B/W BC 3100 & BC 3050 Djaea Born

Djaea is born in a Neathar tribe close to the city of Blackmoor.

(Source: WoI Book 1, p. 19).

BC 3100 Korin II Crowned Emperor of Thonia & Aquarendi Re-enter the Sea

Korin II is crowned Emperor of Thonia.

(Source: DA1, p.20)

Disgusted by the elves embracement of Blackmoorian technology, a small group of aquatic elves to be known as the Aquarendi appealed to Manwara (Protius) to save them from their forecast destruction. Manwara restores their ability to breathe water, so they return to the sea.

(Source: PC3, Sea Peoples Book, pp.40 & 42)

BC 3088 Niall III Crowned Emperor of Thonia

Nial III is crowned Emperor of Thonia.

(Source: DA1, p.20)

B/W BC 3082 & BC 3032 Djaea Studies Magic

Djaea starts to learn magic use.

(Source: WoI Book 1, p. 19).

BC 3080 Ruxpin I Crowned Emperor of Thonia

Ruxpin I is crowned Emperor of Thonia.

(Source: DA1, p.20)

BC 3077 Oser I Crowned Emperor of Thonia

Oser I is crowned Emperor of Thonia.

(Source: DA1, p.20)

BC 3055? Rafiel Born

Rafiel born in Blackmoor.

(Source: Gaz 13, p.45)

BC 3054 Bodmin I Crowned Emperor of Thonia

Bodmin I is crowned Emperor of Thonia.

(Source: DA1, p.20)

BC 3040 Halkad IV Crowned Emperor of Thonia

Halkad IV is crowned Emperor of Thonia.

(Source: DA1, p.20)

BC 3035? Rafiel Becomes a Nuclear Scientist

Rafiel becomes a nuclear scientist in Blackmoor.

(Source: Gaz 13, p.45)

BC 3030 Ning I Crowned Emperor of Thonia

Ning I is crowned Emperor of Thonia.

(Source: DA1, p.20)

BC 3014 Melnik III Crowned Emperor of Thonia

Melnik III is crowned Emperor of Thonia.

(Source: DA1, p.20)

BC 3010? Garal Glitterlode Immortal

Garal Glitterlode achieves immortality.

(Source: Hollow World DM's Sourcebook p.102)

BC 3005? Djaea Seeks Immortality & Reger I Crowned Emperor of Thonia

Djaea embarks on the Path of the Polymath, in the Sphere of Matter, sponsored by Terra.

(Source: WoI Book 1, p. 19)

Reger I is crowned Emperor of Thonia.

(Source: DA1, p.20)

BC 3004? Blackmoor's Scientists' Discovery

Blackmoor's scientists discover the workings of space ship engine, but find that Mystara's high level of magical energy causes engines of this nature to be very volatile.

(Source: WoI Book 2, p. 7).

BC 3000 – BC 2401 RETURN to the STONE AGE

(Source: Hollow World DM's Sourcebook p.11)

BC 3000 The Great Rain of Fire

1 Nuwmont: Some Blackmoor prototype nuclear engines explode, shifting the world's axis 45 degrees anti-clockwise.

Blackmoor shifts 10 degrees to the north, becoming the frozen wastes of Norwold (southern Great Bay shore), its civilisation destroyed (not quite North Pole). It is submerged by ocean then set in ice.

NB: DA1 sets Blackmoor as the Broken Lands and the Great Rain of Fire in the year BC 2000. This was superseded by the Gazeteer series. Hollow World map sets Blackmoor & Old Thonia in Skothar, however this is inconsistent with all printed material except Blackmoor becoming the North Pole.

Evergrun becomes the south pole. Elven survivors flee to the forested colony of Grunland, centred around the Grun River (aka Green River) in southern Davania. As a result of the Great Rain of Fire, this region begins centuries of volcanic activity. The elves eke out an existence in the harsh climate.

Survivors of the elven colony near Blackmoor (ie Porador, Felestyr, Celebryl & Gelbalf Clans) flee south to the newly formed Broken Lands in SE Brun. They enter the deep cave systems to avoid the after effects of the Great Rain of Fire.

The Oltec and Azcan Empires are destroyed, as the Great Rain of Fire creates the Great Waste where their former lush forest and jungle lands were. The Oltecs and Azcans refer to this as the End of the Fifth Sun. Large numbers of Oltecs and Azcans are transported to the Hollow World by the immortals. The remnants (only a handful), continue their war.

Oltecs set sail to escape the Great Rain of Fire, colonising Oceania and Skothar. Most Skothar colonists farmed the coast whilst the remainder herded aurochs on the steppes. They call their land Jen meaning green.

The Oltecs of the Savage Coast begin referring to themselves as Los Guardianos.

A former Blackmoor colony in Northern Davania, reverts to hunter-gatherer lifestyle (ancestors of the Thratians). They worship Viuden (Odin).

The Tanagoro revert to hunter-gatherer lifestyle on the coasts and in the jungles of their new surroundings. Some migrate to the forests of SE Minaean Coast.

Ice sheets begin to recede from SE Brun (500 year process).

The immortal Ka the Preserver and his immortal allies spend hundreds of years limiting the effects of the Great Rain of Fire. The north and south poles are opened to connect directly with the Hollow World (destroying Evergrun – south pole).

One of the most dangerous of the Blackmoor devices is buried intact under the newly formed Broken Lands.

(Sources: Hollow World DM's Sourcebook p.11 & Hollow World Post-Cataclysmic, Tribal Migration Maps, Gaz 5, p.6, Gaz 14, DMG, p.5, DA1, p.2, Dragon Magazine #175, VPA, p.44, PWA III, pp.39 & 43, GAZ14, DM's, p.3)

Dwarven civilisation begins to decline as they suffer from the fall out of the Great Rain of Fire.

(Source: Hollow World DM's Sourcebook p.52)

Rafiel's mind is not destroyed in the Great Rain of Fire and his thoughts eventually attain immortality in the Sphere of Energy with no sponsor.

(Source: Gaz 13, p.45)

The Old Dwarven underground city of Darmouk in eastern Rockhome is ruined in the Great Rain of Fire.

(Source: Dargonking of Mystara p.153)

The ice age brought on by the Great Rain of Fire destroys the Lizard Men civilisation in what is to become Nithia.

(Source: Gaz 2, p.49)

The Sea of Dread floods the southern continental shelf, forming the Sunlit Sea.

(Source: Gaz 4, p.8)

The Great Rain of Fire draws spirits to Mystara. The spirits connect with the Ethengarian peoples who roam the Northern Wildlands. The Ethengarians begin wandering south in search of warmer lands.

(Source: Gaz 12, DMG, p.3)

The Karimari are unaffected by the Great Rain of Fire and their civilisation begins to flourish.

(Source: CoM, Explorer's Manual, p.43)

Thonian survivors sail northeast and land in NW Skothar, naming the land Thonia.

(Source: DA1, p.2)

Wendarian, Geofronell and Lothenar elves survive the Great Rain of Fire, but revert to savagery as their forests enter an ice age.

(Source: PWA I, p.87)

Some fairies decide they will promote chaos to prevent humans from setting off another cataclysm. They take the red dragon as their symbol and infiltrate human and demi-human settlements. They are the first drakes.

NB: This conflicts with the Dragonlord series which has the creation of drakes much earlier when the Eldar are transformed.

(Source: PC1, DM's, p.39)

Protius creates an enormous bubble from his breath to shield his favoured sea creatures including the Aquarendi and shark-kin from the aquatic effects of the Great Rain of Fire. Once safe, the sea peoples were released, but the sea was now cold. They split up following the warmer currents. Water levels rise.

(Source: PC3, Sea Peoples Book, pp.40 & 42)

A group of fairies become trapped in deep caverns following the The Great Rain of Fire. They found the Kingdom of Annwn.

(PC1, DMs, p. 62)

B/W BC 3000 & BC 2800 Comeback Inn Submerged

Blackmoor's Comeback Inn survives the Great Rain of Fire due to its powerful magical dweomers, but it is buried underwater from the rising sea.

(Source: DA1, pp.6 & 12)

B/W BC 3000 & BC 2250 Urduk Migration

The Urduk Neathar tribe migrates from the Midlands to the Great Waste, adopting a nomadic lifestyle.

(Source: CoM, Explorer's Manual, p.4)

B/W BC 3000 & BC 600 Diulanna

Diulanna is born in the Neathar Tribes of the Jungle Coast.

Diulanna breaks the male-oriented tradition of her people to become a hunter/warrior.

Diulanna is sponsored by Korotiku on the Path of the Epic Hero in the Sphere of Thought.

Diulanna attains immortality and becomes the patroness of will and the descendants of her people, the Thratians.

(Source: Hollow World DM's Sourcebook, p. 100)

BC 2955? Djaea Immortal

Djaea becomes immortal.

(Source: WoI Book 1, p. 19)

BC 2900 Creation of Gnomes

The immortal Garal Glitterlode creates the gnomish race. Colonies are located at the south pole (ice gnomes) and the Altan Tepe mountains near the dwarves (also possibly the Black Mts and the Endworld Spine). The ice gnomes migrate from the south pole to the Fire Bay coast.

(Source: Hollow World DM's Sourcebook p.11 & Hollow World Tribal Migration Map)

BC 2800 IIsundal's Migration, The Fate of the Oltecs & The First Hin

Hin (Halflings) are created in the Kenaron River Valley in central Davania.

In Grunland, there is dissent between the status quo technologists and the challenging view of the Returnists who reject technology and wish to return to the pre-Blackmoor way of the forest. The Returnists, lead by IIsundal the Wise, decide to migrate north in search of their brethren who colonised Brun in the Blackmoor region. Poladan Meditor, assistant relic keeper, secretly takes a fragment of the Pearl of Power to take on the journey. They head northwest through the region of Pelatan.

Another group of Returnists decide not to follow IIsundal and prefer a more direct route. Their first stop is the Kenaron River Valley where they encounter and befriend the first hin (halflings).

The outer world Azcans have shattered the Oltecs. The Oltec race is extinct. Some Azcans survive in the caves of a plateau to the east of the Great Waste, with a few

entering deeper caverns and eventually founding a Temple to Atzanteotl under the Broken Lands.

(Sources: Hollow World DM's Sourcebook p.11 & Hollow World Tribal Migration Map, Gaz 13 p.6, Gaz 9, DM, p.42, Gaz 5, p.6, CoM Explorer's Manual, p.35, GAZ 14 DM's pp. 3 & 5)

B/W BC 2800 & BC 2000 Comeback Inn Moves

Blackmoor's Comeback Inn is buried by ice and begins drifting south on a glacier. 800 years later when the ice recedes, the Comeback Inn is located in what will become the Broken Lands.

(Source: DA1, pp.6 & 12)

BC 2600 Elves Reach Adakkian Coast

The elven migration not lead by Ilsundal, reaches the Adakkian Coast of Davania.

(Source: Hollow World Tribal Migration Map)

BC 2500 SE Brun Ice Age Ends, Northern Reaches Settled, 2nd Elven Migration, Windreach Founded & Taymora Settle Sea of Dread Coast

Ice recedes from the northern areas of the region of SE Brun, except the Highlands.

Gnomes from the Altan Tepes Mountains and Old Dwarves settle the hills and mountains of the Northern Reaches. The lowlands and islands of the Northern Reaches are still submerged.

The region of southern Davania is now referred to as Vulcania due to the intense volcanic activity of the region. The elves of Grunland have forgotten most of their magic and their Blackmoor technology is failing. A second separatist group migrates north, including the Belcadiz Clan.

(Source: Hollow World DM's Sourcebook p.11, Hollow World Tribal Migration Map, Gaz 5, p.6, Gaz 7, pp 4-6)

The hidden city of Windreach is founded by dragons in the cauldern of a tall, extinct volcano in the Wurmsteeth Mountains, Norwold. The Eldar also settle in the city.

(Source: Dragonmage of Mystara, p. 109)

The Taymora venture south into the lowlands from their mountain refuge as the ice sheets recede. They settle on the Sea of Dread coast.

(Source: PC3, Sea Peoples Book, pp.41-42)

Ilkundal's migration reaches the Immortal's Arm. The Ee'ar Tribe stray from the main migration to seek refuge from the deadly migration. They settle in the Neandern Mountains of the Immortal's Arm. The Ee'ar hunter Aeryl climbs a high cloud cloaked spire, walks on the clouds and enters the Kingdom of Faerie.

(Source: Dragon 200, p. 56)

BC 2400 – BC 2001 RECOVERY to EARLY BRONZE AGE

(Source: Hollow World DM's Sourcebook p.11)

BC 2400 The First Humanoids, The End of Grunland & Antalian Early Bronze Age

The Beastmen migrate from Hyborea to Urzud in the Upper Borean Valley now vacant after the destruction of the Blackmoor civilisation. The Beastmen begin to breed true as the first humanoids – kobolds, goblins, hobgoblins, orcs, bugbears, ogres, trolls and giants. One tribe of beastmen migrates north, eventually ending up in the Hollow World.

A great volcanic eruption destroys Grunland. A few surviving elves become nomadic hunters wielding no magic. The Hatwa Clan takes refuge in the Ice Peaks just surviving on little food.

The Anatalians early bronze age culture of Norwold is now very distinct from its Neathar origins. The Antalians spread north along the Norwold coast from the Heldann Freeholds to the Great Bay.

(Source: Hollow World DM's Sourcebook p.11, Hollow World Tribal Migration Map, Dragon Magazine #158, VPA, p 44, Gaz 10 DM's p.4)

B/W 2400 & BC 2000 Morag Defeated

The evil giant Morag's plan of conquering Mystara, Mataria and the sun is progressing well. But then the demi-immortal hero Zarka defeats Morag by trickery and steals the gem containing his soul. Without his soul Morag hardened and became a mountain of iron.

(Source: CM4, p.10)

B/W BC 2400 & BC 1650 Frey & Freyja

Frey and Freyja are born in Norwold. Frey and Freyja embark on the Path of the Epic Hero in the Sphere of Thought, sponsored by Odin. They achieve immortality and are worshipped by their native Antalians, especially freemen and thralls.

(Source: Hollow World DM's Sourcebook pp.101-102)

B/W BC 2400 & BC 1650 Loki

Loki is born in Norwold. Loki becomes a mage specialising in fire-based magics. Loki embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Rathanos. However, Thanatos persuades him to attain immortality in the Sphere of Entropy.

(Source: Hollow World DM's Sourcebook p.109)

B/W BC 2400 & BC 1750 Donar

Donar is born in Norwold. Donar becomes a warrior-chieftain. Prompted by Odin, Donar embarked on the Path of the Paragon in the Sphere of Energy, sponsored by Ixion, defeating many evil wizards. Donar attains immortality.

(Source: Hollow World DM's Sourcebook p.116 & WoI Book1 p. 38)

B/W BC 2400 & BC 1100 Yannifey Migration

Antalians from Norwold sail east to a vast continent and settle. They are called the Yannifey.

(Source: DoE, Book I, p.81)

BC 2300 Elves Migrate to Serpent Peninsula & Enduks Created

Ilkundal's migration crosses the Strait of Izonda in ships built by the Meditor and Verdier clans, and reaches the Arm of the Immortals. They swiftly move up the Arm of the Immortals, then travel along the Savage Coast, before reaching the Serpent Peninsula.

The Ee'aar Clan decides to stay in the Central Arm of the Immortals.

Other elves settle the eastern and central Savage Coast. They co-exist with the Oltecs, but do not interact with them.

The elven migration, not lead by Ilkundal, finish constructing ships and sail from Adakkia to the Serpent Peninsula and meet up with Ilkundal's migration.

The elves dislike the tropical climate and prepare to move on, except the Sheyallia Clan which decide to stay.

NB: CoM Explorer's Manual p.35 notes that the Meditor/Verdier elves sail east from Serpent Peninsula to eventually settle in the Dymrak Forest. This contradicts earlier sources which note the clans travelled overland to the Dymrak.

(Sources: Gaz 5, p.6, Hollow World Tribal Migration Map, Gaz 9, p.4, CoM, Explorer's Manual, p.35, Red Steel, Lands of the Savage Coast, p.6)

As a reward for his outstanding service, Idu (Ixion) grants his herald Gildesh, the monster ruler of the shedus, a group of loyal followers to rule. The Enduks (winged

minotaurs) are created on Orc's Head Peninsula. They are ruled by Priest-King Gildesh I.

(Sources: Red Steel, Lands of the Savage Coast, p.6, Dragon Magazine #200, KWG, p. 60)

B/W BC 2300 & BC 2100 Atziann Born

Under the Broken Lands amongst the underground elves, Atziann is born

(Source: ?)

B/W BC 2300 & AC 835 Gundurrim Defeat Bromdignags

Needing greater territory to support their growing numbers, the Gundurrim (fire giants) invade the lush valleys and forests of the Bromdignag giants and overrun their capital after numerous casualties on both sides. The Bromdignags flee to the mountains where the immortals take pity on them and build them cloud castles on which to live in safety. Thereafter they are called cloud giants.

(Source: AC10, p.43)

BC 2250 Isundal's Migration Crosses the Great Waste & Meditor & Verdier Clans Leave

Isundal's migration crosses the Great Waste from the N Konumtali Savannah to west of the Adri Varma Plateau on route to Wendar.

NB: Hollow World Tribal Migration Map indicates a direct NW route to the Sylvan Realm which differs from Gaz 5 and CoM.

(Sources: CoM, Explorer's Manual, p.4, Gaz 5, p.6)

Prompted by their immortal patrons, the Meditor (worshippers of Calitha Starbrow) & Verdier (woshippers of Ordana) elven clans (aka the Alfasser) leave Isundal's migration at the Serpent Peninsula and head along the south Brun coast.

(Source: Hollow World DM's Sourcebook pp.12 & 104, Hollow World Tribal Migration Map, Gaz 9, DM, pp 4 & 6)

BC 2200 Elves Migrate to the Highlands & Tanagoro Migrate to Serpent Peninsula

A branch of the elven migration leaves Isundal in the Great Waste and heads to the frozen valleys of the Highlands where they settle.

A few survivors of the 2500 BC 2nd elven migration (including the Belcadiz Clan) reach the frozen valleys of the Highlands where they settle amongst their cousins. They hunt with sleds, daggers, bows and spears. White Dragons are prevalent in the Highlands.

(Sources: Hollow World DM's Sourcebook p.12, Hollow World Tribal Migration Map, Gaz 5, p.7; Gaz 3 pp.4 & 5)

Tanagoro colonists settle the Serpent Peninsula. After encountering the Sheyallia Elves, they agree to stick to the coasts whilst they elves keep to the inland forests. But the elves encounter the Karimari of Ulimwengu and learn of their ancient land. They agree not to trespass and so are forced to live closer to the Tanagorons.

(Source: CoM, Explorer's Manual, p.35)

BC 2100 Elven Migration Reaches Sylvan Realm & Meditor/Verdier Elven Clans Migrate to SE Brun

Having wandered along the south coast of Brun through the Barren Plain, the lands of the descendents of the Azcans, the Malpheggi Swamp, the woods south of the Black Spires, Cruth & Black Peak Mountains, the Verdier & Meditor elven clans reach the Dymrak Forest. The Verdier Clan settles in the central woods of the Dymrak Forest, whilst the Meditor Clan settles the coastal region of the Dymrak Forest to the south.

After leaving the Wendarian Valley, Ilsundal's elves made their way through the Great Northern Wildlands to the Upper Borean Valley. From there they headed west to the Yalu River in the Great Northway Lands. Finally, they headed northwest, crossing the Endworld Spine to reach a coastal forest they called the Sylvan Realm where they now decide to settle. .

Ilsundal finishes writing the 48 volumes of the *Heimsleidh* (The Way of the Land). Ilsundal embarks on the Path of the Paragon in the Sphere of Energy.

Gnomes spread to the SE spur of the Altan Tepes mountains.

(Source: Hollow World DM's Sourcebook pp.12 & 104, Hollow World Tribal Migration Map, Dragonlord of Mystara p.150, Gaz 5, p.6)

Taymora begins trading with the Meditor and Verdier elves.

(Source: PC3, Sea Peoples Book, p.41)

B/W 2100 & BC 1920 Eiryndul Born

Eiryndul born in the Sylvan Realm.

(Source: Hollow World DM's Sourcebook p.101)

B/W 2100 & BC 1750 Aquarendi Discover Meditor & Verdier Elves

After centuries of lamenting the fall of elven civilisation in the Great Rain of Fire, the Aquarendi discover the Meditor and Verdier elves living in the forests of SE Brun. The Aquarendi inhabit the Sunlit Sea bordering their land-based cousins.

(Source: PC3, Sea Peoples Book, pp 40-41)

BC 2000 – BC 1751 MIDDLE BRONZE AGE

Nithian agricultural settlements established and flourish.

Antalians migrate to the Northern Reaches.

(Source: Hollow World DM's Sourcebook p.12)

BC 2000 Migrations to SE Brun, Founding of Izonda, Fully Evolved Humanoids & Nimmur & Herath Founded

The Nithian Tribe (Azcan/Neathar) who worship Ra (Rathanos), Ethengarian Tribe (Oltec/Neathar), Toralai Tribe (Neathar), and Makai Tribe (Neathar) migrate from the Midlands eastward through the Great Northern Wildlands, the Wendarian Valley, across the mountains and across the steppes. The Ethengarians claim the steppes as their own whilst the other tribes continue on. From there, the Nithians head east to farm along the banks of the River Nithia. The Toralai cross the Altan Tepe mountains and settle the plains and forests of the SE corner of SE Brun. The Makai head SW, crossing the Cruth Mountains and settling on the coast. Some Taymora remain north of the Black Peaks and intermingle with Nithians over the next few hundred years producing the Traldar.

The lowlands and islands of the Northern Reaches have now risen above the sea, after 1,000 years of receding ice sheets. The new lands are settled by Antalians from Norwold in small independent villages ruled by a warrior chieftain. They practice primitive agriculture, fishing and seamanship. The villages raided and warred with each other. Their culture is early Bronze Age and Antalians migrate to the region for the next 250 years.

Tanagoro sail east and discover Davania. They then colonise Izonda.

Neathar tribes migrate from the Jungle Coast to the Aryptian Basin.

(Source: Hollow World DM's Sourcebook p.12, Hollow World Tribal Migration Map, Gaz 7, pp. 4 & 6)

The Beastmen have now fully evolved into modern humanoids of kobolds, goblins, hobgoblins, orcs, bugbears, ogres and trolls. The beastmen who remained in Hyborea in BC 2400 evolve into the following arctic species: Ursus Bipedis Hyborianus bugbears, Goblinus Hyborianus goblins, Homo Monstrum Bellicosus ogres, Orcus Hyborianus common orcs and Monstrum Erroneus Hyborianus trolls.

(Source: Gaz 10, DMG, p.4, PG pp 17,18,31)

Priest-King Gildesh I of the Enduks founds the Kingdom of Nimmur (our home) in western Orc's Head Peninsula. The first Nimmurian cities are built.

The araneas start creating humanoid alter-egos and replace their web cities with towers. They call their realm Herath. They create their own lizard men by magically crossing dragons and humans. They keep the lizard men as slaves and servants.

(Sources: Red Steel, Lands of the Savage Coast, p.6, Dragon Magazine #185, VPA, p.47, Savage Baronies Book I, p.18)

B/W BC 2000 & BC 548 Karaash

Karaash is born in an orcish tribe.

Karaash becomes orc king and ravages cities and kingdoms wielding a wicked blade that inflicts wounds difficult to heal.

Karaash embarks on the Path of the Epic Hero in the Sphere of Thought, sponsored by Diulanna. Common Orcs of the Broken Lands begin worshipping Karaash.

NB: There are no further details on the exploits of Karaash/Ilneval. It is possible that he was King Loark or one of the conquerors of the hin such as King Thrail.

(Sources: Hollow World DM's Sourcebook p.107; WoI Book I pp 24-25)

BC 1950 Underground Elves Re-Surface

The Porador, Felestyr, Celebryl & Gelbalf clans go back to the Highlands surface to live after living in the caverns of the Broken Lands for 1,050 years.

(Source: Gaz 13, pp. 5-6)

BC 1900 Rise of the Jennites

In the steppes of Skothar, descendents of the Oltec colonists of 3000 BC have evolved into the Jennites. The Jennites are a nomadic cavalry-based race of warriors. Their land is called Jen which means green. They conquer the Bay of Thorin region, Tangor Bay region and the Minaean Coast from other Oltec descendents and some Tanagorons.

(Source: Hollow World DM's Sourcebook p.12, Hollow World Tribal Migration Map)

B/W BC 1900 & BC 1700 Tarastia

Tarastia is born amongst the Jennite tribes.

Tarastia becomes a cleric of Oztitiotl (Ixion).

Abused by her chieftain, Tarastia runs away.

Tarastia embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Oztitiotl (Ixion). Worship of Tarastia begins by the Jennites.

(Source: Hollow World DM's Sourcebook, p. 116 & WoI Book 1 p.36)

B/W BC 1900 & BC 900 Kingdom of Aeryl Created

All of the Ee'aar now have wings. In honour of the first winged elf, they name their land Aeryl.

(Source: Dragon 200, p. 56)

BC 1800 New Dwarves Created, 1st Tree of Life & Steel Wars

The dwarvish race is slowly dying out from diseases contracted from the Great Rain of Fire and humans. The immortal Kagyar the Artisan transports half the dwarves to the Hollow World and reshapes the other half (circa 500) into a new dwarven race. Kagyar, with the aid of immortals of the Spheres of Time and Energy, creates underground rivers, lakes and caverns under the mountains of Dengar for the new dwarves to inhabit. Kagyar creates a sentient granite golem, Denwarf, to lead the new dwarves as their first king. The new dwarves are returned to their original mountains on Point Everast and become known as the Everast Clan, the Northern Reaches clans become the Modrigswerg. All are given false memories such that the Modrigswerg believe they originated from Dengar and were exiled.

Over the next 4 centuries, the Dengar dwarves carefully explore the mountains, establish settlements and mines. All settlement leaders require confirmation from Denwarf.

Ilkundal the Wise creates the first Tree of Life and attains immortality. *Sponsor is unknown, but could have been Ixion, Rathanos, Thor or Tarastia. Most likely: Ixion.*

(Source: Hollow World DM's Sourcebook p.12, Gaz 6, pp.9-10, 42)

At Urzud, Chief Yogo-the-Fool of the Black Toes horde discovers a blue knife and reports to the other humanoids that he knows it came from the south and how it was made. Chief Ungar-Red-Fist of the Yellow Eyes Horde (Bugbears?) captured Yogo and the knife which started the Steel Wars at Urzud. The tribe splits into 3 warring hordes and many clans flee. The population dwindles from war, plague and famine over the next 75 years.

(Source: Gaz 10, PG p.1, DMG, pp.4 & 32)

B/W BC 1800 & BC 1400 Torkrest Clan Founded

The dwarven hero Tor-Kres (Strongtooth) founds his own militaristic clan which becomes known as Torkrest.

(Source: Gaz 6, p.11)

BC 1750 – BC 1501 LATE BRONZE/EARLY IRON AGE

Nithia progresses from bronze to iron technology.

(Source: Hollow World DM's Sourcebook p.12)

BC 1750 SE Brun Cataclysm

A great series of volcanic eruptions and earthquakes split several large land masses away from the continent of SE Brun into the Sea of Dread. Makai Tribes and Malpheggi Lizard Man Tribes are stranded on the western isles of the newly formed Dread Isles archipelago whilst Meditor elves are stranded on one of the eastern isles. Verdier elves find themselves on the newly formed Sea of Dread coast. Many Meditor, Verdier and Aquarendi elves perished in the cataclysm. The elves start calling the sea, the Sea of Dread and the islands, the Isles of Dread. The Azcans' plateau largely collapses, killing many and bringing the survivors further hardships. Some Azcan and Oltec descendents flee west into the Sind Desert where they encounter the Urduks. The cataclysm changed the weather patterns, increasing rain in the Asanda River Valley, resulting in the growth of vegetation.

South Central Serpent Peninsula floods, forming the Dhiki Namazzi, Okwonga Lowlands & Thanegia Island. Tanagoron civilisation breaks down into infighting over scarce land. The unrest is also caused by the cracking of a sealed artifact of time under the Dhiki Namazzi which causes people within the region to be greedy. Northward moving Tanagoro conflict with the Sheyallia elves.

(Sources: Hollow World DM's Sourcebook p.12, Gaz 9, DM, p.4, Gaz 9 Player's, p.3, Gaz 14, DMG, p.5, CoM, Explorer's Manual, pp.5, 35, 37; PC3, Sea Peoples Book, p 41)

The cataclysm destroys the majority of Taymoran civilization as their lands are submerged by tidal waves of the rising sea and battered by hurricanes. Some survive by fleeing to the northern forests.

(Source: PC3, Sea Peoples Book, pp.41-42, reference to BC 2000 appears incorrect)

BC 1725 Rise of the Great Horde

King Loark raises the Great Horde of orcs (Orcus Imperator Rex & Orcus Porcus), goblins (Goblinus Goblinus), bugbears (Ursus Bipedis Bugburbianus & Ursus Bipedis Vulgaris) and trolls (Monstrum Carnivorus Maximus) at Urzud and puts an end to the Steel Wars by wiping out the warring chiefs. King Loark then decides to quest for the Blue Knife. The Horde heads eastward, ravaging the Great Northern Wildlands and Denagoth. Hordes of goblins and trolls leave the Great Horde to settle in these areas. The Wolf Claw Goblins, Evil Eye Orcs and Bloody Head Orcs settle the Mengul Mountains.

(Sources: Gaz 10, PG p.1,17,31, DMG, p.4, X11, p.19)

BC 1722 Great Horde Ravages Norwold

The Great Horde heads east and ravages Norwold, sending Antalian culture there into a Dark Age. Humanoid tribes settle Norwold (including the later Heldann Freeholds region) and learn Antalian culture. Thor is an immortal by this stage.

(Sources: Hollow World DM's Sourcebook p.13, Gaz10, DMG, p.4)

**BC 1720 Verdier Elves Sail to Meditor Elves, Akkila-Khan
Conquers the Ethengarian Steppes & Merrow Migrate
North**

Inspired by Ordana and encouraged by the Aquarendi, Verdier elves build ships and set sail to join their stranded brethren, the Meditor elves, on Alfeisle. Together they engaged in handicrafts, shipbuilding and exploration of Alfeisle and the surrounding sea. The Aquarendi inhabit the Sunlit Sea around Alfeisle to be close to the Verdier & Meditor elves.

(Sources: Gaz 9, pp 4 & 6, PC3, Sea Peoples Book, p 41)

Akkila-Khan raises a horde of hobgoblins (*Goblinus Grandis*), yellow orcs (*Orcus Canis Oriensis*) and goblins (*Goblinus Oriensis*). He heads south from Urzud to quest for the Blue Knife. His horde reaches, traverses Wendar, the Wendarian Range and follows the Dol-Anur River to the Ethengarian steppes which he conquers.

(Source: Gaz 10, PG pp.1,18,31, DMG, p.4)

Tribes of Merrow flee the upheavals of the ocean and migrate north. Some stay around the waters of the Thanegioth Archipelago (Twaelar) whilst others venture further north to the Sunlit Sea.

(Source: PC3, Sea Peoples Book, pp 41-42)

B/W BC 1720 & BC 1688 Battle of Many Days

Akkila-Khan's shamans trap the blue dragon Bletinferelth, but fail to kill her.

(Source: Son of Dawn, p.191)

BC 1711 Great Horde Invades Ethengarian Steppes

The Great Horde heads SW from Norwold and invades the steppes. Akkila-Khan allies with King Loark against the Ethengarians.

(Source: Gaz 10, DMG, p.4)

BC 1709 Battle of Chongor

Akkila-Khan betrays King Loark in exchange for lands west of the Dol Anur River by allying with the Ethengarians and defeats Loark at the Battle of Chongor (north bank of Krandai River, SW of the Sea of Flowers). The Great Horde flees to the Broken Lands whilst goblins flee south to the central Altan Tepe Mountains and trolls flee

east to the Northern Reaches. Akkila-Khan double crosses the Ethengars and enslaves them again. Baka rallies a group of Ethengars and starts a guerrilla war against the humanoids.

(Sources: Hollow World DM's Sourcebook p.13, Gaz 10, PG p.1, DMG, p.4, Gaz 10, Continental Tribal Migrations Map, Gaz 12, DMG, pp.3 & 5)

BC 1700 Broken Lands Cataclysm, Trolls Migrate to Northern Reaches & Humanoids Migrate to the Yazak Steppes

Highland elves exploring the Broken Lands discover a strange artifact from Blackmoor. They tinker with it which causes a massive explosion that causes impenetrable clouds in the sky for years. The Highland elves living miles away are inflicted by a rotting plague. The elves shelter themselves in the deepest caves of the Highlands. There they find an incredible series of caverns and begin a long migration. The elves that migrate are the Truedyl Clan (aka Gentle Folk), Porador, Felestyr, Celebryl & Gelbalf Clans, the predecessors of the Icevale, Atziann's clan and the Belcadiz Clan.

Winds carry the fallout from the explosion far to the northeast, creating the Land of Black Sand in the eastern Ethengarian Steppes.

(Source: Hollow World DM's Sourcebook p.13)

Driven by hunger and competition with giant tribes, Common, Earth, Rock & Giant Troll hordes migrate from Norwold to the Trollheim hills of the Northern Reaches.

(Source: Gaz 7, p.4)

The cataclysm buries the Great Horde under the Broken Lands, killing King Loark. The Great Horde breaks apart.

(Source: Gaz 10, DMG, p.4)

Humanoids migrate to the Yazak Steppes.

(Source: Red Steel, Lands of the Savage Coast, p.6)

After BC 1700 Chokers Created

A band of starving goblins in the Altan Tepe Mountains of Dengar turns to cannibalism, with the younger members eating their elders. Over time these goblins degenerated into chokers and began preying on goblins, dwarves and others.

(Source: Monstrous Compendium, p. 19)

BC 1695? Atziann's Clan Found Aengmor

Atziann's Clan reach a cave in the Broken Lands where they found the settlement of Aengmor. Atziann and some followers continue on.

(Source: Gaz 13, p. 44)

BC 1691 Ethengarians Defeat Akkila-Khan

The Ethengarians lead by Baka ambush Akkila-Khan in an arranged trade meeting and drive his Night Bringers horde out of the steppes. Baka's forces continue to battle with remaining humanoids on the steppes.

(Source: Gaz 12, DMG, pp 3-5)

(Note Gaz 10, DMG, p.4, Continental Tribal Migrations Map indicate this occurred in BC 1701)

BC 1690 Elves Reach Lands South of the Black Spires?, Akkila-Khan Settles in Broken Lands & Humanoids Migrate to Yazak Steppes

The Truedyl Elves emerge from wandering the caverns in light woods south of the Black Spires. Racked with guilt for causing the Broken Lands cataclysm, they develop the pacifist Still Way to reflect on their misdeeds and seek wisdom to be forgiven by the immortals.

(Source: Hollow World DM's Sourcebook p.43)

Akkila-Khan settles in the northeastern Broken Lands and builds Ul'Ghuzud fortress there to raid the border lands north of the Broken Lands (SW steppes and SE Highlands).

(Source: Gaz 10, DMG, p.4, Continental Tribal Migrations Map)

B/W BC 1690 & BC 200 Humanoids Dominate Southern Highlands

Humanoid tribes dominate the Southern Highlands.

(Source: Gaz 11 DM's, p.1)

BC 1688 Yagrai Immortal & First Ethengarian Khan

Akkila-Khan retires and ascends as the immortal Yagrai in the Sphere of Entropy, following the Path of the Conqueror. Ethengarians rejoice at the demise of Akkila-Khan and the end of the war. Baka declares himself the first Khan of the Ethengar (modelled on Akkila) and divides the Ethengar into tribes.

(Sources: Gaz 10. DMG, p.4, Gaz 12, DMG, pp 4-5)

BC 1681 Baka Khan Poisoned

Baka Khan is poisoned by rival Khans and is buried on World Mountain. A War of Succession ensues.

(Source: Gaz 12, DMG, pp 4-5)

**BC 1675 Tahkati Stormtamer Unites Tribes & Refugees Settle
Asanda River Valley**

Tahkati is the first of his people to domesticate horses, receiving the nickname “Stormtamer”. With cavalry at his disposal, he uses force to subjugate the neighbouring tribes of the Thundering Plains. Once in control of the Thundering Plains, he then unites the remaining Azcan tribes by force.

(Source: Gaz 14, DMG, pp.3, 6 & 15)

Azcan/Oltec descendents flee the forces of Tahkati Stormtamer to settle the Asanda River Valley. They call themselves the Sindhi after the Asanda River. They begin peaceably trading with the nomadic Urduks.

(Source: CoM, Explorer’s Manual, p.5)

**BC 1660 Ethengarian War of Succession Ends & Tahkati
Stormtamer Immortal**

After much loss of life, the Ethengarians finish warring and split into hundreds of clans.

(Source: Gaz 12, DMG, pp 4-5)

Tahkati Stormtamer becomes immortal in the Sphere of Energy, following the Path of the Paragon, sponsored by Ixion. His sudden departure results in the dissolution of his state and reversion to tribal warfare.

(Source: Gaz 14, DMG, pp.3, 6 & 15)

BC 1650 Elves Reach Hollow World

The Icevale elves emerge in the Hollow World after 50 years of wandering in caverns following the Broken Lands Cataclysm.

Clanmaster Atziann reaches the Hollow World after 50 years of wandering in caverns following the Broken Lands Cataclysm. He is the sole surviving member of his clan, all the others perished during the long journey. This leaves Atziann bitter and twisted. He settles amongst the Azcans, concealing his true identity and learns of their savage culture. He then continues his wanderings and embarks on the path to immortality in the Sphere of Entropy.

(Source: Hollow World DM’s Sourcebook pp.13 & 98)

BC 1600

Jennite Holy War Begins, Tanagoron Sea Kingdom, Giants Migrate to Northern Reaches

One of the largest Jennite hordes has turned to the worship of Rathanos and believe in the superiority of men. The other major horde has women warriors and is inspired by the immortal Tarastia to attack the Rathanos worshipping horde that has virtually enslaved women. There are heavy casualties on both sides and it becomes clear that this war will not be resolved for some time. Tarastia decides to transport some of her Jennite followers to the Hollow World before the war takes further toll on Jennite society.

Tanagoro sail southwest, founding a sea kingdom on an island in the Farend Ocean.

(Source: Hollow World DM's Sourcebook pp.13 & 50, Hollow World Tribal Migration Map)

Tribes of hill and stone giants migrate from Norwold to the Northern Reaches with a few frost and fire giants. Most settle in the Makkres Mountains, but a few settle in the Hardanger Mountains. The giants were not impressed that trolls already occupied the Trollheim Hills.

(Source: Gaz 7, pp.4 & 29)

BC 1599?

Pflarr Created

A Nithian wizard creates a jackal-headed bodyguard he calls Pflarr to protect him from rival wizards. However, a rival wizard was able to bypass Pflarr and kill his master. Pflarr quickly dispatched the rival and found himself in possession of 2 wizard libraries. He began studying magic and eventually embarked on the Path of the Paragon in the Sphere of Energy, sponsored by Rathanos.

(Source: Hollow World DM's Sourcebook p.112)

BC 1540?

Jennite Holy War Ends

The war has gone on for generations and has all but destroyed Jennite civilisation, marking the start of their decline to Stone Age barbarism.

(Source: Hollow World DM's Sourcebook p.50)

BC 1501?

Pflarr Immortal

Pflarr attains immortality, the first "native" Nithian to do so.

(Source: Hollow World DM's Sourcebook p.112)

BC 1500 – BC 1001 MIDDLE IRON AGE & RISE of NITHIA

(Source: Hollow World DM's Sourcebook p.12)

BC 1500

Rise of Nithia, Creation of Hutaakans , Atzanteotl Attains Immortality , Tanagoron Sea Kingdom Founded, Cestia Founded, Northern Reaches Development & Hin Migration Reaches Thanegia Island

Nithia has now fully entered the Iron Age, except for the Traldar (Nithian/Neathar) in the west. Some Traldar clans migrate across to the west of the Altan Tepes. Some settle in this region whilst the majority cross the Black Peak mountains and follow a river they name the Volaga. They encounter and absorb degenerate remnants of the Taymoran people.

The immortal Pflarr creates a race of jackal-headed humanoids called Hutaakans and places them in the Valley of Hutaaka in the Black Peak mountains. He uses Hutaakans as his heralds and agents throughout the world.

The elf Atziann attains immortality in the Sphere of Entropy in the Hollow World under his Azcan name Atzanteotl, sponsored by Thanatos. He begins to attempt to influence the elven clans that wandered the caverns to worship him as well as outer & hollow world Azcans. Only Priest-King Atruatzin stays true to Kalaktatla & Oztzitiotl and resists Atzanteotl.

Tanagoro sail west and found a sea kingdom on an island in the Far End Ocean.

The Androkian Neathar Tribe of the Aryptian Basin migrate east and sail to the southern coast of Cestia.

(Sources: Hollow World DM's Sourcebook p.13, Hollow World Tribal Migration Map, Gaz 14, DMG, p.6, Dragon Magazine 155, VPA, p 54; PC3, Sea Peoples Book, p 41)

The Nithian Lord Key-Hamintep leads some Traldar followers west across the Shutturgal River, away from the main southerly migration. Key-Hamintep and his followers found the settlement of Luksekh just south of Lake Windrush on the west bank of the Windrush River.

(Source: Kingdom of Karameikos Adventure Book pp 4, 13-15)

The Antalian culture of the Northern Reaches progresses from Early to Middle Bronze Age.

Sophisticated gnomish and dwarven cultures co-exist with primitive ginat clans in the highlands of the Northern Reaches.

(Source: Gaz 7, p6)

Tahkati Stormtamer becomes immortal in the Sphere of Energy, following the Path of the Paragon, sponsored by ? (possibly Oztzitiotl or Rathanos).

(Source: Gaz 14, DMG, p.6)

The Hin migration fleet reaches Thanegia Island. They quickly set sail again after witnessing the internal strife of the Tanagorons there.

(Sources: CoM, Explorer's Manual, p.35, Hollow World Tribal Migrations Map)

B/W BC 1500 & BC 1015 Krakatos Founded

Krakatos is founded by the Traldar.

(Source: Dragon #207, p.40)

BC 1494 Atruatzin Deposed

Followers of Atzanteotl depose Priest-King Atruatzin of the Azcans (HW). Atruatzin and his loyal followers flee to the Fortress of Quauhnhuac.

(Source: Gaz 14, DMG, p.6)

BC 1485 Chibai Great Khan of the Ethengars

Chibai Khan leads his tribe to victory and becomes the 2nd Great Khan of the Ethengars.

(Source: Gaz 12, DMG, p.5)

BC 1484 Atruatzin Retreats Into Deep Caverns

The Azcans (HW) assault the Fortress of Quauhnhuac to destroy Atruatzin and his followers. They find the place deserted and then destroy it for good measure. Atruatzin on hearing of their approach, gathered his followers and they entered a series of deep caverns and tunnels below the fortress.

(Source: Gaz 14, DMG, p.6)

BC 1468 Mictlan Founded

Fleeing the Azcan followers of Atzanteotl, Atruatzin and his followers come to a great cavern system where they found Mictlan (Land of the Dead).

(Source: Gaz 14, DMG, p.6)

BC 1450 2nd Ethengarian War of Succession

Upon the death of Chibai Khan, the Ethengarians start their 2nd War of Succession.

(Source: Gaz 12, DMG, p 5)

BC 1420 **Elves Conquer Mictlan**

After almost 3 centuries of wandering the deep caverns under the Broken Lands, the Porador, Felestyr, Celebryl & Gelbalf Clans discover Mictlan, a great cavern with a stone step pyramid dedicated to Otzitiotl and occupied by Atratzin and his Azcan devotees. The elves quickly overcome the Azcans and claim the temple for themselves. Atruatzin escapes.

(Sources: Gaz13, DMG, p 44, Gaz 14, DMG, p.6)

BC 1411 **Ahmanni Born**

Ahmanni is born in a village of Azcan whalers on the Sea of Dread.

(Source: Gaz 14, DMG, p.14)

BC 1410 **Atruatzin Finds Surface Azcans & Peace in Serpent Peninsula?**

Atruatzin reaches the surface and begins wandering to find meaning to his life. He comes across the degenerated Azcans, warring amongst each other to the south of Lake Amsorak and is adopted by the Owl Tribe. The Owl Tribe teach him their tongue. Atruatzin proves himself as a great warrior and wise thinker. He becomes chief of the Owl Tribe and begins uniting the surrounding tribes.

(Sources: Gaz 14, DMG, pp. 3 & 6, Gaz 14 PG p.4)

Exhausted by conflict and encouraged by the stabilisation of the landscape after the BC 1750 upheaval, the Tanagorons and Sheyallia elves of the Serpent Peninsula decide to co-exist. The elves teach the Tanagorons non-destructive farming techniques inreturn for being taught various craft skills.

(Source: CoM, Explorer's Manual, p.35)

BC 1409 **Atruatzin Continues to Unite the Tribes**

Within 20 months of his adoption by the Owl Tribe, Chief Atruatzin has united over a dozen tribes.

(Source: Gaz 14 PG p.4)

B/W BC 1405 & BC 1397 Ahmanni Dubbed "Turtlerider"

As a young girl, Ahmanni found she had a bond with the sea turtles her people hunted. She could move freely through them and even ride them. Seeing this, her tribe's shamani named her Turtlerider.

(Source: Gaz 14 DM's, p. 14)

BC 1402 Aengmor City Construction Commences

Influenced by Atzanteotl, they elves begin construction of the city of Aengmor around the temple on the ruins of Mictlan.

(Source: Gaz13 p 44)

BC 1400 Hutaakan Dominance of the Traldar, Dengar Cavern Settled, Shadow Elves Colonise the Hollow World & Children of Atruaghin Founded

The Traldar have regressed to a hunter-gatherer society, having suffered bad winters, animal attacks, disease and loss of contact with Nithia. They now come under the domination of the Hutaakans who offer them protection and technology in exchange for their labour. The Hutaakans teach the Traldar to forge iron, the use of the loom, the use of the pottery wheel and agricultural techniques. Worship of Pflarr becomes more prevalent than the worship of Ra (Rathanos) by the Traldar under Hutaakan priestly influence. (Source: Gaz1 pp. 12-13). Louksekh is now called Lugsid by the Traldar. (Source: Hail the Heroes, p.16)

At this point, the Dengar dwarven population has reached 125,000. Citadels had been established to all known passes into Dengar, being Karrak Castle in Sardal Pass, Evekarr Fort in Evekarr Pass and Fort Denwarf in Strydal Pass. Denwarf discovers a vast cavern network under Point Everast which he names Dengar. He leads his dwarves to the cavern of Dengar where they settle and establish their capital. Denwarf names his successor as King Everast I, declares he will return to lead when he is most needed, then heads into the lower caverns and does not return. Part of Denwarf is resentful that he must now leave.

The Everast Kings implement policies to slow dwarven population growth.

Shadow Elves (mainly Schattenalfen) leave Aengmor and retrace the steps of earlier explorers (after 1700 BC) and colonise the Hollow World.

(Source: Hollow World DM's Sourcebook p.13, Gaz 6, pp.43 & 45)

Atruatzin adopts the name Atruaghin and unites the warring Azcan tribes under his leadership. The people begin to call themselves the Children of Atruaghin. Foreigners refer to them as the Atruaghin Clans.

(Source: Gaz 14, DMG, p.6)

B/W BC 1400 & BC 1200 King Tahrek's Rule

Sometime in this period, the central Traldar Lands are ruled by Tahrek "The Bright". He wore the Diadem of the Sun which when activated immolates all living creatures within its radius. He used this to destroy his foes when his power was challenged. This gave him some independence against the Hutaakan overlords.

(Source: DM's Survival Kit Cards)

B/W BC 1400 & BC 500 Maat

Maat born in Nithia.

Maat becomes a warrior.

Maat becomes a paladin of Ka.

Maat undertakes the Path of the Polymath in the Sphere of Matter, sponsored by Ka.

Maat attains immortality and becomes the patroness of multi-talented characters.

Maat creates the Ivory Plume of Maat.

(Source: WoI Book 1, p. 40)

B/W BC 1400 & BC 1050 Traldar Hero-Kings

During this period, Hero-King Lavv founded a fishing village at the confluence of the Volaga and Shutturgal Rivers. From here he ruled over the Kingdom of Lavv.

Hero-Kings Dendros and Irthu also ruled over large forest communities of Traldar.

(Source: Kingdom of Karameikos Explorer's Guide, p. 16)

BC 1352 Aengmor Construction Complete

Construction of the city of Aengmor is completed by the Porador, Felestyr, Celebryl & Gelbalf Clans, following the completion of the Great Temple.

(Sources: Gaz13 p6, Gaz10, DMG, p.20)

BC 1310 Wogar Tribe Quests for Steel

Chief Wogar dominates the humanoids at Urzud. He hears that the Blue Knife is thought to be to the west. So the Wogar Tribe of ogres, orcs, goblins (Goblinus Goblinus & Goblinus Occidensis) and kobolds migrates from Urzud westward to The Cradle in the quest for the Blue Knife.

(Source: Gaz 10, PG p.1, 10, DMG, p.4)

BC 1305 Prophecy of Wogar's Great Shaman

At The Cradle, Wogar's Great Shaman's prophesises that the Blue Knife will be at the end of a trail where 4 tribes meet. Then his gri-gri fell in the water and drifted slowly south down the Yalu River. The tribe follows the gri-gri.

(Source: Gaz 10, PG, pp.1-2, DMG, p.4)

BC 1300 Hin Sail to Faerdinel & Humanoids Rampage

Hin concerned by the ever-growing human population around the Kenaron River decide to follow in the footsteps of Ilsundal to find new land. Hin set sail from the Kenaron River up the Addakian Sound past Thanegia Island, making landfall at Faerdinel Cape (now undersea off the coast b/w Tothmeer & Bramblerose) from which they settle the Deep Land. They construct Faerdinel Keep on the cape. The Hin start friendly relations with the Gentle Folk elves (Truedyl Clan), learning forest lore and magic from them, hence the elves were referred to as Masters (of the land).

A group of humanoids (includes the Nunjar Ogres) breaks off from Wogar's Tribe at the Yalu River and heads down the Immortal's Arm. Then they sail across to Davania and ravage Izonda.

(Sources: Hollow World DM's Sourcebook p.14, Hollow World Tribal Migration Map, Gaz 8, pp.3 & 45, Dragon Magazine, VPA, p.44)

B/W BC 1300 & BC 500 Hin Migrate to Northern Reaches

Hin migrate to the Northern Reaches.

(Source: PWA II, p. 59)

BC 1299 Northern Reaches Trolls Wrong Turn & Nithian Enslaves the Black Moon Horde

Northern Reaches trolls take a wrong cavern turn and begin wandering the great cave network.

Nithia enslaves the Black Moon Troll Horde.

(Source: Gaz 10, PG, p.2, DMG, p.4)

BC 1296 Battle of Khuzud

After much hardship on their trek with no sign of the Blue Knife, the ogres accuse the Great Shaman of a false prophecy and kill him. This precipitates the Battle of Khuzud on the Yalu River which ends with the ogres fleeing southeastwards with the Great Shaman's treasure. Other humanoids desert Wogar and settle the Endworld Spine to the northwest.

(Source: Gaz 10, PG, p.2, DMG, p.4 & Tribal Migrations Map)

BC 1290 Aengmor Abandoned, Savage Coast Elves & Oltecs Decimated & Lupins & Rakastas Displaced

On Thaumont 24, Atzanteotl, dissatisfied by the low birth rate of the elves and their hostility to make sacrifices, causes a volcanic eruption in the Broken Lands which surrounds the city of Aengmor with lava on Thaumont 18. Many elves perish, but

some survive through use of magic and begin wandering deeper into the cave system in search of a new homeland. Most of their Xoloitzcuintli lupins flee to the SE Highlands, but some continue to follow the elven survivors. The elves and lupins abandon worship of Atzanteotl.

(Sources: Hollow World DM's Sourcebook p.14, Gaz13 pp 4 & 6, Dragon Mag #237, p.76)

Oltec High Priests of Otzitiotl (Ixion) devise a plan to unify their cities and honour their immortal at the same time. Artisans and wizards of each city were charged with crafting parts of a ceremonial mannequin in the likeness of Otzitiotl that would defend Oltec lands from invasion. After many months, each city had completed its component artifact. 2 of the pieces included the Barrier Mask and Bracers of Forbiddance. However, before the pieces could be brought together and assembled, Wogar's tribe attacked and decimated Oltec civilisation. Some pieces were destroyed by Oltec priests before the invaders arrived, others were hidden, whilst some were taken by the humanoids.

(Source: Savage Baronies Book II, p 32)

Apart from a few clans north of the Great Escarpment, Wogar's Tribe decimates the elves of the Savage Coast. Some scattered elves remain in the central and eastern sections of the Savage Coast.

(Sources: Dragon Magazine #175, VPA, p.44, Red Steel, Lands of the Savage Coast, p.6)

Hard pressed by humanoid tribes, Rakasta and Lupin tribes relocate to the central Savage Coast.

(Source: Red Steel, Lands of the Savage Coast, p.6)

BC 1280 Ogres Reach Sind Desert

The ogres fleeing the Battle of Khuzud exit the Black Mountains pass into the Sind Desert. They settle on the SE edge of the Plain of Fire and learn Urduk & Sindhi culture.

(Source: Gaz 10, Known World Tribal Migrations Map, CoM, Explorer's Manual, p.5)

BC 1274 – BC 1270 Great Waste Drought

Very little rainfall occurs in the Great Waste.

(Source: CoM, Explorer's Manual, p.5)

BC 1271 Wogar's Tribe Ravages Hule

Wogar's Tribe ravages central Hule, slaughtering and capturing many people. One of the captives is Hosadus. One night Hosadus overhears a goblin shaman talking about searching for the Blue Knife artifact in Hule. Hosadus boldly strides into Wogar's tent with a magically levitating glowing sword over his hand as an omen of the immortals. Hosadus declares that the immortals sent Wogar and his tribe to him because he knows that the Blue Knife is located beyond the Black Mountains and the Great Waste to the east. Two-thirds of Wogar's Tribe moved on to continue the search for the Blue Knife. The other third remained as followers of Hosadus.

(Source: Dragon Magazine #173, VPA, p.43)

BC 1270 Ogres Ravage Sind

A great drought in the Sind Desert dries up the ogres wells. They head east, devastating and enslaving Sindhi villages and absorbing the local culture.

(Source: Gaz 10, DMG, p.4)

BC 1269 Ogremoor Founded

After sustaining attacks from Sindhis and Urduks, Homo Monstrum Brutalis ogres migrate from Sind to the Broken Lands, founding Ogremoor in SW Broken Lands, south of Trollhattan. They begin raiding Darokin and the Silver Sierras.

(Source: Gaz 10, PG, pp.2 & 18, DMG, p.4, Continental Tribal Migrations Map, CoM, Explorer's Manual, p.5)

BC 1265 Atruaghin & Ahmanni Turtlerider Lovers

Ahmanni Turtlerider travels to meet Chief Atruaghin and study under him. Atruaghin and Ahmanni Turtlerider (aged at least 146) become lovers, but do not marry as Atruaghin seems to be blessed with eternal youth.

(Sources: Gaz 14, DMG, pp.6 & 14)

BC 1263 Wogar Immortal

Wogar becomes immortal in the Sphere of Energy, following the Path of the Conqueror. Wogar's Tribe, led by his son, continues on without him along the Barren Coast to Atruaghin.

(Source: Gaz 10, PG, p.2, DMG, p.4)

BC 1262 Urduks Discover Shani Kijiji

Uruk explorers from Sindh led by Musafir, stumble upon Shani Kijiji, the ancient city of the Karimari. At that moment the Karimari were deliberating over a new leader after the death of their queen. There were 2 parties, traditional isolationists and progressive non-isolationists. Musafir urged the Karimari to open up to their neighbours, as they may one day need them for their own defence. Musafir's

arguments won the day and assisted the progressive Rehima from ascending as Tayma of the Karimari.

(Source: CoM, Explorer's Manual, p.35)

BC 1260 Atruaghin Leaves the Children

Atruaghin decides to explore the world to discover the secret of his seemingly eternal youth. He relays the Words of Atruaghin to his people and appoints Chiefs for each clan (Horse, Bear, Proto-Turtle, Elk & Proto-Tiger) before departing. Ahmanni Turtlerider is made Chief of her clan which is now called Turtle after her totem. Over the next centuries, Atruaghin visited the Highlands, Alfheim (did not exist – perhaps the Sylvan Realm instead), Northern Reaches and Alphatia (after BC 1,000).

(Sources: Gaz 14, DMG, pp.6 & 14, Gaz 14 PG p.14, WoI Book 1, p.16)

AC 1259 Tahkati Stormtamer Agrees to Help Atzanteotl

The immortal Tahkati Stormtamer agrees to help Atzanteotl in destroying the unity of the Children of Atruaghin won by weak diplomacy instead of conquest. Atzanteotl promises Tahkati that his Horse Clan will not be enslaved.

(Source: Gaz 14, DMG, pp.6 & 15)

BC 1257 Atruaghin Clans & Sindh Ransacked & Tahkati Stormtamer Betrayed by Atzanteotl

The Atruaghin Clans and Sindh are ransacked by Wogar's Tribe featuring the goblin wolf-riders. Ahmanni Turtlerider, Chief of the Turtle Clan, is killed in battle. Wogar's Tribe enslaves the Children of Atruaghin. Whilst there, Wogar's tribe learns the use of feathers, war paints, scalping and light cavalry tactics. The Canis Minor Numerus species of kobolds and the Orcus Rubeus Vulgaris & Orcus Simius Terribilis red orcs, thrive in Atruaghin.

The Sindhis assisted by Urduk horsemen, drive out most of the red orcs.

(Sources: Gaz 10, PG, pp.2, 18, 31, DMG, p.4, Gaz 14, DMG, p.14, CoM, Explorer's Manual, p.5)

Tahkati Stormtamer is outraged by the enslavement of his former people by Wogar's Tribe and attacks Atzanteotl, but is almost destroyed.

(Source: Gaz 14, DMG, pp.6-7,15)

BC 1255 Red Orcs Take Shahjapur

The Red Orcs capture the Sindhi settlement of Shahjapur.

(Source: CoM, Explorer's Manual, p.5)

BC 1254 Wogar's Tribe Splits

After the ransack of the Atruaghin Clans, Wogar's Tribe heads east and splits into 3 hordes with the death of Wogar's great grandson who had no heirs. The first heads south. The 2nd heads east for the Cruth Mountains. The 3rd consisting of red orcs and Canis Minor Militaris species of kobolds heads north for Urzud, burning the human trading post of Akorros, before entering the southern Broken Lands. Some red orcs stay behind to rule the Atruaghin.

(Source: Gaz 10, PG, pp.2 & 18, DMG, p.4)

BC 1253 Wogar's Orcs to Cruth Mountains & Sindhis/Urduks Hard Pressed

The orcish horde that split from Wogar's tribe last year, settles in the Cruth Mountains. It conducts raids into the Deep Land, Darokin and Alfheim.

(Source: Gaz 10, Continental Tribal Migrations Map)

The Red Orcs continue to conquer Sindhi territory. However, the tide is turned by the unexpected arrival of Mufasir and his Urduk explorers with 5 Karimari war elephants gifted by Queen Rehima.

(Source: CoM, Explorer's Manual, pp.5 & 35)

BC 1252 Wogar's Hordes Settle SE Atruaghin

Remnants of Wogar's Tribe settle the hills of SE Atruaghin.

(Source: Gaz 10, Continental Tribal Migrations Map)

BC 1250 Sindh Defeats Red Orcs

The last of the Red Orcs are driven from Sindh. To secure their river valley, the Sindhis push the Red Orcs further east, taking territory to the edge of the Children of Atruaghin and almost to Lake Amsorak

(Source: CoM, Explorer's Manual, p.5)

BC 1200 Cape Fire Tanagoro Colony Founded, Oceanians Flee to Cestia & Ice Recedes from Proto-Alphatia

Tanagorons sail southwest across the Far End Ocean and colonise Cape Fire in eastern Vulcania.

The Night Dragons gate to Oceania and attack the Oceanians, ruining their towns and citadel. The Oceanians flee en mass by ship to Cestia, driving the Androkians into the south of the island. The Oceanians split into 3 groups, the Manakarans of C Cestia, the Morovoayans of NW Cestia and the Ambiroans of NE Cestia.

(Sources: Hollow World Tribal Migration Map, Dragon Magazine #155, VPA, p.54)

Ice finally recedes from the island continent that will eventually be called Alphatia.

(Source: DoE, Book III, p.5)

BC 1199 Trollhattan Founded

After a century of cavern wandering, the Grim Rippers troll horde settles in a swampy area they call Trollhattan in the west central Broken Lands. Their leader Bagni Gullymaw eats an elephant.

(Source: Gaz 10, PG, p.2, DMG, p.4)

BC 1190 Blue Knife Discovered

Atzanteotl raises the city of Aengmor up a volcanic shaft, so the top of the temple is at the surface.

Wogar's Tribe reaches the Broken Lands, joining the ogres of Ogremoor, Akkila-Khan's old tribe and the trolls of Trollhattan. Then remnants of the Great Horde resurface in the northwestern Broken Lands and discover in the central Broken Lands the Great Temple of Atzanteotl. In the temple, orcish shamans discover a magical dagger (elven sacrificial dagger+1) which they believe is the legendary Blue Knife. The tribes proclaim a truce and the Great Shaman's prophecy comes true.

(Sources: Hollow World DM's Sourcebook p.14, Gaz 10, PG p.2, DMG, pp.4 & 20)

B/W BC 1190 & BC 500 Broken Lands Tribes Founded

Akkila-Khan's descendents split into 2 tribes, one of hobgoblins (*Goblinus Grandis*) who founded Hobgobland in the NE of the Broken Lands and one of yellow orcs who founded Yellow Orkia in the eastern Broken Lands. The Streel River formed the surface boundary between the 2 new tribes.

Wogar's descendents split into 2 tribes. The red orcs founded Red Orcland in the south of the Broken Lands with the Vesubian River marking their western surface border with Ogremorr and Trollhattan. Southern Red Orcland is populated by the *Orcus Rubeus Vulgaris* species of red orcs whilst northern Red Orcland plays host to the *Orcus Simius Terribilis* red orcs. The Streel River marks their eastern surface border. On the eastern side of Red Orcland, the second tribe founds kobold territory.

The remnants of the Great Horde split into 3 tribes, bugbears, goblins and common orcs (*Orcus Porcus* & *Orcus Imperator Rex*). The *Ursus Bipedis Bugburbianus* species of bugbears founded Bugburbia in the northern broken lands. The goblins founded High Gobliny in the northern Broken Lands, between Bugburbia and Hobgobland. The goblins choose their own king. The common orcs founded *Orcus Rex* in the northwestern Broken Lands, north of Ogremoor & Trollhattan, separated from Bugburbia on the surface by the Vesubian River.

(Source: Gaz 10, PG, pp.2,17,31)

B/W BC 1109 & BC 1034 Alphaks Born

On the world of Old Alphatia, Alphaks is born.

(Source: DoE Book 1, p. 6)

BC 1104 Refuge Stone Discovered

On Thaumont 1, the Porador, Felestyr, Celebryl & Gelbalf Elven Clans discover the Refuge Stone and begin to call themselves Shadow Elves on Thaumont 1. They begin constructing the City of Stars. Myfallar the Old is chosen as temporary King. Worship of Rafiel commenced and construction of the Temple of Rafiel begins on Felmont 14. This marks the first year in the Shadow Elf calendar.

(Source: Hollow World DM's Sourcebook p.14, Gaz 13, pp 4-5, 7-8)

B/W BC 1104 & AC 998 Clan Battle

On Kaldmont 2, Felestyr and Celebryl clan members fight over ownership of certain prestigious areas in the City of Stars. 1,000 died before shock, shame and the shamans brought an end to hostilities.

(Source: Gaz 13, DMs, p. 5)

BC 1100 Nithian Colonisation & Koryis Born?

Questing on the Path of the Polymath in the Sphere of Matter (sponsored by Ptahr aka Kagyar?) Nithian adventurer Prince Minroth leads an expedition to the Isles of Dread and settles the west coast of the Isle of Dread, founding Harbortown. Minroth is seeking his patron's artifact in the Isles of Dread. The Nithians recognised the rich resources of the island. They call the archipelago the Colony Isles.

NB: WoI lists Minroth as being in the Sphere of Energy. This appears to be an error.

Nithian Prince Ramenhotep established the colony of Thothia on the SE Isle of Dawn, marking the eastern extent of Nithian colonisation.

(Sources: Hollow World DM's Sourcebook p.14, Gaz 9, pp 4 & 6, WoI p.40)

Koryis, a werebear, born in Old Alphatia.

(Source: WoI Book 1, p. 26 & PC4 DM's Guide p.6)

B/W BC 1100 & BC 1025 Aasla Born

On the world of Old Alphatia, Aasla is born, a Common Alphatian.

(Source: WoI Book 1, p. 14)

B/W BC 1100 & BC 600 Nithia Enslaves the Alasiyans

The Nithian Empire conquers and enslaves the Alasiyans on the Isle of Dawn. Most are transported back to the Nithian heartland to serve as slaves.

(Source: GAZ2 p.4)

B/W BC 1095 & BC 1050 Swiftmont 19 Minroth Immortal

Minroth hikes to the summit of Immortal's Home on the south of the isle where he recovers his patron's artifact and ascends as the immortal Minroth in the Sphere of Matter. His sudden disappearance unsettles the Harbortown colonists. They found the Church of Minroth to venerate him and believe there will come a day when he will return to them, forming the basis of their philosophy of Minrothism.

(Source: Gaz 9, DM, pp.4 & 45, Gaz 9, Player's, p.12)

B/W BC 1084 & BC 1009 Alphaks I Crowned Alphatian Emperor

On the world of Old Alphatia, Alphaks I is crowned emperor.

(Source: DoE Book 1, p. 6)

BC 1050 Gnolls Created, Rise of Traldar Pirates, Mealiden Born & Nithian Priests Visit Oenkmar

Inspired by Pflarr's Hutaakans, Nithian wizards add a pint of gnomish blood to each Black Moon troll slave, creating gnolls to be a new servitor race. However, the gnolls prove too unruly and escape. Yeenoghu was one of the Gnollish war leaders.

Some hill gnolls (species *Canis Erectis Septentrionum*) escape to the hills of the Northern Reaches and the Makkres Mountains where they raid each other for scarce resources.

Note: Gaz 7 p.4 sets this migration in 1700 BC, however this is impossible, as gnolls did not exist before BC 1050.

(Source: Hollow World DM's Sourcebook p.14, Gaz 7, p.4)

Traldar pirates plague Nithian and his shipping.

(Source: Hollow World DM's Sourcebook p.62)

? Mealiden Starwatcher born in the Sylvan Relam.

(Source: Hollow World DM's Sourcebook p. 109 & 114)

Nithian priests journey to Oenkmar where they meet with shamans. Atzanteotl is increasingly offended by the Nithians.

(Source: Gaz 10, DMG, p.4)

BC 1045? Koryis Embarks on Path of Epic Hero

Koryis the Negotiator, a wizard adventurer embarks on the Path of the Epic Hero in the Sphere of Thought, leaving his native world of Old Alphatia. It is likely he was sponsored by Asterius due to their mutual interest in trade & commerce.

(Source: WoI Book 1, p. 26)

BC 1040 City of Stars Completed & Coronation of King Tarasfir

Construction of the City of Stars is completed by the Shadow Elves. The shamans of Rafiel enthrone Tarasfir as King of the Shadow Elves.

(Source Gaz 13 p.7)

BC 1010? Traldar Learn of Davania

King Milen of Marilenev meets a hin adventurer in Marilenev who tells of his people's home continent Davania which lies across the Sea of Dread. King Milen is intrigued by this tale and considers building a fleet to colonise Davania.

(Source: Hollow World DM's Sourcebook p.69)

BC 1009 Alphaks Favours Flame Wizards

On the world of Old Alphatia, Emperor Alphaks I unwisely decrees that the Followers of the Flame to have won the debate over the Followers of the Air. Civil war erupts.

(Source: DoE Book 1, p. 6)

BC 1000 – BC 701 Nithian Dominance & Rise of Alphatia

(Source: Hollow World DM's Sourcebook p.14)

**BC 1000 Jennite Stone Age, Broken Lands Overpopulated,
Beastman Invasion of Traldar Lands, The Flight of King
Milen, Dengar Raided, Alphatian Landfall, Peak of the
Nithian Empire, Tangor Founds Nuari Islands ,Shadow
Elves reach Hollow Word, Neathar to Plains of Pelatan,
Gentle Folk disappear & Trolls Reach Alphatia**

Births: Mequisa, Bethidia, Chasandri

On the world of Old Alphatia, the Followers of Air defeat the Followers of the Flame, and banish Emperor Alphaks I. Alphaks travels the prime plane, embarking on the Path of the Fiend in the Sphere of Entropy, sponsored by Thanatos. The civil war destroys the world of Old Alphatia and both sets of followers set off into space to find

a new world to settle. On Thaumont 7, the Followers of Air, lead by Kerothar, make landfall on the Greenlake River on an island continent to the east of Norwold which they name Alphatia. This is AY 0 in the Alphatian calendar. They quickly conquer and enslave the scattered Yannifey peoples and spend time adjusting to Mystaran magic use. Some Yannifey escape in canoes to the Yannivey Island chain. The Alphatians turned to manual farming and construction instead of relying on magic. Kerothar and circa 60 master wizards convene to set up a government. They declare the Empire shall be ruled by a hereditary emperor and a Grand Council of no more than 1,000 spellcasters of 36th level. Kerothar I becomes the first emperor of Alphatia on Mystara.

Disliking Kerothar I's prejudice for pure Alphatians, the common Alphatian wizardess Aasla, heads west of the main Alphatina camp to create a settlement free of prejudice. She builds a city and her tower at the mouth of a river overlooking a gulf. She gives her name to the city.

The Followers of Fire resume their faith in the immortals and were saved, but were cursed to wander through space until the last survivor of the catastrophe had died (this took 1395 years).

(Source: DoE Book 1, pp. 6 & 81, Book III, pp.5-6,9,19,20)

Jennites have regressed to Stone Age barbarism.

The Broken Lands have become overpopulated. Tribes move to new territories in SE Brun, displacing other tribes.

Gnolls invade the Traldar lands from the west, starting a brutal war. The Hutaakans whip up patriotic fervor in the Traldar to defend the lands, then retreat to their valley at the command of their High Priestess Baistqet. The groll invasion puts an end to Traldar pirate raids on the coasts of the Deep Land and attacks on the Gentle Folk. The King of Krakatos is killed in battle against the gnolls. Lord High General Androsar wins many battles leading the forces of Marilenev and demonstrates great courage.

Certain the beastmen will overrun his people, King Milen of Marilenev sets sail on inadequate boats with the majority of his people in search of new lands. Wild weather sinks many ships and carries the surviving ships across the entire Sea of Dread to Davania. The flotilla's voyage across the Sea of Dread was also hounded by an enormous voracious fish which claimed many Traldar. King Milen did not survive the voyage and left no heirs (some speculate he was murdered by Androsar). The surviving Traldar (circa 70%), land on Davania at the mouth of the river west of the Manacapuru and survive by hunting and fishing. However, the man-eating fish continues to attack them, so they follow their Lord High General Androsar up river until the fish attacks cease. There they settle in the Hills and Grasslands of Desolation, but are soon forced southwards into the jungle cloaked hills after being attacked by humanoids. There they settle and found the Kingdom of Milenia with Androsar their first king. Some Milenians reach the Vulture Peninsula and create the realm of Varellya.

Most of the Traldar living north of the Black Peaks flee to the north, but are slaughtered in the Orclands with few survivors.

Halav takes the throne as King of Lavv, replacing a less resolute leader. He organises armed resistance (via guerrilla warfare) to the invading beastmen (gnolls) with his fiancée Queen Petra of Krakatos a warrior-cleric and Zirchev a wizard and huntsman. Halav is advised by the mage Oirtulev who creates a crystal ball with telepathy known as Oirtulev's Eye. The Traldar Golden Age begins.

A few Hutaakans were blocked from retreating to their valley by the Traldar and gnollish forces. Instead they fled to all parts of Brun, all eventually evolving into lupins, except for the Children of Pflarr who fled to the Konumtali Savannah.

Displaced and hungry orcs and goblins in the Altan Tepe mountains attack Dengar lands in the reign of the 11th king, Blystar III. These attacks last until BC 492 and ingrain a deep hatred between dwarves and orcs.

The Alphantians (Followers of the Air) make Landfall on the Yannifey people's continent which they call Alphantia. Among them is the wizard Ar who embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Razud?, by transforming his Kingdom of Ar with floating islands into the Kingdom of Floating Ar. Yannifey flee to surrounding islands, including Northrock to the NW of Alphantia.

The Nithian Empire reaches its zenith, featuring monumental architecture, large urban complexes in the River Nithia delta, the peak of its territorial holdings and development of sophisticated arts and culture. Nithia settles the Colony Isles, enslaving the native Makai, but ignoring the inland Malpheggi lizard men. The Nithians bring black goblin slaves and plantation style agriculture to the isles. The mainland coastal Northern Reaches are conquered, but with minimal interference to the local culture. Some trading posts are established along the fjords and rivers and some Antalians were enslaved. Formal spellcasting was introduced. Hearing of King Milen's journey to Davania, Nithia decides to set up a colony on the northern coast of Davania. Northern Reaches slaves are shipped to Harbortown and from there to the new Davanian colony which is the southernmost extent that the Nithian Empire reaches. Nithian expansion into the lands of the Toralai and Traldar is prevented by hostile humanoid tribes of the Altan Tepes.

Tangor naval explorers found the Nuari Islands of Nuar, Tuar, Puir, Kuir & Dwair and settlement begins. Nu-ar means western home in Tanagoron. The settlers call themselves the Nuari.

A Shadow Elf expedition from the City of Stars reaches the Hollow World but are fatally poisoned by the rays of the eternal sun. Some make it back to the City of Stars on Ambyrmt 11 to tell their tale before perishing.

Neathar tribes migrate from the Aryptian Basin to the plains of Pelatan.

(Sources: Hollow World DM's Sourcebook pp.14-15, 69, 103, 111, 112, 119, Hollow World Tribal Migration Map, Gaz 4, pp. 7 & 12, Gaz 6, pp 43-45, Gaz 7, p.4, Gaz 8, p.3; Gaz 10, DMG, p.6, DoE, Book I, pp.6 & 79, Dragon Magazine 157, VPA, p.43,

PWA I, p.71, PWA II, p.25, HWR3, DMs, pp.2-3, B10, p.27, DM's Survival Kit Cards, Black Vessel, pp.262 &308, Dragon 237 Lupins of Mystara)

Displaced by the gnollish migration, Orcs flee the Black Spires and invade the Deep Land. Fearing for the survival of the Gentle Folk (Truedyl Clan), the immortals transport them to the Hollow World. (*NB Alphatia was not immortal at this stage, so she could not have been responsible for transporting the Gentle Folk to the Hollow World*)

With the end of the Gentle Folk, the hin begin to call the Deep Land, Hinhome or Llorá. The hin are conquered and enslaved by the orcs. After fighting amongst themselves, Othrong emerges as leader of the orcs, establishing the Realm of Othrong with his capital at Castle Bone. Hin slaves are set to work on farms, road building gangs and clearing forests.

(Source: Hollow World DM's Sourcebook p.43, Gaz 8, p.3)

Cattle brought by the Nithians to the Colony Isles contain a tick-like parasite that is fatal to the Malpheggi lizard men. An entire lair is wiped out and survivors spread the disease to the next lair. Lizard man numbers begin to decline. They believe the disease to be the wrath of an angry immortal.

(Source: Hollow World DM's Sourcebook p.61)

Common Alphatian Aasla leads her followers away from Sundsvall to the SW coast to escape the racist Emperor Kerothar I. There she oversees the construction of the city of Aasla. After the city is constructed, she undertakes the Path of the Paragon in the Sphere of Energy, sponsored by Razud.

(Source: WoI Book 1, pp 15-16)

The Padfoots (pure Alphatian tiger shapeshifters) and the Woodwarders (pure Alphatian wolf shapeshifters) arrive with the Alphatian Followers of Air.

(Source: PC4 DM'S GUIDE p.3)

Trolls lost in caverns in SE Brun finally emerge on the west coast of the continent of Alphatia and settle there.

(Source: DoE, Book III, p.9)

The Gruugrakh Gnolls migrate to the Khurish Massif via the Broken Lands. Some decide to work as servants to the Sindhis for reliable food, others move on to the Plain of Fire and founded the lands of Graakh (harsh) underground.

(Source: CoM, Explorer's Manual, pp.5-6)

Goblins & hobgoblins migrate to the Black Mountains via the Khurish Massif and north of the Plain of Fire.

(Source: CoM, Explorer's Manual, pp.5-6)

Humanoid migrations pressure the Red Orcs to renew their attacks on Sindh. The Urduks are not as enthusiastic to assist the Sindhis, as they are no longer threatened by the orcs. The Sindhis begin to despise Urdu-varnas and intermarriage becomes illegal. The urduks are relegated to lower castes and most wander further into the grasslands, away from the Sindhis.

(Source: CoM, Explorer's Manual, pp.5-6)

The town of Citadel is founded on a hilltop in eastern Alphatia.

(Source: PWA I, p.21)

Mequisa, Bethidia & Chasandri are born.

(Source: CM1, pp 26-27)

B/W BC 1000 & AC 10 First Lupins

Lupins are created from interbreeding between humans and gnolls.

(Source: Dragon Magazine #179, VPA, p.45)

B/W BC 1000 & BC 970 The Yallaren

Hin youths slip away from their orc masters during bad storms and escape the Realm of Othrong. They ventured far and wide over SE Brun, establishing the practice of yallara. Some settled in foreign lands, whilst most found other hin returned to the southwest of Hinhome or east of the Cruth River and launched guerrilla raids against Othrong's orcs.

(Source: Gaz 8, p.3)

B/W BC 1000 & BC 950 Bellissaria Settled

Alphatian wizards settle Bellissaria.

(Sources: DoE, Book I, p.64, PWA I, p.21)

B/W BC 1000 & AC 0 Talitha

Talitha born in Alphatia.

Talitha becomes a master thief.

Talitha seeks immortality in the Sphere of Entropy, sponsored by Thanatos.

Talitha attains immortality.

(Source: WoI Book 1, p 36)

B/W BC 1000 & BC 50 Taroyas

Taroyas born in Milenia.

Taroyas becomes a cleric of Khoronus.

Taroyas embarks on the Path of the Dynast in the Sphere of Time, sponsored by Khoronus.

Taroyas attains immortality as a patron of kingship and gains followers among the Milenians.

(Source: WoI Book 1, p. 41)

B/W BC 1000 & AC 999 Tiresias

Tiresias born in Milenia.

Tiresias becomes a bard.

Tiresias undertakes the Path of the Epic Hero in the Sphere of Thought, sponsored by Halav?

(Source: WoI Book 1, p. 41)

B/W BC 1000 & AC 200? Flaem Enslaved by the Overlord

On a dark sandy world, the Flaem are enslaved by the Overlord through mind control.

(Source: Dragonmage of Mystara, p.117)

B/W BC 1000 & AC 700 Alatian Islands Settled

Common Alphatian farmers settle the Alatian islands to get away from magical aristocrats.

(Source: DoE, Book I, p.61)

B/W BC 999 & BC 901 Atruaghin Visits Alphatia

Atruaghin visits the Alphatian Empire to study their noble court and magic.

(Source: Gaz 14 DM's pp 7 & 11)

BC 997? Traldar Hold the Volaga River

The Traldar lead by Halav, Petra & Zirchev, halt the gnollish eastward advance on the line of the Volaga River. However, Krakatos Castle has been razed by the gnolls.

(Sources: Gaz1 p.12, Dragon #207, pp. 40 & 44)

BC 995? Yeenoghu & Koryis Attain Immortality and Traldar defeat the Beastmen

The gnollish war leader Yeenoghu achieves immortality in the Sphere of Entropy, sponsored by Thanatos on the Path of the Conqueror. He takes the name Ranivorus and becomes patron of the gnolls.

(Source: Hollow World DM's Sourcebook p.114)

Koryis achieves immortality and becomes the Patron of Peace & Prosperity. He returns to Old Alphatia to find it destroyed. Dismayed, he tracks the Alphatians to Mystara where he gains a following among merchants.

(Source: WoI Book 1, p. 26)

On Felmont 1. after 5 years of bloody warfare, Halav's forces overrun the Beastman Chief's encampment in the Wufwolde Hills and Halav slays the Beastman Chief after a marathon combat. Halav dies of his wounds, but is raised by Queen Petra of Krakatos.

Halav embarks on the Path of the Epic Hero in the Sphere of Thought, sponsored by Odin. Petra* embarks on the Path of the Dynast in the Sphere of Time. Zirchev undertakes the Path of the Paragon in the Sphere of Energy, sponsored by Ilsundal. (WoI Book 1 pp.22 & 39)

[*Note Petra's patron could not have been Vanya as stated in WoI Book 1 p.32. Vanya lived 400 years after Petra's time, although being an immortal of the Sphere of Time, Vanya could have travelled into the past to sponsor Petra. However, Petra is patron of the Milenians who became Vanya's sworn enemies, so it is implausible that Vanya would sponsor Petra. The most logical choice of patron would be Khoronus, given Calitha, Ordana & Protius have no tangible connection to Petra.]

By the time the gnolls retreat, the Traldar population is 20% of its pre-invasion population. The Traldar Golden Age ends and their Dark Age begins. (Source: Gaz 1 p.15)

(Source: Hollow World DM's Sourcebook pp.14-15, 69, 103, 111, 112, 119, Hollow World Tribal Migration Map)

B/W BC 995 & BC 900 Deaths: Demases IV

Emperor Demases IV is assassinated through poisoned bath water.

(Source: Dragonlord of Mystara, p. 75)

B/W BC 995 & AC 900 Haven Created

The immortals Halav, Petra & Zirchev create the lost valley of Haven in eastern Traladara as their own vacatin spot.

(Source: Gaz1, p.40)

B/W BC 995 & BC 696 Chevalls Created

Zirchev creates chevalls to protect Traldar horses.

(Source: Gaz 1, p. 60)

BC 992? Buhrad-hrodar Formed

The Buhrad-hrodar (Order of Golden Batle) is formed in Dengar to defend the mountains with holy zeal from the humanoid invaders. For the next 500 years they fight the invading humanoids.

(Source: Gaz 6, p.9)

BC 990 Ar Moves to NE Alphatia & Alphatia Founds Helskir?

The wizard Ar moves to NE Alphatia and founds the Kingdom of Ar. He attempts to create a kingdom of large floating items.

(Source: DoE, Book III, p.10, Book I, p.45)

Alphatians found Helskir on the Isle of Dawn.

(Source: PWA I, p.41)

B/W BC 990 & BC 601 Slave Revolt

Some Antalian slaves successfully revolt against their Nithian masters and flee into the jungle of northern Davania. They split into separate tribes and take their tribal names from local mountains, Thyatis, Kerendas and Hattias.

(Sources: Hollow World DM's Sourcebook p.15, DoE Book I, p 4, Dragon Magazine #53, VPA, p.70)

B/W BC 990 & AC 900 Erysichthon's Curse

The Thyatian, Erysichthon, cuts down a soul-tree of a powerful hamadryad and is Famine Cursed by her for this act. This is the first known use of the Famine Curse ability which is now dubbed "Erysichthin's Curse".

(Source: PC1 DMs, p. 10)

BC 970 Othrong Dies

Othrong dies in an orgy of over-eating at Casle Bone. He is succeeded by his son Raurgh. A Raurgh was 20' tall and could not ride a horse, he decreed no orc shall ride when he could not. Deprived of speed, the orcish army was now at a disadvantage to the fleet footed hin who gained control of the eastern portion of the realm.

(Source: Gaz 8, p.3)

BC 965 Kaldmont Battles of Hinskulls & Orcfall

It was a harsh winter and the roads were snowed over in the Realm of Raurgh. The orcs forced a lot of hin to their deaths from cold and moster attacks to try and feed the orcs. Eventually, Raurgh was forced to leave Castle Bone to retrieve supplies. While the younger hin raced to the orc hold of Hinskulls, the old hin tried to delay Raurgh's force by offering battle. Raurgh's force pushed ahead and came to battle with the hin at Hinskulls. The fighting lasted for days and the orcs pushed the hun further east. But the hin destroyed the orcs including Raurgh through sheer numbers and determination at the Battle of Orcfall.

(Source: Gaz 8, pp 3-4 & 8)

BC 964 Winter The First Rising

News of Raurgh's fall had not spread throughout Hinhome due to the harshness of the winter. As a result, the hin only attached a few orcish holdings.

(Source: Gaz 8, p.4)

BC 964 Spring The Founding of Hindon

With the passing of the harsh winter, the roads cleared and word spread in Hinhome that Raurgh had fallen. This precipitated the Spring Slaughter where the hin attacked the orcish holds and orcish reinforcements coming from the Black Spires. The orcs were defeated, Casle Bone was razed and the realm of Hindon established to be ruled by a council of Elders. The victorius young hin continued to ride throughout Hindon, slaying stragglng orcs and Traldar bandits and became known as the Fangs.

(Source: Gaz 8, p.4)

B/W BC 964 & BC 938 Growth of Hindon

The hin establish trade with the Traldar, Eastwinders and Nithians. Foreign ships arrive with cloth, ponies, cattle and beer in exchange for foodstuffs, metals and rare woods. Hin venture into the Black Spires and discover rich mineral deposits of iron, copper, silver and gold. Hin population, wealth and culture increases. Traldar bandits and orcs raid Hindon.

(Source: Gaz 8, pp 4 & 8)

BC 964 Spring**Fall of Hindon**

The orc chief Gaur and his forces pour down from the Black Spires and burn down the Elderhall, ending the realm of Hindon. However, dwarven and Traldar war bands also arrive and challenge the orcs, enticed by the rich resources and poor military of the hin. Hin take refuge in burrows and the deep forest, the Dark Years begin.

(Source: Gaz 8, pp 4 & 8)

BC 960**Alphatian Magical Divergence**

By this stage, Alphatians begin studying all forms of magic, not just air-based magic.

(Source: DoE, Book III, p.6)

BC 936**Battle of Bloody Sands**

The Battle of Bloody Sands was the first major battle between the orcs and dwarves in Hindon. It was a narrow victory to the orcs.

(Source: Gaz 8, pp 4 & 8)

BC 932**Battle of Fireaxe Field**

The Battle of Fireaxe Field was a great victory for the dwarves over the orcs in Hindon.

(Source: Gaz 8, pp 4 & 8)

BC 930 Kaldmont**Battle of the Hill of Cold Teeth**

During a blizzard, the dwarves lead by Loktal Ironshield slay the 2 orc chiefs Gaur and Hurag and defeat their armies.

(Source: Gaz 8, pp 4 & 8)

BC 929 Spring**Kingdom of the Glittering Land Founded**

The dwarves and orcs are exhausted after their winter battles. The dwarves hold most of the forests and as such, Loktal Ironshield is crowned King of the Glittering Land. Captured hin are enslaved and put to work in the mines. Farming was sacrificed to boost mining activity with the dwarves importing most of their food.

(Source: Gaz 8, pp 4 & 8)

B/W BC 925 & BC 912**Glittering Land Raided**

The dwarves of the Glittering Land are hard pressed by Traldar and orcish raids.

(Source: Gaz 8, p.5)

BC 912 Spring**Shaerdon Founded**

Loktal Ironshield leads his army north to the foothills of the Black Spires to meet gathering humanoid forces. They surprise and defeat a gathering orcish horde at the Battle of Brokenfang Falls, with thousands of orcs driven over a precipice. Loktal then rushed his forces north to meet a gathering gnoll horde, but only found a few bands that he defeated easily. He then defeated another orcish horde at the Battle of 3 Shields.

Whilst Ironshield was busy in the north, the hin staged their Second Uprising and attacked Ironshield's force as it returned south after the Battle of 3 Shields. Dwarven losses were significant. When Ironshield's force had dwindled to 400, he decided to abandon the Glittering Land and marched north, crossing the Black Spires. Circa 1,000 dwarves were left behind throughout the Glittering Land. The abandoned dwarves headed north, but few survived the hin attacks to escape the Glittering Land.

With the withdrawal of the dwarves, orcs came down from the Black Spires, but were soundly defeated by the hin in the forests.

Hin army commanders establish themselves as Lords and form a Council of Lords to rule the land they now call Shaerdon. 1 Elder, "Mother" Jatha Manytoes is appointed to chair the council. The Lords rule almost as ruthlessly as the dwarves.

(Source: Gaz 8, pp 5 & 8)

B/W BC 912 & BC 811 Growth of Shaerdon

Hin military strength and wealth grow, farms are re-established. Orc raids were effectively repelled. Small ships are built to deal with pirates.

(Source: Gaz 8, p. 5)

BC 900**Humanoids to Brasol & Atruaghin's Mystic Conveyor Created**

Humanoid Tribes (including the Nunjar Ogres) migrate from the Izondian Wall to northern Brasol.

(Sources: Hollow World Tribal Migration Map, Dragon Magazine, VPA, p.44)

Atruaghin returns to the Hollow World and creates his mystic conveyor artifact, linking the Children of Atruaghin with the ruins of Quauhnhuac in the Hollow World. He builds a temple replicating the temple at Quauhnhuac on the outer world in the heart of a dense forest (Palace of Atruaghin). Atruaghin continues to explore the Hollow World.

(Source: Gaz 14, DMG, pp.7, 30, 31)

B/W BC 900 & BC 800 Eiryndul Attains Immortality

Eiryndul embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Rathanos.

Eiryndul attains immortality.

(Source: Hollow World DM's Sourcebook p.101 & WoI Book 1. p.35)

B/W BC 900 & AC 500 N'djatwaland Founded

Nunjar Ogres migrate from northern Brasol to the Ice Peaks where they skirmish with the Hatwa elven clan for centuries. The great Nunjar shaman Utaba claims the immortals have spoken to him and given him the Altar of the Stars to save the holy land. He prophesises that the elves and ogres need to become blood kindred on the Altar of the Stars. He was promptly killed by Hatwa and Nunjar. Then great hardship struck the Hatwa and Nunjar to the point where both groups reached the brink of extinction. Finally an elven hero reminded everyone of Utaba's prophecy, so elves and ogres mingled their blood on the Altar of the Stars and intermarriage was made compulsory. The union produced the N'djatwa. The N'djatwa flourished and spread their settlements to Green Bay.

(Source: Dragon Magazine #158, VPA, pp.15 & 44)

BC 896 Shadow Elves Reach Hollow World

Young adventurous Shadow Elves from the City of Stars set out to find the surface world. They emerge to a land of a hot red sun and quickly retreat, telling their people that the surface world is still inhospitable on Ambyrmont 11. In reality, they had unknowingly discovered the Hollow World.

(Source Gaz 13, pp. 5 & 7)

B/W BC 850 & BC 825 The Plunderers

A group of Traldar heroes calling themselves "the Plunderers" clear the monsters from the ruins of Krakatos and take their treasure. Using Krakatos as a base, they clear out ruins throughout the Traldar lands, Shaerdon and the Toralai Lands. Eventually, there are no more ruins to clear out, so they begin raiding travellers and extorting payments from nearby settlements such as Marilenev. In response, the Marilenev Clan leads 3 Traldar armies to besiege Krakatos. A powerful force from another plane was loosed on Krakatos, wiping out "the Plunderers" and killing most of the besiegers.

(Source: Dragon 207, p. 44)

BC 811 Clanstrife Begins in Shaerdon

Shaerdon Clan Lords use their wealth to dabble in magic to work against rival Lords. Eventually this erupted in clan warfare and the Battle of Bloodletting.

(Source: Gaz 8, pp 5 & 8)

BC 811 Kaldmont Clanstrife Truce in Shaerdon

An uneasy truce is forced on the hin by a particularly harsh winter that closes all roads.

(Source: Gaz 8, p.5)

BC 810 Spring Hin Flee Shaerdon

Many hin flee Shaerdon by ship to escape the Clanstrife. Mines and farms were abandoned as clans mobilised all that were able to fight. Weak lords formed alliances. No one responded to the call for Council.

(Source: Gaz 8, p.5)

BC 809 Battle of Manycoats

Hin clans fight amongst each other at the Battle of Manycoats.

(Source: Gaz 8, p.8)

BC 807 Battle of Bell Horse Ford

Hin clans fight amongst each other at the Battle of Bell Horse Ford.

(Source: Gaz 8, p.8)

BC 806 Winter Orcs Occupy Shaerdon Mines

Hordes of orcs leave the Black Spires and occupy the abandoned hin mines.

(Source: Gaz 8, pp 5 & 8)

B/W BC 806 Spring & BC 801 Orcs Invade Shaerdon

The orcs pour out of the north and invade Shaerdon, attacking and destroying isolated clan holds one by one.

(Source: Gaz 8, pp 5-6 & 8)

BC 801 Kingdom of Thrail Founded

Shaerdon is conquered by the orc-king Thrail and the hin enslaved. The Times of Torment begin for the hin.

(Source: Gaz 8, pp 6 & 8)

BC 800

Ice Recedes from Highlands, Elven Migration to SE Brun & Alphatia, Red Arrow Clan Founded, Rise of the Milenian Empire, Pelatan Founded, Aasla Immortal, Atruaghin Free & First Streeel Plain Settlements

The ice sheets finally recede from the Highlands.

Elven population is outgrowing the Sylvan Realm's resources. The elves discover they are surrounded by human civilisation and need new lands. Mealiden Starwatcher discovers the secret of the magic rainbow and leads his own Mealidil Clan, the Grunalf, Erendyl, Longrunner, Chossum, Callarii, Vyalia and Shiye elven clans from the Sylvan Realm carrying 9 seedlings of the mother Tree of Life. The rainbow transports them to the eastern Dymrak Forest where they come into conflict with the local Toralai Tribe. Mealiden's personal guard, The Red Arrows of Clan Mealidil, protect him.

The Vyalia elves retreat deeper into the Dymrak where they settle.

The Shiye elves guided by the immortal Eiryndul, head to the coast, hastily construct some boats and sail east, eventually reaching Alphatia. The Alphatian government permits them to settle central forest of Alphatia in which they create the Kingdom of Shiye-Lawr.

Mealiden leads the remaining elves northwest through the Dymrak Forest into Traldar lands. Mealiden leads the remaining clans north through the Black Peak mountains and into the windy steppes. The surrounding human tribes (Traldar – SE) let the elves settle in this inhospitable area, thinking they will soon perish. However, the elves begin powerful magical ceremonies to transform the land into a mighty forest. The militarism of the Red Arrow Guard influences Mealiden to declare them a separate clan from his Mealidil Clan. The Red Arrows settle in the SW of their new territory, the closest to the human enemies. Mealiden embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Ilsundal.

Orcs displaced by the Alfheim elves migrate west to the Streeel Plain.

After 200 years, the Milenians have establish the Milenian Empire.

Neathar migrate from the plains of Pelatan to the Bay of Pelatan.

(Sources: Hollow World DM's Sourcebook p.15, Hollow World Tribal Migrations Map, Gaz 5, pp.7 & 37; Gaz 11.DMG, p.6, DoE, Book III, p.10)

Aasla completes the Path of the Paragon in the Sphere of Energy, sponsored by Razud. She becomes the immortal Alphatia, patroness of the Alphatian peoples. By this stage her Kingdom of Haven had been transformed into a model of civilisation and beauty.

(Source: WoI Book1, p.15)

Atruaghin uses his mystic conveyor to travel from Quauhnahuac to the outer world to lead the Children of Atruaghin in revolt against the red orcs. The Sindhis take this opportunity to also attack the Red Orcs. After a bloody struggle, The Children of Atruaghin, spearheaded by Atruaghin and an elite band of warriors and shamani, massacre their red orc masters and gain their freedom. Atruaghin received support from Oztzitiotl (Ixion), Kalaktatla (Ka) and Tahkati Stormtamer. In reward for fighting bravely, Atruaghin makes Hattani Stoneclaw, Chief of the Bear Clan and Danel Tigerstipes, Chief of the Tiger Clan. Atruaghin convinces Oztzitiotl and Kalaktatla to raise Ahmanni Turtlerider (killed in BC 1257) from the dead. Ahmanni undertakes the Path of the Epic Hero in the Sphere of Thought.

(Sources: Gaz 10, Continental Tribal Migrations Map, Gaz 14, DMG, pp.7,14,16,19, CoM, Explorer's Manual, p.6)

Humans build their first settlements in the Streeel Plain.

(Source: Gaz 11, DMG, p.6)

B/W BC 800 & BC 700? Mealiden's Elves Secure Forest Animals & Nithian Expedition Trapped

With the growth of the Canolbarth Forest, elven adventurers raid the woods of the surrounding lands, persuading forest animals to migrate to the Canolbarth.

(Source: Gaz 5, p.8)

Prince Hashaburminial of Nithia is convinced outside forces are working to destroy Nithia. He lead an expedition of 17 westwards, but was caught in the backlash of the weatherchanging spells cast by the elves and trapped near Shadowtree. Hashaburminial barely managed to preserve his existence as a lich, but was trapped by the powerful magic in suspended animation.

(Source: Gaz 5, pp 92-93)

B/W BC 800 & AC 21 Darokin Founded

Guided by the gold dragon Aurum in human warrior form, the Eastwinders found the village of Darokin. Later, the settlement was attacked by an army of undead from Malpheggi Swamp, lead by a lich. Aurum was nowhere to be found, but the villages spotted a gold dragon attacking and driving off the undead. Aurum and the lich perished in the final battle when the lich snapped an artifact that she thought was a staff of wizardry. Aurum carried twin spears and the Eastwinders adopted this as their symbol in his honour.

(Source: IM2, p.35)

BC 795 Atruaghin Raises the Plateau & Becomes Immortal

Red Orcs flee east and north, driven away by Sindhi and Children of Atrugahin attacks. Atruaghin parlays with the Sindhi Himayas and they set their state borders.

(Source: CoM, Explorer's Manual, p.6)

With the assistance of Otzitiotl (Ixion) and Kalakatla (Ka), Atruaghin raises a mighty plateau SW of Lake Amsorak to defend the Children of Atruaghin from invasion and as a reminder of their former plateau which was destroyed in BC 1750. The new plateau is twice as high and 3 times broader than the original plateau. The Bear Clan, lead by Chief Hattani Stoneclaw, decides to make their new homes on the rock ledges of the NE cliff of the new plateau, as their former lands have been destroyed.

In recognition of his struggle against entropy for over 7 centuries, Atruaghin becomes immortal in the Sphere of Matter, completing the Path of the Polymath, sponsored by Kalaktatla (Ka).

(Source: Gaz 14, DMG, pp.4, 7, 17)

The formation of the plateau adversely affects Sindh's weather. Winters became drier and monsoons occurred in summer. Desertification of the interior grasslands begins.

(Source: CoM, Explorer's Manual, p.6)

BC 792 Shadow Elves Reach Broken Lands & Atzanteotl Corrupts Tiger Clan

On Fyrmont 12, a Shadow Elf expedition from the City of Stars reaches the inhospitable Sun's Anvil in the Broken Lands. They reported back to the City of Stars that the surface world was still inhospitable and probably would remain so forever. At this point, the Shadow Elves abandoned hope of returning to the surface world.

(Source Gaz 13, pp. 5 & 7)

Atzanteotl begins to corrupt Danel Tigerstripes, Chief of the Tiger Clan. Atruaghin sends Hattani Bearclaw, Chief of the Bear Clan to stop Danel from turning to Atzanteotl. Hattani is too late, Danel and his Tiger Clan begin to worship Atzanteotl. Hattani is killed by Danel, but not before he succeeded in attaining immortality. Hattani becomes immortal in the Sphere of Matter, on the Path of the Polymath, sponsored by Atruaghin.

(Source: Gaz 14, DMG, pp.8 & 17)

BC 784 King Thrail Dies

Orc-King Thrail dies of disease. The orcs begin fighting over the succession. Thrail's son Maerogh was one of the first slain. Eventually the orcish general Goghkh prevailed and took the throne.

(Source: Gaz 8, pp 6 & 8)

BC 771 King Gogkh Murdered

King Gogkh dies, poisoned by his nominated successor Furgh Oorr. The orcs fight over his successor.

(Source: Gaz 8, pp 6 & 8)

BC 770 Furgh Oorr Crowned

Furgh Oorr defeats all rivals using poison provided to him by Gogkh.

(Source: Gaz 8, pp 6 & 8)

B/W BC 770 & BC 748 Hin Strength Grows

Under the rule of Furgh Oorr, hin are treated better to reduce costs and so the hin's strength recovers and a resistance movement develops.

(Source: Gaz 8, pp 6 & 8)

BC 755? Noumena Born

Crown Prince Noumena is born in the Nithian Empire.

(Source: WoI Book 1, p. 28)

BC 747 Orcstrife Begins

King Furgh Oorr is slain by the arrows of a rival in the woods. Orcstrife begins as the orcs battle each other over the succession.

(Source: Gaz 8 DM's Booklet, pp 6 & 8)

BC 746 Blackflame Discovered

Hin escaping the Orcstrife go deeper underground in the mines and eventually discover Blackflame through Eiira Casplardaun. Other hin gather in the southwestern end of the land to defend their farms.

(Source: Gaz 8 DM's Booklet, pp 6, 8 & 16)

BC 746/745 Winter Hard Winter in Hin Lands

Hin Clanmasters debate when to act against the orcs. The onset of a harsh winter with numerous storms decides the matter for them. The orcs vastly scale back their feuds to survive the winter.

(Source: Gaz 8, pp 6 & 8)

BC 745 Spring Hin Reconnaissance

Hungry hin come down from the mountains and find no orcs in the southwest. The decide to work the fields and build up foodstores instead of battling the orcs now.

(Source: Gaz 8, pp 6 & 8)

BC 745 Summer Orcstrife Resumes

The orcs spend all spring and most of summer gathering food after the harsh winter. Near the end of summer they resume their war of succession.

(Source: Gaz 8, pp 6 & 8)

BC 745-744 Winter Third Rising Begins

The hin begin their Third Rising, attacking isolated and/or weak orc groups as they fought amongst each other.

(Source: Gaz 8, pp 7-8)

BC 744 Summer Raiders Attack Orcs & Hin

The hin have been successful in reducing the orcs to only a few hundred. However, human, gnollish and dwarven raiders invade the land battling orcs, hin and each other for plunder. The orcs rally. Monsters also roam the land.

(Source: Gaz 8, pp 7-8)

BC 743 Time of Heroes Begins

Hin begin to look to heroes to defeat the invaders of their land.

(Source: Gaz 8, pp 7-8)

B/W BC 743 & BC 610 Time of Heroes

Hin warrior-adventurers battle the invaders and begin reclaiming their land. Hin defended the mines from dwarves and stuck to the woods.

The invaders grew weak from fighting each other.

(Source: Gaz 8, pp 7-8)

BC 725? Noumena Crowned Pharaoh

Noumena becomes Pharaoh of the Nithian Empire.

(Source: WoI Book 1, p. 28)

BC 710 Noumena Abdicates?

Deaths: Gildesh

After proving himself as a superior military tactician in many Nithian campaigns, Noumena abdicates as Pharaoh of the Nithian Empire to wander the world and solve great puzzles and mysteries. His nephew becomes Pharaoh.

(Source: WoI Book 1, p. 28)

Priest-King Gildesh I of Nimmur is betrayed over a holy treasure and “killed” by a rebellion of entopic enduks lead by Minoides. Gildesh curses Minoides and his lackeys before he “dies” and is forced to retreat to an outer plane. Minoides and his lackeys flee Nimmur. The curse causes them to lose their wings and they become the first minotaurs. Minoides eventually becomes the near-immortal Monster Ruler of the Minotaurs.

(Sources: Known World Grimoire, Dragon Mag #200, p.60; WoI Book I, p.111)

After BC 710 Bargda Created

The first Bargda come into being with faint traces of minotaur descent. They have a tendency to dominate hill giants, ogres and trolls.

(Source: Monstrous Compendium, p. 12)

BC 700 – BC 501 Dark Ages

(Source: Hollow World DM’s Sourcebook p.14)

BC 700 Corruption of Nithia, Rise of Thothian Mysticism, 1st Alfheim King, Rise of Minroth Traders, Gorkalk Slain? & Fairy Court Moves to Dreamland

Thanatos with the help of Ranivorus corrupts the sons of the Pharaoh of the Nithians to worship him. Thanatos then orders the Pharaoh’s eldest son, Taphose, to kill his father and take the throne. Taphose with Thanatos’ aid unleashed a devastating spell to bring upstart spell-casting nobility of barons and southern dukes to their knees. In return, Taphose dedicates himself to Entropy and proceeds to convert the Nithians to worship Thanatos. Civil war lasting 2 centuries erupts, killing thousands, turning the rulers insane and razing cities.

Thothians reject entropic worship and turn away from Ra (Rathanos) and increasingly to mysticism.

(Sources: Hollow World DM’s Sourcebook pp.15 & 75, M5, p.7, HWR2, DMs, p.2)

Mealiden Starwatcher is acclaimed the first King of Alfheim.

(Source: Gaz 5, p.7)

With the Nithian Empire beginning to decline, the Harbortown colonists begin to call themselves Minroth traders and contact with Nithia diminishes. Trade begins to grow with rare woods and handicrafts shipped to the Toralai and Traldar.

(Source: Gaz 9, p.4)

The red dragon Gorkalk flies out of his lair in the Misty Hills and destroys large tracts of the Emerlas in Northern Alfheim. The faedorne Karelia of the Shining Isle sends a raven to the Alfheim hero Galannor "Nightflame" to lead him to Gorkalk's lair. Galannor journeyed to Gorkalk's lair and after a bloody battle, slew the dragon with his setient sword Scorbane after being seriously wounded. Impressed with his bravery, Karelia rescues the wounded elf in her silver ship and carries him to the Shining Isle.

(Source: O2, pp.2 & pullout sheet 4; *Note O2 has these events taking place in BC 1000 which predates Alfheim's existence*)

The Fairy Court secretly moves to the Good Magic Point of Dreamland in the recently formed Canolbarth Forest.

After BC 700 First Wood Imps

Fairies around the bad magic point of Stalkbrow in the Canolbarth Forest degenerate into the first wood imps.

(Source: PC1, DM's, p.18)

B/W BC 700 & AC 21 Balthac

Balthac born in the Streeel Plain.

Balthac becomes a renowned dragon slayer.

Balthac builds a fort in the Amsorak Mountains.

Balthac slays a dragon and finds Rheddrian's Mirror-Shield in the hoard and takes it back to his fort.

Balthac embarks on the Path of the Polymath, sponsored by Terra.

A red dragon Calor is plaguing the Street Plain. Balthac and his elven companion Sindar (Sinan?) attack Calor in the foothills of the Dwarfgate Mountins. Both Calor and Balthac perish in the battle. Sindar buries Balthac in a cairn on the battle site and returns to Alfheim. Terra makes Balthac a titan.

(Source: WoI Book 2, pp. 38 & 58)

B/W BC 700 & AC 700 Sindar/Sinan "The Anointed"

The evil human wizard Kazad leads a horde of orcs to invade Alfheim. At the bleakest moment Sindar/Sinan “The Anointed” rides her lightship into battle and challenges Kazad to single combat. Both perished in a magical aerial duel. The orcs then retreated from the Canolbarth.

(Source: IM2, pp 34-35)

B/W BC 700 & BC 500 Savage Coast Nithians Increase Power

The Nithian wizards of the Savage Coast put their efforts to build power to overthrow the Pharaoh. The wizards created a new form of magic that non-spellcasters could use. The wizards also created the mineral cinnabryl throughout the Savage Coast.

(Source: Red Steel, Campaign Book, p.48)

BC 695 Ar Immortal? & Horses of Alfheim?

Ar has now transformed his kingdom in northern Alphatia with a series of floating islands. The kingdom is now called Floating Ar. Ar attains immortality and becomes known as Palatarkan.

(Source: WoI Book 1, p. 40)

A band of unicorns offers to assist Alfheim if the elves will protect them. King Mealiden agrees, so the unicorns contact some chevalls of Traladara to assist with the elves’ ineffective steppe ponies. The chevalls instigated a breeding programme, mixing the steppe ponies with chevalls and unicorns to create Alfheim horses. These horses are adept in forest, have a telepathic link to the elves and can only leave the Canolbarth with the Alfheim army.

(Source: Gaz 5, p. 70)

BC 690 Noumena Investigates Nithian Decay?, Nithia Colonises Savage Coast & Herathian Dark Experiments

Noumena is puzzled by a change in rulership style and practices in the Nithian Empire. He begins to investigate.

(Source: WoI Book 1, p. 28)

Nithia colonises the central and eastern sections of the Savage Coast. They bring with them Hutaakan slaves from the Konumtali Savannah. They attack the Sohktari manscorpions, disheartening them with a spell to block the sun. The Sohktari flee underground to the west. They give up belief in Idu (Ixion) and start to worship Menlil (Atzanteotl). Ixion cursed them for their betrayal so that exposure to the sun would severely burn them.

(Sources: Red Steel, Lands of the Savage Coast, p.6, Dragon Magazine #192, KWG, p.43, Black Vessel, p.308)

Herathians create shazaks from crossing Wallaras and lizard men. The Wallaras protested and the Herathians feared they would reveal their secret.

Disturbed by the knowledge that the Wallaras knew their secret, powerful Herathian mages devised a spell of forgetting to wipe the memory of the aranea's nature from the minds of the Wallaras. However, their paranoia caused them to miscalculate the strength of the spell which resulted in the Wallaras continually losing memory until they revert to a Stone Age chameleon man culture. The Herathians were unable to halt the spell's effects.

(Sources: Dragon Magazine #186, VPA, pp.44-45, Red Steel, Lands of the Savage Coast, p.6. Campaign Book, p.48)

B/W BC 690 & BC 510 Nithians Found Savage Coast Settlement

Nithians found a settlement, inland off the SW coast of the Gulf of Hule. Their Hutaakan slaves settle with them.

(Source: Black Vessel, p.307)

BC 689 Battle of Wee-Waa

Impacted by the Herathian Spell of Forgetting, the Wallara battle the phanatons at the Battle of Wee-Waa.

(Source: VPA Part 33, Dragon 186, p. 45)

BC 675? Noumena Discovers Entropic Interference in Nithia

Noumena finds that entropic immortals are behind the corruption of the Nithian Empire. His discovery brought him to the attention of Odin who sponsored him on the Path of the Epic Hero in the Sphere of Thought.

(Source: WoI Book 1, p. 28)

BC 660? Noumena Immortal

Noumena attains immortality.

(Source: WoI Book 1, p. 28)

B/W BC 660 & AC 999 Palson

Palson born in Milenian lands.

Palson becomes a great archer and strategist.

Palson embarks on the Path of the Epic Hero in the Sphere of Thought, sponsored by Noumena.

Palson attains immortality and has a small following amongst the Milenian city-states.

(Source: WoI Book 1, p. 40)

BC 650 Sind Desert Spreads

The Urduks grazing lands have now become mostly desert bring great hardship to the tribes. Deforestation of Sindh is widespread.

(Source: CoM, Explorer's Manual, p.6)

BC 630? Vanya Born

Vanya is born among the Kerendan Tribe of Davania.

(Source: Hollow World DM's Sourcebook p.118)

B/W BC 630 & AC 350 Noumena Discovers the Radiance

Via deduction, Noumena, a Hierarch of the Sphere of Thought, discovers the Nucleus of the Spheres and the Radiance in the Highlands. He reports his discovery to the Council of Mystara where it is decided that the device must be altered to maintain the balance of the spheres. So they alter the Nucleus of the Spheres so that each use of it drains power from the Sphere of Energy.

(Source: WoI Book 2, p. 8)

B/W BC 619 & BC 609 Hin Reclaim Land

Clan after clan are able to return to their lands reclaimed from the invaders. Each clan stronghold now had crucible of blackflame protected by a Keeper. The clan Elders met in a ruined orcish city on the southern coast at the mouth of the Ithypool River. There rebuilding of the ruined city to be named Shireton was commenced.

(Source: Gaz 8, pp 7-8)

BC 610 Hin Independence

The Hin have prevailed over raiding humanoids and humans, ending the Time of Heroes.

(Source: Hollow World DM's Sourcebook p.15)

BC 609 Restoration of Shaerdon

The hin Elders lead the restoration of Shaerdon. Shireton is complete and a Council of Elders is called to debate the form of government. The debate raged for months.

(Source: Gaz 8, pp 7-8)

BC 609 Kaldmont Gunzuth Elected First Sheriff of Shaerdon

Gunzuth “the Clanless”, a young war leader storms into the Council of Elders in Shireton and proposes a form of government to the Elders. The Elders agree and Gunzuth becomes Sheriff of Shaerdon.

(Source: Gaz 8, pp 7-8)

BC 600 Thyatian Migration & Village of Jhyrrad Founded

The Milenian Empire is pushing back the former Antalian tribes of the Jungle Coast. The Thyatians, Kerendans and Hattians decide the situation is untenable and decide to set sail back to their home continent of Brun which their sailors have recently re-discovered. The Kerendan Warrior-Princess Vanya leads a rearguard defense whilst her kinsmen escape. Vanya’s force is defeated and she is captured by the Milenians as a slave. Some Thyatians remain and are enslaved by the Milenians.

The Thyatians, Kerendans and Hattians sail across the sea (which they name the Sea of Dread as so many tribesmen were lost at sea), with the Hattians landing on the large peninsula of SE Brun at the mouth of a river they call the Pilion, the Kerendans on the coast east of the Dymrak Forest at the mouth of a river they call the Kerenda and the Thyatians on the coast further east at the mouth of a river they call the Mesonian. The new settlers quickly push back the local Toralai Tribes.

(Sources: Hollow World DM’s Sourcebook pp.15 & 118, Hollow World Tribal Migrations Map, DoE Book II, pp.3 & 67)

Dwarves found the gold mining village of Jhyrrad in the northern Altan Tepe mountains.

(Source: Gaz 6, p.55)

B/W BC 600 & BC 572 Thyatian Spy Flees

A Thyatian spy trying to incite the hin of Shaerdon to rebel against Sheriff Gunzuth is exposed and flees to the Black Spires.

(Source: Gaz 8, Players, p. 11)

B/W BC 600 & BC 200 Patura

Patura becomes Queen of Thyatis.

Patura, bitter at the treatment of women in Thyatis, is persuaded by Thanatos to seek immortality in the Sphere of Entropy.

Patura rejects Thanatos and under Ixion’s sponsorship, embarks on the Path of the Paragon in the Sphere of Energy.

Patura attains immortality and becomes patroness of downtrodden women everywhere.

(Source: WoI Book 1, p. 40)

B/W BC 600 & AC 999 Turmis

Turmis born in Thyatis.

Turmis becomes a daring thief.

Turmis undertakes the Path of the Epic Hero in the Sphere of Thought, sponsored by Korotiku.

(Source: WoI Book 1, p. 41)

BC 598? Vanya Escapes

Vanya befriends a Milenian cleric who helps her escape with him. The cleric encourages her to undertake the Path of the Dynast in the Sphere of Time, sponsored by Khoronus.

(Source: Hollow World DM's Sourcebook p.118 & WoI Book 1 p.38)

BC 572 Creation of the Five Shires of Shaerdon

On his deathbed, Sheriff Gunzuth "the Clanless", orders Shaerdon to be split into 5 shires and ruled by a Council of Five Sheriffs, one for each of his sons to avoid war. The five shires consist of Southshire, Heartshire, Seashire, Eastshire and Highshire. This begins the Golden Years of the Shires.

(Source: Gaz 8, p 8)

BC 556 Births: Yav

Yav is born in the Serpent Peninsula to a Tanagoron father and elven mother.

(Source: CoM, Explorer's Manual, p.36)

BC 530? Madarua Born

Madarua is born in Nithia.

(Source: WoI Book 1, p. 40)

BC 543 Yav Enters the Clergy

Yav comes of age and is identified as having precognitive abilities in the Kupiga Ramli ceremony. At the direction of the jajis, he enters the clergy. He preaches that

seers should never use their powers for personal gain. Some elven purists took Yav's ideas further and denounced intermarriage between elves and Tanagorons (to eliminate seers from being born).

(Source: CoM, Explorer's Manual, pp.36 & 41)

BC 529 Serpent Peninsula Civil War

Incited by Yav, the commoners of the Serpent Peninsula rebel against corrupt seers. Then the purists begin attacking all seers. Then they start attacking all people of mixed race. Then elves and Tanagorons attack each other and the conflict escalates.

Yav's precognitive abilities alert him to suspect that something is causing the seers to become selfish. He travels to other lands to discover the source of the corruption. Rumours start that Yav was killed in the civil war.

By the year's end, 10,000 have been killed in the civil war. The Sheyallia elves flee the Serpent Peninsula. Ulimwengu closes its borders in horror.

(Source: CoM, Explorer's Manual, p.36)

BC 528 Spring Sheyallia Elves Discover Graakh

3,000 Sheyallia elves reach the grasslands of the Urduks after fleeing the Serpent Peninsula. The Urduks allow the elves to pass through their lands, but cannot shelter them as they are themselves struggling to survive. The elves move to the Plain of Fire and stumble on the southeastern edge of the Graakh cave system. After settling in, hundreds of elves succumbed to the thousands of yellow mold spores released. The survivors fled deeper into the Graakh cave system where they encounter the Gruugraakh gnolls who fiercely defended their land. Most elves decided to dig in and after awhile the gnoll attacks became less frequent. Some elves decided to try other lands.

(Source: CoM, Explorer's Manual, pp 6 & 25)

BC 501 Giant Crimson Death Imprisoned?

Nithians of the Savage Coast assisted by their Hutaakan slaves, craft a black vessel into the shape of a Hutaakan with a magical curse to imprison a Giant Crimson Death. They capture the creature in the vessel and seal it in a dry silver mine in the Sierra del Plata.

(Source: Black Vessel, pp 291, 292, 307)

BC 500 – BC 1 Age of Rebuilding

(Source: Hollow World DM's Sourcebook p.14)

BC 500 Traldar Dark Age, Fall of the Nithian Empire, Completion of the Canolbarth Forest, Fall of the Toralai, Torkyn Fall

**Founded?, Oenkmar Rock Sinks, Favaro Founded,
Alphatia Conquers Linn, Alphatians Settle Ochalea,
Tanagoro Abandon Serpent Peninsula, Fall of Wallaran
Civilisation, Lizard Men Dumped in Bayou & Sohktar
Manscorpions Conquer Nimmur**

The Traldar are in the midst of their Dark Age. Local dialects develop and the people now call themselves and their land Traladara.

Despite the personal intervention of Thanatos (and his secret ally Corona) opening gates and summoning creatures, the Immortals destroy the Nithian Empire. The immortals defeat Thanatos in a tremendous battle, sealing with impenetrable glass his wormholes and scarring the land which now becomes the Dead Places. They divert the headwaters of the River Nithia drying it up by lifting up the Northern Highlands and sinking the Alasiyan Basin, change the weather patterns, promote social unrest, drive the rulers insane, deny spells to clerics and take other actions to ensure the Empire's downfall. The immortals wipe all memory of Nithia and the Nithians and place the Bead of Oblivion (created by Ranivorus, the Old Man of the Sea & Cretia) deep under the ruins of the Nithian Royal Catacombs in the town of Surra-Man-Raa. Rathanos and Pflarr cleanse the capital city of Ranak of Entropy and transport it to the Hollow World.

Alasiyans are now the dominant race in the former Nithian heartland. They withdraw to the desert basins and establish a nomadic culture.

Degenerate elements of Nithian culture survived on the coastal plain.

The last Malpheggi lizard man lair on the Colony Isles was now infected. The doomed Malpheggi Lizard Men's shamans and wokani finally discovered the source of the disease – the Nithians. Enraged, the lizard men unleashed a spell of great portent and went on a killing frenzy, wiping the Nithian colonists out in a single night on the Colony Isles, before perishing themselves. The next morning, the Makai are independent and cannot remember being any other way. Ka transports 12 Malpheggi Lizard Men to the Hollow World and cures them.

Thothia is spared as it did not worship Thanatos. Alphatian forces move in and conquer Thothia to maintain order after the collapse of the Nithian Empire. King Haptuthep, Pharaoh of Thothia abandons his research into developing an enchantment to breach the sky shield and flees to Upper Thothia. Alphatian forces sack Eдайро and the Pharaoh's palace, taking or destroying some of Haptuthep's magical papyrus. Alphatians begin settling the Isle of Dawn. They rename abandoned Thothian settlements of Bogland such as Dunadale and Deirdren where mostly farmers settled.

The Northern Reaches become independent, but are at the mercy of giantish clans in the highlands.

Harbortown is independent.

The Canolbarth Forest has been completed, named after the foremost of the elven wizards who created it.

The Kerendans have assimilated or conquered all Toralai of the Kerendan Plain, The Hattians had conquered all Toralai of the Island of Hattias and the Thyatians has assimilated or conquered all Toralai of the SE Kerendan Plain, lands east of the Mesonian River, West of the Peninsula of Tel Akbir and south of the Altan Tepe Mountains. The Thyatian tribes commence piratical activities in the Sea of Dread and Western Sea of Dawn.

Black Moon gnolls scatter east and west from NW Nithia. Some heading westward found South Gnollistan (*Canis Erectus Hilaris*) in the eastern Broken Lands, south of the Streel River between Kol and Yellow Orkia.

(Sources: Hollow World DM's Sourcebook pp.15-6, 61 & 76; Gaz 2 pp.4 ,5, 8, 61, 63, Gaz 5, p.16, Gaz 7, p.6, Gaz 10, PG pp.2 & 17, DMG, p.4, DoE, Book I, pp.6, 70, Book III, p.11, Dragon Magazine #167, VPA, p.44, HWR2, pp.2 & 7)

The Nithian warrior Madarua becomes a wandering adventurer.

(Source: WoI Book 1, p. 40)

Gnomes migrate to the eastern Wendarian Ranges and found the underground city of Torkyn Fall.

(Source: Dragonlord of Mystara p.126)

Nithian followers of Horon* (Ixion) are spared by the immortals and transported to an outer plane. Horon persuades the immortal council to allow an outpost of his followers to exist on Mystara to safeguard against a re-awakening of the dark powers of Nithia, however the outpost followers must never speak to outsiders.

108 druidic followers of Horon are placed on White Island in the Colony Isles, forming Whitenight Abbey.

* Osiris and Horon are both hawk-headed.

(Source: Gaz 4, p.51)

Nithian priests visit the Great Temple of Atzanteotl in the central Broken Lands. Atzanteotl is offended by the Nithians and causes Oenkmar to sink into the earth, sealing the volcano shaft. Only Atzanteotl's faithful followers survived the descent. The followers then discover the abandoned city of Aengmor.

(Source: Gaz 10, DMG, pp.4 & 20)

The Eastwind Clan founds the village of Favaro on the east bank of the Streel River, near Alfheim.

(Source: Gaz 11, DMG, p.38)

Alphatian wizards interested in non-human races conquer the monster lands of Limn, but allow the monsters to live by Alphatian law. The Kingdom of Limn is formed.

(Source: DoE, Book III, p.9)

Common Alphatians with no magical potential settle in the harsh volcanic island they name Ochalea.

(Source: DoE, Book I, p.77)

Yav, masquerading as Mulogo, uses his precognitive powers to climb the top of the seers' hierarchy in the Serpent Peninsula and seize power. He claimed to be the herald of the immortal Yav who was angry that the seers had ignored his preachings on abuse of powers. To appease Yav, Mulogo claimed that the entire populace must leave the Serpent Peninsula. At this time, a devastating earthquake assisted Mulogo's proclamation. Led by Mulogo, the Tanagorons sailed en masse and settled on the Arm of the Immortals. Not all Tanagorons followed Mulogo, some inhabitants of the city of Quagmire stayed.

(Source: CoM, Explorer's Manual, pp. 2, 36-37)

The Thratian slaves revolt against their Nithian masters and gain their freedom in the Jungle Coast. They split into 4 separate tribes and take their tribal names from local fauna, Raven, Leopard, Jackal & Rhino. The Nithians vanish.

(Sources: DoE Book I, p 67, Dragon Magazine #53, p.70)

The Nithians disappear from the Savage Coast leaving their Hutaakan slaves to fend for themselves.

(Sources: Dragon Magazine #175, VPA, p.44; Black Vessel, p.308)

The patron of the Wallaras, Agundji (the Great One) stops the devolution of the Wallaras. He then cast his blood over the Savage Coast to weaken Herath's divination magic. The Great One's blood became vermeil which served to enhance the Nithian enchantment (later known as Legacies) and Ixion's curse, combining all three into the Red Curse. He then sought revenge on Herath by sending a plague of dragons to attack them. It was only the intervention of the Herathian's immortal Yehm (Korotiku) that saved their nation. Korotiku convinced the Great One to cease the attacks, saying the Herathians had made a mistake and would never interfere with the Wallaras again. Herath destroyed all traces of the spell of forgetting and forbade the research of this type of magic. But the Herathians were able to contain the red curse to the eastern Savage Coast.

(Sources: Dragon Magazine #186, VPA, pp.44-45, Red Steel, Lands of the Savage Coast, p.6, Campaign Book, pp 48-49)

The Herathians dump their lizard men slaves and servants into the Bayou after they failed to live up to expectations. The Herathians found them crude. The lizard men reproduce quickly in the Bayou and spread out to other lands.

The Sohktars assisted by Herath betray their Enduk hosts and attack them, rising from their underground kingdom. The Enduks use their star monuments to great effect to beat the Sohktars at the Battle of Um-Nileser, but the Sohktars capture all the Enduk's cities and burn their ships. The Enduks destroy all their star monuments except the one in the ziggurat of Er. The Enduks contact the Ee'aar for help. The Enduks lead by King Eshu of Er-Nimmur flee to the cliffs south of Ekiddu where the Ee'aar and their Giant Eagles carry them to the Arm of the Immortals. Fatally wounded, Sarshurgon, High Priest of Idu (Ixion), escapes the ziggurat of Er with the key and viewing crystal which controls the Celestial Power Collector. He entrusts the devices to a Wallaran before dying. The Wallaran buries the priest and key, then seals the tomb and heads back to Wallara.

The Enduks are permitted to settle the Eshunite Plateau if they will assist the Ee'aar in clearing it of monsters. This they achieve and call their new kingdom Eshu after their king. Priest-King Eshu builds the fortress of Gildesh at the entrance to Gildesh Pass.

The Sohktars usurp Nimmurian culture. They hand over Enduk captives to the Herathians for magical experimentation as a reward for their assistance.

(Sources: Dragon Magazine #192, KWG, pp.43-43, Dragon Magazine #200, KWG, pp 56,57.60, Dragon Magazine #185, VPA, p.47, Red Steel, Lands of the Savage Coast, p.6, Orcs Head Peninsula Book II, p.23)

Ixion curses the manscorpions of the Savage Coast, stating that those who sought power would be doomed by it – their bodies would become deformed and their mental abilities diminished. However, Ixion's curse was not limited to the manscorpions.

(Source: Red Steel, Campaign Book, p.48)

B/W BC 500 & BC 150 Herath Founded

The aranean wizards of the Savage Coast unite to form the Kingdom of Herath.

(Source: Savage Baronies Book I, p.17)

B/W BC 500 & AC 900 Marwdyn the Hanged Man

Marwdyn born on the Isle of Dawn.

Marwdyn becomes a magic-user.

Marwdyn is hanged for practising witchcraft.

Marwdyn is raised from the dead and becomes fascinated with necromancy.

Marwdyn embarks on the Path of the Paragon in the Sphere of Energy, sponsored by Pflarr?.

(Source: WoI Book 1, p. 40)

B/W BC 499 & BC 200 Ben Hassan Founded

The Alasiyan Selim ben Hassan crosses the Altan Tepe Mountains and settles in a lush valley. Soon other Alasiyan settlers follow and call their settlement Ben Hassan after Selim.

(Source: DoE, Book I, p.8)

BC 495? Madarua Discovers Cynidicea

Madarua discovers the lost city of Cynidicea and takes it under her protection.

(Source: WoI Book 1, p. 40)

BC 494 Battle of Urduk?

Several hordes of orcs attempt to invade Eshu. They are met by Eshunite forces at the Battle of Urduk in the Eshunite River grasslands. Whilst the orcs are repelled, Priest-King Eshu is killed in battle.

(Sources: Dragon Magazine #200, KWG, p.60, Red Steel, Lands of the Savage Coast, p.6)

BC 493 Queen Ubdala Raises the New Great Horde

Queen Ubdala of the Broken Lands (goblin) reacts to the discontent of her subjects caused by overpopulation and raises a new Great Horde, recruiting goblin wolf riders and gnolls from the Altan Tepes to destroy the dwarves of Dengar. Her elite guard is made up of orcish cavalry lead by Chief Krugel.

(Sources: Hollow World DM's Sourcebook p.16, Gaz 10, DMG, p.4)

BC 492, 16 Felmont Battle of Sardal Pass

Queen Ubdala's Great Horde is defeated by Dengar at the Battle of Sardal Pass. Her elite guard made up of orcish cavalry lead by Chieftain Krugel fights with distinction, but disappears (transplanted to the Hollow World by the immortal Karaash). Queen Ubdala is killed in battle. Routed humanoid crowd the Altan Tepes, pushing out the gnomes, and the humanoids also settle in the Cruth Mountains.

This battle effectively secures Dengar's borders from over 5 centuries of humanoid raids and is counted as year 0 in the dwarven calendar.

After 500 years of fiercely resisting the humanoid invaders, the Buhrad-hrodar have very few warriors left. With the humanoids decisively beaten at Sardal Pass, the Buhrad-hrodar disband their order, but form a family which they now call Buhrodar. The Buhrodar consisted of a large proportion of dwarf-clerics. Over time, other families allied with the Buhrodars and a clan was formed.

(Sources: Hollow World DM's Sourcebook p.62, Gaz 6, pp 9, 27, 44-45, Gaz 10, DMG, p.4)

BC 491 Siege of Selenica & Briths: Mahmatti?

Remnants of the routed Great Horde besiege Selenica, but are defeated. They then retreat to the central and SE Altan Tepe Mountains, raiding the Traldar, Selenicans and Thyatians.

(Source: Gaz 10, Continental Tribal Migrations Map)

Mahmatti Running Elk is born in the Elk Clan.

(Source: Gaz 14, DMG, pp.8 & 20)

BC 490 Madarua Seeks Immortality? & Kobolds Overrun Gnomes & Hin

Madarua undertakes the Path of the Paragon in the Sphere of Energy, sponsored by Gorm.

(Source: WoI Book 1, p. 40)

The armies of Dengar push Kobold tribes out of Dengar into the Hardanger Mountains. The kobolds begin overrunning the gnomish strongholds and occupy their lairs. They also force hin to flee to west of the Great Bay in Norwold where they found Leeha.

(Sources: Gaz 7, pp5-6, PWA I, p.50)

BC 480 Yav Returns to Serpent Peninsula

Having assisted his people to settle the Arm of the Immortals and for the seers to lose their powers and greed, Mulogo (Yav) leaves his son in charge and sails back to the Serpent Peninsula to find the cause of the Tanagorons woes.

(Source: CoM, Explorer's Manual, p.37)

BC 475 Dengar Explores Outside World & Yav Discovers Time Machine

The Dengar dwarves take advantage of their time of peace since their victory at Sardal Pass in BC 492 to explore neighbouring lands. Explorers establish friendly relations with Alasiyan nomads. Writing is learned from humans and elves with the dwarves adopting their own runic writing similar to that of the Northern Reaches. The dwarves have mixed feelings of the humans. The men of the Northern Reaches, the Ethengarians and the people of Selenica are more or less respected. The elves of Alfheim are scorned for their haughty and lazy attitudes. The gnomes become fast friends of the dwarves. The hin of the Five Shires were greeted cordially.

Dwarves commence trading their craft goods and raw ores for food, beverages, leather & wooden goods and animals with surrounding peoples.

(Source: Gaz 6, pp 4, 44-45)

In an underwater cave of the Dhiki Namazzi, Yav discovers a stone monolith artifact that is behind the seers precognitive powers and the peoples' greed. He is unaware it is a time machine and accidentally sends himself 75 years into the future.

(Source: CoM, Explorer's Manual, p.37)

BC 460 Madarua Immortal? & Kobolds Secure Hardanger Mountains

Madarua attains immortality and becomes one of the patrons of the Cynidiceans.

(Source: WoI Book 1, p. 40)

The kobolds have exterminated all but a few gnomes who escape in the Hardanger Mountains.

(Source: Gaz 7, p.5)

B/W BC 460 & AC 300 Usamigaras

Usamigaras born in the Shires.

Usamigaras uses a wish to be able to wield magic.

Usamigaras discovers Cynidicea and becomes its King. He actively discourages worship of Gorm and Madarua.

Usamigaras undertakes the Path of the Paragon in the Sphere of Energy, sponsored by Zirchev?

(Source: WoI Book 1, p. 41)

BC 452 Mahmatti Running Elk Becomes Immortal

The powerful shamani Mahmatti Running Elk hunts down the Tiger Clan members who framed him for murder. He clears his name with the Elk Clan and becomes immortal in the Sphere of Energy, on the Path of the Paragon, sponsored by Tahkati Stormtamer before dying.

(Source: Gaz 14, DMG, pp.8,20, 21)

BC 450 Dwarves Colonise Savage Coast

Dwarves colonise the Savage Coast in areas abandoned by the Nithians. The Smithy Clan colonises the Cougar's Bluff.

(Source: Savage Baronies Book I, pp.18 & 55)

BC 448 Nuwmont 26 Orcs Invade City of Stars

On this day, a massive force of orcs and hobgoblins from the Broken Lands surge deeper into the caverns, attacking the City of Stars. The hobgoblin forces make it to the steps of the Temple of Rafiel, but are repelled by the Shadow Elves. Tens of thousands of Shadow Elves were slain.

(Source Gaz 13, pp.4 & 8)

BC 430 Gruugrakh Gnolls & Sheyallia Elves Co-Exist?

By this stage, groups of gnolls are living as guests with elves and vice versa in Graakh. The elves start referring to their caves as Graakhalia.

(Source: CoM, Explorer's Manual, p.25)

BC 425 Yavdlom Cities Sink

The cities of Yavdlom and Quagmire sink into the sea. Molariah, the last King of Quagmire dies with his city as it is overrun by lizard men.

(Sources: X6, pp 20 & 27; CoM EM p. 2)

BC 400 Alphaks Immortal?, Jhyrrad Destroyed?, Tanagorons Return to Serpent Peninsula & Chambahara Conquer Sind

Alphaks finally attains immortality, sponsored by Thanatos.

(Source: WoI Book 1, p. 14)

Population of the town of Jhyrrad halves to 1,000 as the gold mine veins run out. Soon after, orcs from the Broken Lands travel along a dry underground river bed, reach Jhyrrad and slaughter the dwarves. The orcs are killed by an earthquake whilst returning underground to the Broken Lands.

(Source: Gaz 6, pp.55-56)

Yav emerges in the Dhiki Namazzi from BC 475 after accidentally triggering a time machine. His boat is now a rotting hulk. He treks up the Serpent Peninsula, through the Konumtali Savannah, across Southern Hule, along the Savage Coast and down the Immortal's Arm to reach the Tanagorons. He finds his great-grandson ruling over 5 city-states. There were no seers and the cities were plagued by humanoid raiders. He took the identity of Mulogo and convinced his great-grandson lead his people back to the Serpent Peninsula. The people resettled. Mulogo (Yav) issued the Precepts of Yav to regulate the use of precognitive powers. He left his great-grandson to rule the newly created nation of Yavdlom while he attempted to modify the artifact.

(Source: CoM, Explorer's Manual, p.37)

The Chambahara, consisting of bhuts, rakshasas, yakshasas, doppelgangers and other shapeshifters take advantage of Sindhi in-fighting and take over the state.

(Source: HWA3, p.19)

BC 399 Yav Studies Time Machine

Yav studies the time machine artifact under Dhiki Namazzi. He learns to master the time travel power and travels to AC 1 to see how the Yavdlom nation is faring.

(Source: CoM, Explorer's Manual, p.37)

BC 350 Mealiden Abdicates

King Mealiden of Alfheim abdicates to follow Ilsundal's path to immortality in the Sphere of Energy. Alevor of the Grunalf Clan becomes King of Alfheim. His wife is Queen Cerin and his son Prince Alecerin.

(Sources: Gaz 5, p.7, X10, p.23)

B/W BC 350 & AC 100 Deaths: Alecerin

Prince Alecerin of Alfheim is killed whilst trying to rescue his sister from marauding orcs.

(Source: X10, p.23)

B/W BC 300 and BC 201 Trollheim Hills Discovered

Primitive barbarian tribes wander into the Trollheim Hills and are eaten by the trolls.

(Source: Gaz 7 DM's, p. 29)

BC 251 Glimreen Gemeye Finds Blackmoor Artifact

Glimreen Gemeye discovers a Blackmoorian jet-drive unit. He and his clan begin meddling with it and discover that it may be used to fly. The gnomes dream of an aerial city of their own and begin working on this project. The gnomish clans involved in the project are Skyratchet, Stormkinder, Firehand, Lodestar, Goldhand and Flamaekers.

(Sources: PC2, DM's, pp.41 & 50, PWA I, p.68)

BC 250 Thyatian Pirates Plague Shipping & Mealiden Immortal

Thyatian pirates plague Alphatian shipping to their colony of New Alphatia, Traladaran shipping, hin shipping and Minrothaddan shipping.

Mealiden Starwatcher becomes immortal. He created the Egg of the Phoenix artifact as part of his trial.

(Source: Hollow World DM's Sourcebook pp.14 & 109, Gaz 5, p.87)

BC 200 Milenian Culture and Corruption, Streeel Plain Tensions, Alphatians Settle Esterhold & Tilluaraver Founded

By this stage, Milenian culture is distinguishable from their Traldar origins. Their skin colour is olive from intermarriage with Oltec-descended tribes. Their language is now Milenian. They have entered the iron age, adopting modern weapons and armour. The corrupt Emperor Cronosus III had managed to rig votes and appoint Senators to ensure the election of his son to the throne. This began the decline of Milenian power, as the ruling class became decadent and primitive tribes were able to sack Milenian communities and return to their former homelands.

(Sources: Hollow World DM's Sourcebook p.69, HWR3, DMs, p.3)

Orcs now control the NW Streeel Plain west of the Streeel River, the Broken Lands, the Southern Highlands, most of the Ethengarian Steppes and the Orclands amongst 17 tribes. The tribes conflicted with each other frequently.

Human Neathar clans inhabited the southern Streeel Plain. The most organised clan were the Eastwinders occupying the territory between the Streeel River and the Canolbarth Forest with their seat at the village of Favaro. The elves of Alnheim aid them with magic, weapons and skills so they may act as an effective buffer state between the orcs and the elves.

(Source: Gaz 11, DMG, pp 1 & 3)

Alphatians invades the lands of Jen, driving them back several hundred miles. The Alphatians call their new lands Esterhold and take Jennite slaves. The Jennites retaliate with sporadic raids.

(Source: DoE, Book I, p.65)

The tritons flee the devilfish into the Sunlit Sea. There they clash with the nomadic merrow. But eventually prevail and establish the Kingdom of Tilluaraver on the sea floor between the islands of Utter and Trader's.

(Source: PC3, Sea Peoples Book, pp 41-42)

B/W BC 200 & BC 101 Kikianu Caldera Erupts

The Kikianu Caldera erupts, sinking a land mass the size of the Five Shires, leaving only the islands of Honor, Elegy & Roister. All life on Honor Island is wiped out, leaving volcanic Mt Kala and black ash.

(Source: Gaz 4, pp.6 & 60)

B/W BC 200 & AC 200 Rise of the Eastwind Clan

The Neathar clans of the Streeel Plain slowly drive the orcs back, expanding their farmlands. The Eastwind Clan trades surplus elven weapons in return for other clan's allegiance.

(Source: Gaz 11, DMG, p.3)

BC 192 Alphatia Invades Thyatis

Alphatia sets out to conquer the Thyatians for slave labour, mineral wealth and to stop their piratical activities. After encountering stiff resistance from the Thyatian Navy, the Alphatians bring their full magical resources to bear and conquer Thyatis City, Kerendas City and Hattias City.

(Sources: Hollow World DM's Sourcebook p.16, DoE Book I, p.4)

BC 190 Alphatia Conquers Thyatis

Alphatia defeats the last pocket of Thyatian resistance, conquering the Thyatian tribes and adding their territory to the Alphatian Empire. The Alphatians begin to civilise the Thyatians, introducing writing, arts, music, magic and coliseaum entertainment. In return, Alphatia learnt seafaring skills, mined gold from the Altan Tepes and took Thyatian farm produce.

(Sources: Hollow World DM's Sourcebook p.16, DoE Book I, p.4, Book III, p.6)

BC 151 Retchfoot Assists Gnomes

The nagpa Retchfoot discovers the hidden valley of the gnomes working on their flying city project. The gnomes had erected huge scaffolding and other instruments in the valley that they protected with illusions and traps. Retchfoot polymrphs into a human sage and offers information about Blackmoor, magic and a source of dextrous and intelligent help. The gnomes reacted favourably, so Retchfoot dropped his polymorph. The gnomes guardedly allow the nagpa a trial period which proves successful. Retchfoot then summons a group of refugee nagpas and tabis to assist on the project.

(Source: PC2, DM's, p.41)

BC 150 Shadow Elves Influence Broken Lands & Rise of Turtle Civilisation

Shadow Elves contact humanoids in the Broken Lands and fuel their hatred of the Alfheim elves. Alfheim is attacked.

(Sources: Hollow World DM's Sourcebook p.16, Gaz 10, DMG, p.4)

Tortles of the Savage Coast build the settlement of Zul and begin trading with dwarves, elves and humans.

(Sources: Red Steel, Campaign Book, p.126, Savage Baronies Book I, pp.17-18)

B/W BC 120 & BC 80 Titanion Born

Titanion is born in the Milenian Empire.

(Source: HWR3 p.4)

BC 102 Milenians Flee

Milenians flee the collapse of their empire by taking to sea and sailing NE on the Bellissarian Sea.

(Source: PWA III, p.43)

BC 100 Milenian Empire in Decline, Milenians Migrate to Skothar, Lost Valley of Hutaaka Civil War & Thyatis City Catacombs

Milenian civilisation has grown soft and decadent, enslaving neighbouring tribes and relying on non-Milenian troops. Competent and uncorrupted Milenians suddenly vanish (transported to the HW by immortals Halav & Petra), further weakening the Empire.

(Source: Hollow World DM's Sourcebook pp.16 & 69)

Milenians reach the southwestern coast of Skothar. They negotiate with the Jennites to settle a tract of coastal wilderness between 2 prosperous Jennite cities. There they found the settlement of Minaea and began trading with the Jennites.

(Source: PWA III, p.43)

The Traldar of the Lost Valley of Hutaaka free themselves from Hutaakan rule and begin to war against the Hutaakans.

(Source: Gaz1 p.15)

The Thyatian resistance digs catacombs underneath Thyatis City to bury their dead and a secret meeting place to plot against their Alphatian overlords.

(Source: DDA2, p.12)

B/W BC 100 & BC 50 Thratians Migrate to Jungle Coast

Thratians migrate north to the Jungle Coast, overrunning the collapsing Milenian Empire and assimilating the remnants of the Thyatian tribes.

(Source: DoE Book I, p. 67)

B/W BC 100 & BC 1 Thonian Temple of Remembrance Burns Down

The great Thonian Temple of Remembrance burns to the ground, destroying the last known Thonian coins in existence.

(Source: DA1, p.9)

BC 98 Dengar Senate Established

The dwarves rebel against the despot King Bollo I (Torkrest father, Everast mother) and set up the senate made up of representatives of all the major families. Everast VII succeeds Bollo I as King of Dengar, but is a puppet of the senate.

(Source: Gaz 6, pp 44-45)

BC 91 Sphinxes Assist the Gnomes

A pair of sphinxes from the Tel al Kebir oasis scry the gnomes' Blackmoorian jet-drive unit device and travel to the hidden valley to investigate. They are intrigued by the knowledge of the nagpas who convince them to assist with the project. The sphinxes offered magic and advice on how to use Blackmoorian devices.

(Source: PC2, DM's, p.41)

BC 90 Thaman Family Comes to Power in Shajarkand?

The Thaman family comes to power in Shajarkand.

(Source: CoM, Explorer's Manual, p. 24)

BC 82 Gnomish Prototype Crash Rate Reduced

Gnomish prototype flying machine crash rates have reduced by 72% since taking advice from the sphinxes.

(Source: PC2, DM's, p.41)

B/W BC 77 & BC 37 Deaths: Aeltic

The last pure abelaat, Aeltic, dies. His daughter becomes the second of the Keepers.

(Source: Dragon's Tomb, p. 264)

BC 50 Fall of the Milenian Empire

The Milenian Empire is overrun by barbarian tribes. The walled city of Milenia falls.

(Source: Hollow World DM's Sourcebook pp.16 & 69)

BC 30 Alphatia Conquers the Nuari?

Alphatia conquers the Nuari islands of Nuar, Tuar, Puir, Dwair & Kuir to control the pearl trade. Alphatia names the islands the Pearl Islands.

(Source: DoE, Book II, p.7)

BC 14 Flying City Shell Complete

Gnomes and their allies in the hidden valley, complete the shell of the Flying City. However delicate levitation tests reveal serious design flaws.

(Source: PC2, DM's, p.41)

BC 2 Thyatian War of Independence & Kardyer Turns Renegade

The Alphatian Empire has grown weaker through zsonga drug addiction and admitting magic users less than 36th level to the Imperial Council if they were rich. Governor Lucius Trenzantebium of Kerendas, a Thyatian 36th level wizard trained by the Alphatians, and General Zendrolion Tatriokanitas of Kerendas, use their extensive spy network to arrange simultaneous assassinations of the most powerful Alphatian wizards in the Protectorate of Thyatis. Trenzantebium then publicly declares to the surviving Alphatian wizards of Kerendas that Alphatina rule had ended and he was now King of Thyatis. King Trenzantebium then duelled the most powerful Alphatian wizards to death. He succeeded as his opponents were inhibited by zsonga. The surviving Alphatian wizards were permitted to return to Alphatia where they promptly informed Emperor Kerothar IV of the situation. Thyatis sends diplomats and bards to the Alphatian subject territories with news of the successful revolt. The news is well received by the subject nations who were suffering from heavy taxation to fund Alphatia's upcoming millennium celebrations.

War breaks out between Alphatia and Thyatis. The Alphatian navy is initially defeated by the Thyatian navy and defecting Thyatians of the Alphatian navy who unexpectedly attacked in the rear. The second Alphatian naval assault is successful and lands troops on Thyatia. Thyatis calls upon the Kerendan cavalry, Hattian footmen, Vyalia elves, dwarven mercenaries from Dengar and special units of high level clerics to fight the Alphatians. One cleric, Retebius, a common Alphatian from the Isle of Dawn, fights for the Thyatians and destroys some Alphatian skyships with his white dragon mount. The dragon is killed by the Alphatians, but Retebius survives. The Thyatians avoid full scale battles, moving their forces around to delay the Alphatians. King Trenzantebium picks off Alphatian wizards one by one.

Eventually, the Alphatian subject states began to revolt. King Trenzantebium spread a rumour amongst the Alphatians that he had a poison that could assassinate any Alphatian noble, but zsonga was a sure antidote. Paranoid Alphatian military leaders began taking zsonga and this greatly hampered their military's effectiveness.

(Source: Dawn of the Emperors, Book I, pp 4-6, 16)

The red dragon Kardyer goes mad, leaves his post as a member of the Parliament of Dragons and turns renegade. He then binds 26 rogue dragons to his will and they recognise him as a Dragon King. He discovers the ruined dwarven city of Darmouk in eastern Rockhome and marshals an army of orcs and goblins to raid west into Rockhome, south into the Alasiyan lands and east into the Northern Reaches.

(Source: Dragonking of Mystara, p.154)

AC 0 – AC 1000 The Modern Era & Rise of Thyatis

(Source: Hollow World DM's Sourcebook p.16)

AC 0 Empire of Thyatis Founded, Non-Human Migrations to Traladara, Traldaran Dark Age Ends, First Alasiyan Settlements, Hin Establish Naval Trade, Eastwind Clan Allegiance Grows, Alphatians Burn a Jennite, Centaurs Migrate to Alfheim & Savage Coast Athachs Extinct?

Deaths: Lucinius

Weakened by subject nation revolts and zsonga use, Alphatian Emperor Kerothar IV is deposed by The Alphatian Grand Council. Alphas VI is selected as the new emperor and King of Vertiloch.

Alphatia and Thyatis conclude the Treaty of Edairo to end hostilities, as both their economies have been ruined by the war. The Kingdoms of the Pearl Islands and Ocholea were also signatories to the Treaty which guaranteed their independence. The Kingdom of Ocholea was greatly weakened by the war. Alphas VI then recalls his forces to put down rebellions on the Isle of Dawn and manages to regain control of the eastern half.

Later in the year, the Kings of Ochalea and the Pearl Islands return to Thyatis City for more treaty writing. The Thyatian General Zendrolion Patriokanitas assassinates King Lucinius Trenzantenbium of Thyatis, the King of the Pearl Islands and the King of Ochalea at the meeting. Zendrolion Patriokanitas announces that he had to kill his friend Lucinius because he had been driven mad by Alphatian magic. He then, with military support, crowns himself Emperor of Thyatis (using a crystal crown), the Pearl Islands and Ochalea. General Kantrius was one to fully support Zendrolion. For his support he was awarded a dominion on the border of the Alasiyan Tribes to defend the Empire. He named his dominion Kantrium and founds the settlement of Kantridae where his troops are stationed.

Emperor Zendrolion I of Thyatis quickly invades Ochalea and the Pearl Islands. Exhausted by war, these Kingdoms quickly surrender to Thyatis, but resistance movements begin. Thyatis also conquers the western half of the Isle of Dawn and resistance movements start here as well. Grand Duchy of Westroucke is founded, being the western half of Dunadale, conquered from the Alphatians.

Retebius offers to create a Thyatian air force for Emperor Zendrolion with imperial funding. Zendrolion, well aware of the importance of aerial superiority, agreed and the Retebius Aerial Corps was founded. Retebius was awarded a Duchy for his services to the north of Thyatis which he named after himself.

Gnomes from the Altan Tepes settle in the Wufwolde Hills of Traladara, establishing Highforge. They trade with the Traldar via the annual Gnome Caravan and war with the recently arrived humanoids.

Humanoid tribes (mainly goblins, hobgoblins and orcs) migrate to Traladara.

The Callarii elven clan migrates from Alfheim to the central Traladaran woods. Cordial relations are established with the Traladarans and trade with them. They war against the recently arrived humanoids. The trading post of Rifilian is established.

(Sources: Gaz 1 pp.3, 13, 15 & 39; Hollow World DM's Sourcebook p.16, DoE Book I, pp.5,13,14,16, Book II, pp.4 & 7, Book III, p.7, DA1, p.3, M5, p.45)

The Traladarans begin to trade with Thyatis, Harbortown and the Meditor Elves. The Traldar Dark Age ends.

(Source: Gaz 1 pp.3 & 15)

The first Alasiyan agricultural settlements are formed on the coastal plain and inland oases. The nomads call the farmers, the hazar.

(Source: GAZ2, p.5)

Emperor Zendrolion I of Thyatis commissions a dwarven architect to design his new palace.

(Source: Gaz 6, pp. 44-45)

Dwarves build the city of Upper Dengar to facilitate trade with foreigners.

(Source: Gaz 6, p 4)

His shipmasters of the Shires establish naval trade with the Traldar, the Dread Isles and the Empire of Thyatis.

(Source: Gaz 8, p 8)

Trade develops between Thyatis and the Minroth traders.

(Source: Gaz 9, pp.4 & 6)

After 200 years of diplomacy, the Eastwind Clan has gained over 75% of Strel Plain clans allegiance.

(Source: Gaz 11, DMG, p.3)

The Alpathians of Esterhold overrun and burn to the ground a Jennite settlement in the NW of the peninsula. They build their own settlement called Sky-Fire on the ashes of the settlement they burnt.

(Source: DoE, Book III, p.11)

Centaurs begin migrating from the Ethengarian steppes and the Territories of the Atruaghin Clans to Alfheim.

(Source: PC1, DMs, p.50)

Savage Coast athachs have been hunted to extinction.

(Source: Black Vessel, p.38)

B/W AC 0 & AC 20 Thyatian Imperial Palace Completed

Dwarven mercenaries from Dengar who aided Thyatis in the struggle for independence are invited to construct the Thyatian Emperor's palace on top of the hill in Thyatis City. In reward for their service, the Emperor cedes them a barony in the central Altan Tepe Mountains which they call Buhrohur (Fiery Cave). They build the town of Makrast at the base of Makrast (Broken Mountain). They form their own clan, Farkres (Fang Wreckers).

(Source: DoE, Book I, pp 8 & 19)

B/W AC 0 & AC 100 Birth: Papasilenus

Papasilenus the faun is born in the Dreamlands.

(PC1, DMs, p. 58)

B/W AC 0 & AC 250 Alfeisle Major Rift

Minor disputes over use of forest wood on Alfeilse leads to a major rift between Verdier and Meditor elves. The Verdier elves retreated to the woods of Alfeilse in isolation from their kin and became to be known as the wood elves. Their keeper Alawyn Verdier quests to find a clan relic and finds the Carven Oak in a sacred grove near the south of Alfeilse. The Meditor elves remained on the coast and continued seafaring, becoming known as the water elves.

(Source: Gaz 9. DM, pp.4 & 43)

B/W AC 0 & AC 900 Traladaran Petty Kings

During this time, a number of petty kings such as Ythron, Ivanovich & Demara ruled small territories.

(Source: Kingdom of Karameikos Explorer's Guide, p. 17)

B/W AC 0 & AC 1000 Centaur Migrations

Pressured by expanding human cultures, centaurs of the Ethengarian steppe and the Atruaghin lands migrate to the Dreamlands in S Canolbarth Forest.

(Source: PC1 DM's p.50)

AC 1 Mumlykets of Sind & Yav Discovers Yavdlom Corrupted Again

Sind has fragmented into a number of Mumlykets whose rulers squabbled with each other over scarce resources. The Rishiya caste grew in power as they offered hope for the future via reverence of the immortals.

(Source: CoM, Explorer's Manual, p.6)

Yav emerges from the time machine from BC 399 to discover that the Precepts of Yav were not enough to prevent the corruption of the ruling seers. He tries to go back in time to undo the corruption, but finds this power doesn't work. Yav places his hand on the machine and uses all his power to search through time to find a way to stop the evil effects of the machine. After just holding on to his sanity, Yav discovers that the machine lost a vital piece during an earthquake which buried it deep in the earth's crust. Using magic, Yav travels deep underground and retrieves the piece. However, when he returns to Yavdlom, the artifact has now robbed the people of all ambition and had reverted to tribal society. Yav once again returned to the artifact. He repaired the missing piece which localised the apathetic side effect of the device. Satisfied with his efforts he collapsed the cavern of the artifact. However, he now found himself in the year AC 750 after tampering with the artifact.

(Source: CoM, Explorer's Manual, p.37-38)

AC 2 Construction of Redstone Castle Begins

Emperor Zendrolion I Tatriokanitas of Thyatis order the construction of Redstone Castle on the Isle of Dawn to protect Thyatian territory from the Alphatians.

(Source: DoE, Book I, p.72)

AC 5 Construction of Redstone Castle Complete

Construction of Redstone Castle on the Isle of Dawn is completed.

(Source: DoE, Book I, p.72)

B/W AC 5 & AC 700 Kol Founded

Skoldar is emancipated from the Thyatian Military where he served as a Captain of the Guard and learned Thyatian military culture. Skoldar returns to the Broken Lands and founds the kobold horde of Kol which battles with the other kobold hordes.

(Source: Gaz 10, DMG, p.13)

AC 9 Gnomes Approach Faenare

The gnomes working on the flying city project approach a group of embattled Faenare, offering refuge in their hidden valley for windsong assistance. The Faenare carefully consider the proposal over the next few years.

(Source: PC2, DM's, p.41)

AC 10 Port Lucinius Founded & Lupin Tribal Alliance

Emperor Zendrolion I of Thyatis orders a naval base to be built to the east on Vanya's Girdle. He calls it Port Lucinius in honour of his poor, doomed, noble friend King Lucinius.

(Source: DoE, Book I, p.12)

5 lupin tribes unite in the central Savage Coast to resist the Yazak humanoids.

(Source: Red Steel, Lands of the Savage Coast, p.18)

AC 12 Thyatians Establish Cape Alpha

Thyatians establish the trading station of Cape Alpha on the Great Bay in Norwold. This contravenes the Treaty of Edairo which prohibited Alphantian and Thyatian involvement in Norwold.

(Source: DoE, Book I, p.6)

B/W AC 12 & AC 15 Faenare Assist Flying City Project

A group of refugee Faenare finally agree to assist the flying city project of the gnomes in exchange for refuge from a powerful enemy. A windsinger summons air elementals to ensure a smooth passage of air into the flying city's ducts.

(Source: PC2, DM's, p.41)

AC 15 Cape Alpha Destroyed

Alphatia hires reavers from the Northern Reaches to destroy Cape Alpha. The Thyatians do not rebuild Cape Alpha.

The Eastwind Clan Head, Ansel Darokin, creates the Kingdom of Darokin with himself as king. The Darokinian military is formed to deal with the orcs.

(Source: Gaz 11, DMG, pp 3 & 6)

B/W AC 21 & AC 999 Doregar

Doregar born in Darokin.

Doregar becomes a craftsman and also studies magic.

Doregar joins an adventuring party, but is the sole survivor. Traumatized by the ordeal, Doregar takes on each of his 11 companions personalities in addition to his own.

Doregar undertakes the Path of the Polymath in the Sphere of Matter, sponsored by Kagyar.

Doregar attains immortality as The Twelve Watchers and becomes patron of craftsmen.

(Source: WoI Book 1, p. 41)

B/W AC 30 & AC 150 Power of Thyatian Senate Increases

The Thyatian Senate grows in power through pressure, blackmail and murder until it is the sole law making body in the Empire.

(Source: DoE Book II, p.4)

AC 39 Flying City of Serraine Launches

On Ambyrmont 1, the Flying City of Serraine made a successful 10 minute flight. On Ambyrmont 2, the city launches into the skies of Mystara with 1,100 sky gnomes and their allied races.

(Source: PC2, DM's, p.42)

AC 50 Kubitts Created

Alphatian wizard Korubazunth attempts to create a race of assassin-servitors from wood-imps and pixies. He calls his creation Kubitts, but when he commands them to act against their wishes, they rise up and kill him. Vanya then transported them to the Hollow World to save them from execution by the Alphatian authorities.

(Source: Hollow World DM's Sourcebook pp.16 & 57)

AC 87 King Aden I Darokin Killed

King Aden I Darokin of Darokin succeeds his father to the throne. However, shortly after, Aden was killed in an orc raid in the northeastern Streeel Plain borderlands. Aden had no heir and the line of Darokin Kings ended. Various candidates for the throne were put forth and the coalition was on the brink of civil war.

(Source: Gaz 11, DMG, pp 3 & 6)

AC 87 Summer Orcs Reclaim NE Streeel Plain

In the confusion, the orcs reclaimed most of the territory west of the Streeel River that had been lost to the Darokin Kings. The 3 strongest candidates for the Darokin throne agreed the situation was critical, but noone was prepared to withdraw their claim to the throne.

(Source: Gaz 11, DMG, p 3)

AC 87 Autumn Orcs Conquer Western Streeel Plain

The orcs conquer the Streeel Plain west of the Streeel River, except for the Malphegghi Swamp and Athenos.

(Source: Gaz 11, DMG, p 3)

AC 88 Start of the Attleson Dynasty of Darokin

Fearing the orcs would wipe out Darokin, Alfheim intervened into the Darokinian succession dilemma, proposing a compromise candidate, the warrior Corwyn Attleson. The Darokinians were offered arms, magic and troops by Alfheim if they would accept Attleson. Attleson was accepted as King of Darokin and proved to be a wise choice, quickly winning the Battle of Darokin against the orcs.

(Source: Gaz 11, DMG, pp 3 & 6)

Thousands of orcs flee the Darokinian forces into Nagpuri where they plunder for the next decade.

(Source: CoM, Explorer's Manual, p.7)

B/W AC 88 & AC 122 Darokin Pushes the Orcs Back

Darokin continues to push the orcs back to the north and more clans join the Kingdom of Darokin.

(Source: Gaz 11, DMG, p 3)

After AC 91 Serraine's Great Library Completed

Construction of the Great Library of the Flying City of Serraine is completed with 14 floors and 50' of basement.

(Source: PC2, DM's, pp.41 & 44)

AC 100 Makistani Settle Ust-Urt Valley, King Celedryl of Alfheim & Humanoids Attack Savage Coast

The Makistani flee the rule of Muhuli Khan in the Ethengarian steppes through Dengar to the Ust-Urt Valley which they claim as their own.

(Sources: GAZ2, pp.4-5, Gaz 12, DMG, p.5)

Celedryl of Clan Erendyl succeeds Alevar as King of Alfheim. Alevar is buried with the blade of the Crystal Dagger of Cymorakk in a tomb in the SW Canolbarth Forest.

(Sources: Gaz 5, p.7, X10, pp.22, 23)

Humanoids move through the Savage Coast, wiping out the few small cities of the tortles (such as Zul). They also drive the rakastas and lupins westwards where they clash with the Herathians.

The Herathians create the gurrash from magically crossing lizard men and alligators to serve as warriors to protect themselves against the rakastas and lupins. However, the gurrash proved unreliable and unruly, often attacking allied human troops and trying to eat allied lizard man troops. A large batch of gurrash escape Herathian laboratories and wreak havoc. Surviving gurrash flee north into the Bayou as Herath tries to eradicate the species. The Herathians hire bounty hunters to eradicate the gurrash.

(Sources: Red Steel, Lands of the Savage Coast, pp 6-7, Dragon Magazine #185, VPA, p.51, Savage Baronies Book I, p.18)

B/W AC 100 & AC 150 Rise of Sindhi Families

During their period, 3 Sindhi families rise to power, the Pratikutas of Putnabad (including Jaibul and Jalawar), the Rastrapalas of Shajarkand and the Mahavarmans of Nagpuri and Gunjab.

(Source: CoM, Explorer's Manual, p.7)

B/W AC 103 & AC 112 Births: Felestralor

Felestralor is born in the City of the Stars.

(Source: AC1012, p. 215)

AC 122 King Corwyn I Attleson of Darokin Dies

King Corwyn I Attleson of Darokin dies and is succeeded by his son Corwyn II.

(Source: Gaz 11, DMG, pp 3 & 6)

B/W AC 122 & AC 522 Golden Age of Darokin

Under the Attleson Dynasty, the Kingdom of Darokin experienced a Golden Age. Traldar clans of the northern Traldar lands, Alasiyan tribes of western Alasiya and Darokinian pioneer clans to the southern Highlands, all swore allegiance to the Attlesons at some point during this age. Stree Road, Darokin Road and Akorros Road were all built in this period.

(Source: Gaz 11, DMG, pp 3 & 6)

AC 124 Births: Marthaen

Marthaen the gold dragon is born.

(Source: Dragonlord of Mystara, p. 389)

AC 131 Shadow Elves Learn of Life on the Surface World

Some intrepid human adventurers encounter Shadow Elves and are captured, interrogated and executed. The Shadow Elves learn the surface world has been inhabited for centuries and elven nations exist. (PWA II, p. 22 notes AC 330)

King Aiasel of the Shadow Elves dispatches an expedition to the surface world. The emissaries avoided all humans and made their way through Alfheim. On 12 Klarmont they met with King Celedryl of Alfheim. They demanded leadership of Alfheim, half the Canolbarth and reparations for their centuries of hardship. Celedryl and the Council of Clans rejected the Shadow Elf demands. The Shadow Elves returned to the City of Stars vowing war.

(Source: Gaz 13, pp 5 & 7.)

AC 140 Bounty Hunts of the Bayou Cease

After 3 decades of hunting the gurrash, Herath stops sponsoring bounty hunters. The gurrash numbers begin to recover and they start attacking the shazaks, driving them east into the dark forest of the Shady River.

(Source: Dragon Magazine #185, VPA, p.51)

AC 150 Thyatis Invades Alasiyan Lands & Humanoids Raid Alfheim

Thyatis invades the southern coast of the Alasiyan Tribes, enslaving and scattering the locals. The port settlement of Tameronikas is founded as the capital of the new Province of Nicostenia.

(Source: Hollow World DM's Sourcebook p.16)

Shadow Elves infiltrate the Broken Lands humanoids and incite raids on Alfheim. The raids are easily defended, however, by Alfheim.

(Source: Gaz 13, p.7)

AC 179 Pratikutas Power in Sind

Rajah Vijay Pratikuta of Putnabad seizes control of the entire Asanda River and most of the Salt Swamp. He takes western Shajarkand from the Rastrapalas. Revolts and rebellions are unsuccessful.

(Source: CoM, Explorer's Manual, p.7)

AC 180 Sindhis Train for Revolt

Thombara "the Daring" of the Shaktiri caste organises hunts as an excuse to train Sindhi adventurers with magical weapons to overthrow the Chambahara.

(Source: HWA3, p.19)

AC 186 Deaths: Vijay Pratikuta

Rajah Vijay Pratikuta of Putnabad dies. He is succeeded by his only son Sarad who is a weak ruler. Soon the mumlykets of Jalawar and Jhengal are independent and rumoured to be ruled by shapeshifters.

(Source: CoM, Explorer's Manual, p.7)

AC 197 Births: Future Wife of Quanafel

Quanafel's future wife is born into Clan Celedryl in the City of Stars.

(Source: Gaz 13, DMG, p.49)

AC 199 Chambahara Overthrown

Thombara "the Daring" leads a successful overthrow of the Chambahara and is crowned Grand Moghul of Sind. He introduces the mansabdar system.

(Source: HWA1, p.19)

AC 200 Dwarven Migration, Barimoor Moves to the Alasiyan Basin, 3 Ionian Gems Lost & County of Vyalia Recognised?

Dengar dwarves are encouraged to colonise other lands outside their mountains. Dwarves migrate to mountains and urban centres/mines in the Northern Reaches, Ethengar, Alasiyan Desert, Thyatis, Highforge (Stronghollow Clan) and Streel Plain.

(Source: Hollow World DM's Sourcebook p.16 & Kingdom of Karamaikos Explorers Guide p. 58, Gaz 6, pp 4,5,44,45)

Barimoor, a 36th level wizard, secretly moves from Alphatia with his extensive entourage to Surra-Man-Raa and from there to the Alasiyan Basin. He plans to seek immortality via the Path of the Paragon in the Sphere of Energy in a land where there are a few mages of power to challenge him. He summons beings from the elemental planes to build him a great underground complex.

(Source: Gaz 2, p.49)

Alasiyan tribes attack the Thyatian colonial forces. 3 of the mage Macroderus' 6 most trusted retainers are killed and their Ionian Gems looted.

(Source: Gaz 2, p. 60)

Clanmaster Yntherin Greenheight of the Greenheight Clan of Vyalia elves agrees to teach and sponsor Thyatian foresters. In return, Thyatis recognises him as the Count of Vyalia.

(Source: DoE, Book I, pp.12-13)

B/W AC 201 & AC 250 Brendian Erendyl Born

Brendien Erendyl is born in Clan Erendyl, Alfheim.

(Source: Gaz 5, p.41)

AC 206 Births: Falanen

Falanen is born in the City of Stars.

(Source: Gaz 13, DMG, p.47)

AC 213 Births: Kanafasti

Kanafasi is born into Clan Felestyr in Shadowe Elf Territories.

(Source: Gaz 13, DMG, p.42, PWA I, p.143 notes AC 214)

AC 240 Gurrash Secure the Bayou

The gurrash drive the last shazaks from the Bayou.

(Source: Dragon Magazine #185, VPA, p.51)

AC 242 Births: Quanafel

Quanafel is born into Clan Gelbalf in the City of Stars.

(Source: Gaz 13, DMG, pp.25 & 49)

NB: Gaz 13, DMG, p.49 says Quanafel is 740 years old, giving his birth year as AC 258.

AC 250 Alphatia Invades Alasiyan Lands & Colonises the Isle of Dread

Alphatia conquers Surra-Man-Raa and sets up the colony of Nithia. Degenerate Nithian culture is obliterated on the coast, only surviving in the Northern Highlands. Alasiyans are enslaved and scattered. Some Alasiyans migrate to the Selenica region. Others continue across Darokin to Sindhi settlements or Urduk nomadic tribes.

(Sources: Hollow World DM's Sourcebook p.16, GAZ2 p.4; CoM, Explorer's Manual, pp.7-8)

Thyatian colonies of Nicostenia and Dythestia thrive.

(Source: Gaz2 p.5)

Searching for new territories, colonists from the Alphatian Empire sail to the Colony Isles and found the colony of New Alphatia on the eastern coast of the Isle of Dread.

(Source: Gaz 9, pp 4 & 6)

B/W AC 250 & AC 500 Isle of Dawn Struggle

Alphatian and Thyatis struggle for control of the Isle of Dawn with the border changing many times. The Thyatian offer of citizenship wins over many of the natives counteracting Alphatian efforts.

(Source: DoE, Book III, p.7)

AC 251 Minroth Traders & New Alphatians Discover Each Other

Separated by high mountains and fog shrouded coasts, the Minroth Traders and Alphatians were unaware of each other's presence on opposite sides of the Isle of Dread. They finally encounter each other after a year and begin to clash. After several clashes, both sides decide to co-exist through pursuit of trading ventures. The Minroth traders shared their trading expertise whilst the Alphatians shared their magic.

(Source: Gaz 9, p.4)

AC 272 Births: Porphyriel Alafanel

Porphyriel Alafanel is born in the City of Stars.

(Source: Gaz 13, DMG, p.42, PWA I, p.150 notes AC 273)

AC 276 Meditor Elves Discover Humans of the Isle of Dread

A series of volcanic eruptions on Alfeise force some Meditor elves to sail to seek new islands to settle. At sea they encounter the Minroth traders and Alphatians. Friendly relations are established. The Alphatians offering the elves magic, the Minroth traders offering the elves trade goods and the elves offering the humans useful ship design. The Meditor elves agree to join the trading ventures of the humans.

The Meditors sought out the Verdiers to also join the trading combine. The Verdiers agree to assist shipbuilding in exchange for food, as they are suffering from several years of famine. The major rift between the 2 elven clans is over.

The trade combine decides on a policy of neutrality, so they may trade with and provide shipping services to all sides. Despite their Alphatian ties, the combine continues to trade with Thyatis and supply them shipping services, even though it is at war with Alphatia.

(Source: Gaz 9, pp 4 & 6)

AC 284 Minrothian/Alphatian Clashes

Alphatians on the Isle of Dread object to the Minrothians shipping Alphatian slaves for the Empire of Thyatis. A decade of clashes ensues.

(Source: Gaz 9, pp 5-6)

AC 288 Births: Telemon

Telemon of Clan Celebryl is born on Sviftmont 24 in the City of Stars.

(Source Gaz 13, pp. 5 & 44; PWA I, p.155 notes AC 568)

AC 293 Last of the Orc Tribes Driven From Darokin

The last of the orc tribes is driven from the Kingdom of Darokin. Darokin's reliance on Alfheim begins to recede.

(Source: Gaz 11, DMG, pp 3 & 6)

AC 294 Elves Reconcile Minrothians & Alphatians

After a decade of clashes over slave trading, the elves of Alfeilse force the Minrothians and the Alphatians to ceasefire. The Minrothians agree to stop shipping Alphatian slaves.

(Source: Gaz 9, pp 5-6)

AC 299 Starwatcher Born

Starwatcher is born in Clan Long Runner, Alfheim.

(Source: Gaz 5, p.61)

AC 300 Seahome Established, Corun's Glen Founded & Draco Founded?

The Meditor elves establish the trading port of Seahome on Alfeilse.

(Source: Gaz 9, p.6)

The Corun Family founds the settlement of Corun's Glen at the fork of the Streel and Vesubian Rivers.

(Source: Gaz 11, DMG, p.22)

An adventuring Alphatian wizard founds the Kingdom of Stonewall and its capital settlement of Draco on the west coast of Alphatia. Being fond of his non-spellcasting adventuring companions, the wizard formed his kingdom with a view to making fighters and thieves feel welcome.

(Source: DoE, Book III, p.9)

B/W AC 300 & AC 950 Robin Goodfellow Embarrasses 2 Rulers

The sprite Robin Goodfellow tricks the Emperor of Thyatis into walking naked through Thyatis City. While Robin is being censured by the Fairy Court for this, he plays the same trick on Ard Ri Oberon. Impressed, Oberon invited Robin to become a member of his court to help make mischief.

(PC1, DMs, p. 58)

B/W AC 301 & 400 Macroderus Executed & Corunglain Plague

The Thyatian mage Macroderus of the Alasiyan colonies is executed for treason. The imperial treasury confiscates his property including the master Ionian Gem. 3 of his retainers flee with their gems.

(Source: Gaz 2, p. 60)

A fiend appears in the Broken Lands and breathes a plague onto Corunglain. Word reaches the cleric Ascalon on the north shores of Lake Amsorak. Ascalon travels to

Corunglain to help fight the plague. Ascalon realises the plague is being caused by a wind from the Broken Lands. He travels there and defeats the fiend, but later dies from the fiend's poison breath. The plague is lifted.

(Source: IM2, pp. 35-36)

AC 312 Vampire Plague in Traladara

On the night of 15 Felmont, a plague of vampires terrorises Traladara. The Traladaran hero Ghyrkos makes a stand against them and defeats them with his Great Blade. Ghyrkos dies after the battle. A band of Callarii elves buries him and his Great Blade in the heart of the Dymrak Forest. 3 days later, Ghyrkos becomes a vampire, but is prevented from rising because of the power of the Great Blade.

(Source: DM's Survival Kit Cards)

AC 313 Hattian Rebellion

Thanatos inspires the Hattians to revolt against the Thyatians on the grounds that non-Thyatians should be enslaved and intermarriage should be forbidden. The independent Kingdom of Hattias is proclaimed. The Hattian army besieges Emperor Alexian II in Thyatis City, but is scattered by the late arriving Kerendan Cavalry. The Thyatians then counter-attack, take the City of Hattias, raze its walls and re-assert their authority over northern Hattias Island. Hattias is demoted from Duchy to County status.

As a reward for his bravery fighting the Hattians, Emperor Alexian II awards Sir Actius with an island dominion southeast of Hattias. He named the island Actius and invested his wealth into building a sea port. Actius became a major provisioning stop for merchant vessels.

(Sources: DoE, Book II, p.4 and Book I, pp.5 & 9; B Heard 17.8.98)

AC 319 Hattias Pacified

Thyatis under Emperor Alexian II subdues Hattian resistance in the southern part of the Island of Hattias. Hattian prisoners are forced to become gladiators, slaves or are imprisoned.

(Source: B Heard, 17.8.98)

AC 324 Kharendaen Born

Kharaenden is hatched.

(Source: Dragonlord of Mystara p.317)

AC 349 Beasthunter & Taragin Oakbranch? Born

The Long Runners elf (known as Beasthunter after AC 500) is born.

(Source: Gaz 5, p.40)

Taragin Oakbranch is born in Clan Grunalf, Alfheim.

(Source: Gaz 5, p. 61)

B/W AC 351 & AC 399 Coral Gardens Sculpted

Tibaonius, the greatest triton sculptor, sculpts the coral gardens of Smaar.

(Source: PC3, DMs, p. 48)

AC 360 Minrothians Resume Slave Trading

Against the wishes of the Alphatians and the Alfeilse elves, the Minrothians resume carrying slaves for the Thyatian Empire. Minrothians seize hin slaves from the Five Shires and transport them back to Harbortown.

(Source: Gaz 9, pp 5-6)

AC 380 Births: Doriath Erendyl?

Doriath Erendyl is born in Elleromyr.

(Source: Gaz 5, p.44, PWA III, p.89 notes AC 594)

AC 390 Alfheim Repels Major Humanoid Invasion

Shadow Elf infiltrators agitate the humanoids to conquer Alfheim. A large horde invades Alfheim, but is easily defeated. Some orcs are captured. The Shadow Elves re-think their strategy.

(Sources: Gaz 13, p. 7, Gaz 10, DMG, p.4)

AC 395 Flaemish Landfall

The Overlord sends his Flaemish slaves from his desolate world to Mystara as an advance party to gather information for an invasion. The Alphatian Flaems (Followers of the Fire) arrive on Mystara and settle in the Highlands, founding Braastar nearby their planar entry gate. The Flaems harbour natural shape shifters able to take boar and bear shape. They head for the hilly regions.

A young man, Kaarstel is among these settlers.

(Source: Hollow World DM's Sourcebook p.17 & Gaz 3 p.4, PC4 DM'S GUIDE p.3, Dragonlord of Mystara pp .91 & 2, Dragonmage of Mystara, pp.77, 140)

The 7 tribes of the Flaem lead by Dukes found 7 duchies in the new lands.

The Flaem settle at Aalbansford on the Aalban River.

(Source: Dragonlord of Mystara pp. 90-91)

B/W A 395 & AC 470 Flaemish Settlements Founded

The Flaems found settlements at Graez, Linden, Nordeen, Traagen, Beraan, Braastar and Terreja. Duchy of Aalban founded. Ryde Aalstren was part of the founding populace of Graez.

(Source: Dragonlord of Mystara, Map inside cover & pp.2, 11, 18, 91)

**AC 400 Alphatians Create Lycanthropy, The Flaems &
Alphatians Learn of Each Other, Diamond Hatched?,
Marilenev Grows, Song of Halav Recorded, Church of
Traladara Formed, Doriath Becomes an Adventurer? &
Ostlander Raids**

Rogue Alphantian wizards attempting to create a hardier, more powerful Alphantian race, accidentally create fast spreading magical strains of lycanthropy and vampirism. Kyvan "Whitehair" was the principal mage involved.

The Flaems through explorers learn that their arch enemies the Air Wizards have already landed on Mystara and have established the mighty Alphantian Empire. Likewise the Alphantians learn that the Fire Wizards have made landfall in the Highlands of SE Brun.

(Source: Hollow World DM's Sourcebook p.17, PC4 DM'S GUIDE p3, DoE, Book III, p.7)

Gold dragon Diamond is hatched.

(Source: WoI Book 1, p.18)

The village of Marilenev undergoes gradual growth as trade overtakes fishing as the settlement's major industry.

Thyatian clerics travel to Traladara and record the Song of Halav on manuscript for the first time. Word of the Traladaran immortal Halav reaches Thyatis where a following begins.

(Source: Gaz 1, p.15)

The recording of the Song of Halav brings about the formation of the Church of Traladara.

(Source: Hail the Heroes, p.4)

Doriath of Clan Erendyl in Alfheim becomes an adventurer.

(Source: Gaz 5, p.44)

A handful of war leaders rise to prominence along the coasts of Noslo and Kalslo Islands. They unite small communities into war clans through conquest, marriage and diplomacy. The war leaders battle each other for supremacy and developed the art of mobile seaborne warfare. They begin raiding the entire coast of Eastern Brun (ie Norwold, Northern Reaches mainland, Alphatian Colony of Nithia, Empire of Thyatis) for plunder, increasing their military experience, wealth and power.

Giants raid the lowland communities of the Northern Reaches.

(Source: Gaz 7, pp 5-6)

B/W AC 400 & AC 600 Hattian Uprisings

Throughout these years, Hattians insurrections against the Thyatians flare up only to be ruthlessly crushed.

(Source: B Heard, 17.8.98)

AC 401 Alphatian Lycanthropy Epidemic & Makai Shell Necklaces

5,000 people and countless animals have contracted lycanthropy after 2 months of the epidemic. Kyvan "Whitehair" and other mages use their powers to contain the spread as much as they can. Kyvan convinces the Alphatian Emperor to establish a Centre for Disease Control. Kyvan was appointed Supreme Controller of the centre. However, there were dissident mages who sought to spread the disease further, led by Kaladan.

(Source: PC4 DM'S GUIDE pp.3 & 6)

Circa AC 401, Makai begin to use ornate shell necklaces as currency for inter-island trade.

(Source: Gaz 4, p. 12)

B/W AC 401 & AC 499 Tree of Saldis Planted

The actaeon, Seridus, saves the elven ruler, Saldis, from an ambush. As a mark of gratitude, Saldis plants a tree in the Achelos Woods which he dedicates to the woodland folk there.

(Source: "Ecology of the Actaeon", Dragon Mag #190, p.27)

B/W AC 401 & AC 500 Serraine Splits

The Flaemaker Clan of skygnomes tests new powering and maneuvering devices for the Flying City of Serraine. However, the Flamaeker quarter of Serraine splits off from the rest of the city during these tests and hurtles through the sky-shield into the

Void. Garal Glitterlode save the Flaemakers, transporting them to a flying continent in the Hollow World.

(Source: PWA I, p.68)

AC 406 Dominant Types of Lycanthropes

By now the Alphantian Centre for Disease Control had manage to limit the number of were types and introduced a number of weaknesses to the lycanthropes. The dominant were types were now wolf, boar, tiger, bear, bat, fox & giant hawk.

(Source: PC4 DM'S GUIDE p.5)

AC 410 Minroth Traders Spread Lycanthropy & Vampirism

Minroth traders unwittingly spread the diseases of lycanthropy and vampirism throughout the seafaring world. They blame it on the Alphantians.

(Sources: Hollow World DM's Sourcebook p.17, Gaz 9, pp 6-7)

AC 411 First Wererat

The first wererat awakens to intelligence and calls himself Mrikitat. In human form he takes the identity of Marcus Titus a thief.

(Source: PC4 DM'S GUIDE, pp5 & 7)

AC 412 Shiera Exiled

Shiera is exiled from Clan Alhambra in the Highlands for not being able to cast spells. She flees to the Khurish Massif, west of modern Sablestone, where she trains to be a skilled warrior amongst a flock of hawks.

(Source: DM's Survival Kit Cards)

AC 415 First Weresharks

The first weresharks appear in Undersea triggering an epidemic of lycanthropy among the sea peoples.

(Source: PC4 DM'S GUIDE, p5)

AC 419 Lycanthropy Spreads to Sub-Polar Regions

Normal seals carry lycanthropy to the sub-polar regions.

(Source: PC4 DM'S GUIDE, p5)

AC 425 Lycanthropy Spreads to Sind

Minrothaddan traders unwittingly spread lycanthropy to Sind. Weretigers are particularly prevalent. Existing shapeshifters (doppelgangers & mujinas) in Sind ally with the lycanthropes to attempt to rule the Sindh. Worried that the shapeshifters will destroy Sindhi culture, Ka “the Preserver: transports half the Sindhi population (especially Shahjapur including the port of Dharsatra) to the Hollow World. The remaining Sindhies are given false memories that their population has reduced from a plague. With the reduced population, the shapeshifters easily gain power.

(Sources: CoM, Explorer’s Manual, p.8, HWA3, p.21)

AC 437 Great Abysmal Invasion

The Devilfish emerge from the Abyss, but are repelled at the Terraces in battles near the ruins of Narwa and Ulhedar.

(Source: PC3 Map)

AC 443 Silver Purge Begins

Werewolves kill/infect many Minrothians and Alphas on Trader’s Isle. Ruaidhri an elven adventurer lost his family and friends to the werewolves. He vowed to wipe out every last werewolf, inciting the Silver Purge and embarking on the Path of the Epic Hero in the Sphere of Thought, sponsored by Diulanna?. Alfeisle elves follow Ruaidhri’s lead and take up silver weapons to purge the diseases from the humans of Trader’s Isle.

(Sources: PC4 DM’s Guide p.8, Gaz 9, pp 6-7)

AC 443 –AC 445 Lycanthropes Pugged & Night of the Long Knives

In Minrothad, humans and elves carry out the Silver Purge to rid the isles of lycanthropes. They are led by the elf Ruaidhri. In Undersea, the sea peoples hunt lycanthropes in the Night of the Long Knives.

The elves wipe out the Alphas of the colony of New Alphia – as they were particularly prone to lycanthropy and vampirism. The elves greatly reduce the number of Minrothians.

On 10 Vaternont AC 445, the Feast of the Silver Purge is inaugurated, celebrating the end of lycanthropy and vampirism in the isles.

(Sources: PC4 DM’S GUIDE, pp5-6; Gaz 9, DM, pp 5-6, Gaz 9, Players, p.14)

Triton clerics and triton mages accuse each other of spreading lycanthropy and begin slaying each other and their merrow allies in the Night of the Long Knives. Many are slain, but the Aquarendi intervene to avert civil war. The Aquarendi propose that the monarch of Tilluaraver be a mage/cleric. Both triton factions accepted this compromise and King Farmarva a triton mage/cleric ascended the Pearl Throne. Many werewolves flee south to the Terraces to plot revenge.

(Source: PC3, Sea Peoples Book, pp 42-43, 47)

AC 445 Births: Garafaele Galeifel

Garafaele Galaifel is born in the City of Stars.

(Source: Gaz 13, DMG, p.41, PWA I, p.140 notes AC 446)

AC 445 – AC 450 Spread of Lycanthropy

Fleeing extermination, lycanthropes flee to every continent of Mystara.

(Source: PC4 DM'S GUIDE, p.5)

AC 448 The Great One Presides over The Parliament of Dragons

The Great One himself appears to the Parliament of the Dragons in Windreach.

(Source: Dragonking of Mystara, p.281)

AC 450 Braejr Built, Hin Revolt in Harbortown & Traldar Flee to Gulf of Hule

Deaths: Prince of Dengar

At the urging of the Fire Wizards, the Flaems build the city of Braejr at the confluence of the Aalban (now Vesubia) and Areste (now Isoile) Rivers in the Highlands. The Archduke relocates his capital from Braastar to Braejr. The city contains the Archduke's Palace, the Fire Wizard's Academy, a park and is walled on the northern side. Smithies, warehouses and shops spring up in the southern district of the city. Braastar & Braejr are free cities under the Archduke's control.

(Source: Gaz3, p5; Dragonking of Mystara, pp. 165, 240 & 269)

Alfeisle elves secretly train a free hin, Malf Quickhand in Harbortown in preparation to lead a hin slave revolt against the Minrothians. Malf Quickhand successfully leads the hin revolt and they quickly escape by unused ships to an island to the northeast set aside for them by the elves which they name Open Isle. The Alfeisle elves then signed treaty papers with the hin accepting them into the trade combine.

(Source: Gaz 9, pp 5-6)

Plagued by a lycanthropy epidemic, Traldar sail from their homeland to the Gulf of Hule, founding the city-states of Slagovich, Zvornik (founded by the Zvornik family), Hojah (founded by the Hojah family), Zagora and Nova Svoga.

(Sources: Dragon Magazine #175, VPA, p.44, Red Steel, Lands of the Savage Coast, pp 8-9)

The eldest son of King Daroban V of Dengar is killed in battle.

(Source: Dragonlord of Mystara, p. 282)

B/W AC 450 & AC 500 Traldar Settle Savage Coast

Traldar slowly expand west from the City-States, along the rivers of the Savage Coast where they are largely absorbed by the local Oltecs. Traldar found the state of Bellayne with elves and some dwarves. They also found silver mines in the Sierra del Plata and bring in dwarven assistance. They build the town of Buenos Vientes above Nithian ruins

(Sources: Red Steel, Lands of the Savage Coast, p.7; Black Vessel, pp.57 & 169)

AC 451 The Big City Founded, Darokin/Alfheim Relations Begin to Deteriorate & Jadugeryas Overthrow Shapeshifters

Births: Prince Korinn

Mrikitat founds The Big City of wererats in the sewers of Thyatis City.

(Source: PC4 DM'S GUIDE, p.5)

Korinn, son of Doric, Prince of Dengar is born.

(Source: Dragonlord of Mystara, p.282)

Relations between Darokin and Alfheim begin to deteriorate. Darokinians begin to distrust the secretive elves.

(Source: Gaz 11, DMG, p 3)

Maga Aditi unites and leads a group of Sindhi mages to overthrow the shapeshifters. Through clever traps and brutal purges they expose, kill and execute many shapeshifters, freeing Sind. The mages claim their own caste: the Jadugeryas.

(Source: CoM, Explorer's Manual, p.8)

B/W AC 451 & AC 699 Belcadiz Clan migrates to the Highlands

The Belcadiz elven clan finds a hidden trail on the east bank of the Vesubia River in the southern Broken Lands. They follow it through the Broken Lands and are constantly attacked by humanoids. They eventually reach the Highlands and found the settlement of Alvar (now Ellerovyn).

NB: Gaz 3 suggests Belcadiz settled the Highlands after the City of Braejr was built, but before the other settlers arrived. Gaz 5 states the Erewan elves settled the Highlands in AC 700. Gaz 3 states when news of Belcadiz' discovery of the trail to the Highlands spread to the southern lands, a wave of settlers quickly followed. Dragonlord of Mystara tends to suggest the elves had been living in the Highlands for

quite a while. Kaarstel who found Thelvyn's pregnant mother in AC 475 remarked how the elves had taught him when he was young (possibly 20 yrs before, ie AC 455).

(Source: Gaz 3, p. 4)

AC 455 First Wereseal

A seal carrying lycanthropy infects a man by the name of Yanci in Qeodhar who becomes the first wereseal.

(Source: PC4 DM'S GUIDE, p.4)

AC 460 Wereseal Numbers Grow

Wereseal numbers grow.

(Source: PC4 DM'S GUIDE, p.5)

AC 463 Alessa Vyledaar Born

Alessa Vyledaar is born in the southwestern Highlands.

(Source: Dragonlord of Mystara, p.249)

AC 465 Sir George Kirbey Loses a Hand

The mandrake Sir George Kirbey, loses a hand in combat. As a result, he retires as a knight of the Order of the Roads in Darokin and resumes his trading business.

(Source: Dragonlord of Mystara p.252)

AC 467 Mithras IV Crowned King of Darokin

Mithras IV Attleson is crowned King of Darokin.

(Source: Gaz 11, DMG, p.4)

AC 472 Darius Glantri Born?

Darius Glantri is born in Thyatis City.

(Source: Dragonking of Mystara, p.32)

AC 473 The Great One Withdraws

The Great One temporarily gives up his immortality to have a son to be the champion of dragons and to save Mystara. The Great One withdraws from Mystara. Dragons panic.

(Source: Dragonking of Mystara, p.281, Dragonmage of Mystara p.35)

King Mithras IV of Darokin dies and is succeeded by his son Mithras V. During Mithras IV's reign, relations with Alfheim have deteriorated.

(Source: Gaz 11, DMG, p.4)

AC 487 Ferial Leaves

Ferial, the head cleric of Silvermist's Order of the Great One, leaves to head up a sanctuary in the eastern Canolbarth. Sellianda (the Gold Dragon Kharendae in disguise) becomes the new leader of the order.

(Source: Dragonlord of Mystara, p.310)

AC 488 Eddan Moves to Graez, City of Minrothad Founded, Aalban Raided & Solveig Breaks Her Back

Eddan moves to Graez to act as the village's mage, physician and teacher.

(Source: Dragonlord of Mystara, p.34)

Hadric Corser of Harbortown unites the remaining humans of Trader's Isle into a trade federation and founds the city of Minrothad on the ruins of New Alpathia. Hadric is proclaimed "The Great Uniter".

(Source: Gaz 9, pp 5-6)

Orcs and goblins raid outlying farms of Graez in the Duchy of Aalban.

(Source: Dragonlord of Mystara, p.24)

Sir George Kirbey and Sir David Southworth enlist the services of Solveig "White-Gold" to help them recover some artifacts. They are attacked – Solveig is knocked from her saddle and breaks her back. Sir George heals Solveig with magic and then takes her to his townhouse in the merchants' quarter of Darokin City.

(Source: Dragonlord of Mystara, pp 196 -197)

B/W AC 488 & AC 950 Masauwu

Masauwu, of the Children of Atruaghin descent, was born in Minrothad City b/w AC 488 and AC 950 (note – Masauwu sponsored Bagni Gullymaw who I believe became immortal around 500AC)

Masauwu becomes a notorious con man in Minrothad.

Masauwu is captured by vigilantes. As he is about to be burned at the stake, he is rescued by Hel who convinces him to seek immortality in the Sphere of Entropy.

After causing legendary ruin in his wake, Masauwu achieved immortality and became the chief recruiter for the entropic immortals.

(Source: WoI Book 1, pp 27-28)

AC 490 Prince Dorinn Wounded

Dorinn son of Doric, Prince of Denagar, is gravely wounded in battle against humanoids in the Broken Lands.

(Source: Dragonlord of Mystara, p.273)

AC 491 Mrikitat Immortal

Mrikitat achieves immortality on the Path of the Dynast in the Sphere of Time, sponsored by Vanya.

(Source: PC4 DM'S GUIDE, pp.5 & 7)

AC 491 Nuwmont Thelvyn Unemployed

Being unable to see well up close, the local jeweller in Graez lets Thelvyn his apprentice go. The jeweller then takes on Thelvyn's friend, Celmar Ferstaan.

(Source: Dragonlord of Mystara, pp. 22 & 31)

AC 491 Thaumont Thelvyn Employed

Kaarstel the forester of Graez takes on Thelvyn as his assistant. Thelvyn is then assigned to Dal Ferstaan as an apprentice smith.

(Source: Dragonlord of Mystara, pp. 23 & 29)

AC 491 Fyrmont Dragon Attacks

Bands of red dragons attack all settlements, farms and mines in the eastern Wendarian Ranges. The attacked are gnomes, Ethengarians and Flaems. Some attacks reach the Flaemish village of Nordeen.

(Source: Dragonlord of Mystara, pp.47 & 94)

AC 492 Spring Gnomes Abandon Torkyn Fall

Duke Aalban rules from Aalbansford and Duke Veerbyn of Traagen rules from Traagen.

(Source: Dragonlord of Mystara, p. 92)

Duke Ardelan rules Nordeen.

(Source: Dragonlord of Mystara, p. 95)

After constant dragon attacks, the gnomes decide to abandon their underground city of Torkyn Fall in the eastern Wendarian Ranges.

(Source: Dragonlord of Mystara, p.107)

Sir George Kirbey and his companions Solveig “White-Gold”, Korinn “Bear Slayer” son of Duric and Thelvyn “Fox-Eyes” set off for World Mountain to imbue their magic staff with entropy to subdue a dragon. They stop by Sarontai’s tribe in western Ethengar on the way. The tribe’s shaman is Yagatu.

(Source: Dragonlord of Mystara, chapter 11)

Thelvyn “Fox-Eyes” journeys to Dragonwatch Keep and becomes the 2nd Dragonlord.

(Source: Dragonlord of Mystara, pp.347-351)

AC 492 Klarmont Dragons Attack Northern Highlands

Jherdar leads 200 rogue dragons to attack the Highlands. Half the houses in the village of Graez and town of Aalbansford are burnt by dragon flame.

The Flaemish Dukes cannot agree on a response to the dragons, so Archduke Jherridan Maarsten organises the Highlands armies (3,000-4,000) and marches north to confront the dragons. The 36 knights of the Order of the Flame accompany the archduke.

The Dragonlord subdues the rogue dragon leader Jherdar and forces a truce. Jherridan Maarsten is crowned first King of Braejr and Thelvyn and Kharendaen take up residence in Braejr.

(Source: Dragonlord of Mystara, pp.361-5, 382, 384)

AC 492 Alphatia Colonises Norwold

Prince Alinor of Alphatia leads Alphatian colonists over the Alphatian Sea via sky and conventional ships to Norwold. The port city of Alphia is founded which serves as the capital of the new Kingdom of Alphia. Elsewhere, Alphatian forces overrun Heldannic villages on the coast and push further inland toward the Sabre River region.

(Source: Dragonking of Mystara, pp.72-73; CM1 pp 19-20, CM3 p. 18)

AC 493 Alphian Summer Palace Built & Kharendaen Leaves Silvermist

Births: Eternal Voyager

Prince Alinor of Alphia orders construction of a summer palace in the mountains at the source of the Sabre River.

(Source: CM3 p.24)

Sellianda (Kharendaen) leaves Silvermist to accompany the Dragonlord. Ferial returns to head the Order of the Great One at Silvermist.

(Source: Dragonmage of Mystara, p.32)

Eternal Voyager is born.

(Source: PC3, Sea Peoples Book, p 59)

Midwinter AC 496 Collar of the Dragons is Stolen

The Collar of the Dragons is stolen from the Hall of the Great One on Windreach by the black dragon renegade Murodhir with help of an artifact given to him by Byen Kalestraan. Murodhir hands over the Collar to Kalestraan in the woods near Braastar, then it is loaded into a wagon which vanishes after travelling a short way down the road. Dragons prevent Alphantian ships from leaving the Great Bay in Norwold, destroying those who resist.

At this time there are 47 draconic kingdoms of Mystara comprising the Nation of Dragons.

(Source: Dragonking of Mystara, pp.8 & 15, Dragonmage of Mystara, p.53)

AC 496 Spring Alphantians Attack Norwold

Alphantian settlers attack elves and dragons in Norwold.

(Source: Dragonking of Mystara, p. 76)

AC 497 Alphantians are Driven from Norwold

Furious at the theft of the Collar of the Dragons, the dragons of Wyrksteeth drive the Alphantians from Norwold.

(Source: Dragonking of Mystara, pp 64-68)

An earthquake destroys the city of Alpha.

(Source: CM1 p.20)

Barbarians of the Banner attack the Alphantian forces in Sabre River. Being under supplied, the Alphantians are defeated. In a final act of defiance, the Alphantian general curses the land to be uncivilised for 7 times 7 centuries and drives his magic sabre into Sabre River. The general's malevolent spirit becomes the Seer cursing the land to be uncivilised and poisoning the waters of the river.

(Source: CM3, pp 10 & 18)

AC 497 Early Summer New Darokinian Ambassador to Braejr, Dragonlord Assailed and Alphantia, Nation of Dragons Peace

**Agreement, Highlands Army Command
Appointments, Kardyer Slain by Dragonlord,
Dragons attack Highlands Army & King Jherridan
Assassinated**

On the night of the Flaemish summer festival, King Jherridan of Braejr receives the new ambassador from Darokin, Lord Derrick Mortrand. Mortrand is a senior diplomat and represents a strengthening of relations between the 2 states.

(Source: Dragonking of Mystara, p.97)

The Dragonlord and his companion Solveig White-Gold are attacked by 2 renegade black dragons (Murodhir is one) in human form. The Dragonlord is unable to teleport into his armour due to the outfit he is wearing. After a desparate fight, Solveig and 1 dragon are dead, Dragonlord's shoulder injured and the spellcasting dragon Murodhir escapes. Solveig is brought back to life by Kharendaen's magic.

(Source: Dragonking of Mystara, pp.106-113; Dragonmage of Mystara, p.53)

Alphatia and the Nation of Dragons come to a peace agreement.

(Source: Dragonking of Mystara, p.127)

King Jherridan of Braejr appoints Thelvyn Fox-Eyes commander of the Highlands army and Captain Harl Gairstaan second in command.

(Source: Dragonking of Mystara p.142)

Searching for the Collar of the Dragons, Sir George Kirbey is captured by the renegade Dragon King Kardyer in his lair, the ruined city of Darmouk in eastern Rockhome. He is rescued by the Dragonlord, Marthaen, Kharendaen, Seldaek and 10 other gold dragons. The Dragonlord slays Kardyer.

(Source: Dragonking of Mystara pp.155, 174-175)

The Dragonlord leads the Highlands army of 2,500 Flaems and 500 Elves to fortify the northern frontier against the dragons. They are to reinforce the 1,200 Flaems garrisoned in the north.

(Source: Dragonking of Mystara p.179)

12 red dragons attack the Highlands army, but are driven off by the Dragonlord. Circa 100 Flaems are lost and 3 catapults.

(Source: Dragonking of Mystara pp.188-189)

Byen Kalestraan and 4 other fire wizards polymorph into dragons, assault the royal palace in Braejr, kill 40 guards and assassinate King Jherridan. They are then killed as the Dragonlord destroys their magic amplifying crystal which collapses the roof and destroys a quarter of the palace. The other 13 Senior Fire Wizards involved in the

plot use magic to flee the Academy. Alessa Vyledaar (MU7) assumes temporary control of the Fire Wizards. King Jherridan names the Dragonlord as his successor, so Thelvyn reluctantly becomes temporary king of Braejr.

(Source: Dragonking of Mystara pp.222-235, 238, 242)

Thelvyn Foxeyes the Dragonlord travels to Shadowmere where he is transformed into Thelvaenir the Dragonking.

(Source: Dragonking of Mystara, p.390)

**AC 497 Mid Summer Highlands Army Withdraws, Siege of Braejr,
Alphatia Breaks Truce, Highlands Council**

The Dragonlord orders the withdrawal of the Highlands Army from the northern frontier to show the dragons that the Flaem are willing to pursue peace, but also to concentrate the Flaemish defense around Braejr.

(Source: Dragonking of Mystara, p.263)

Thalbar is the leader of the Black Dragons, Gherendaen of the Golds, Lhoran of the Blues. Saerna is the head of the Order of the Great One.

(Source: Dragonking of Mystara, pp.281 & 289)

Over 120 griffon riders lead by Captain Darius Glantri arrive at Braejr from Thyatis to help against the dragons.

(Source: Dragonking of Mystara, pp.303, 304 & 306)

Dragon forces now number 2,000 ready to invade the Highlands.

(Source: Dragonking of Mystara, p.310)

The Alphetians break their truce with the dragons by sending a fleet of 500 ships to the Great Bay, Norwold. Jherdar leads 1,000 dragons from the Highlands to attack the Alphetians. The dragons destroy the Alphetian fleet.

(Source: Dragonking of Mystara, pp.312-313, 334)

An Ethengarian army of 6,000 approaches Braejr to defend the city against the dragons.

(Source: Dragonking of Mystara, pp.318 & 321)

Korinn Bear Slayer leads 2,000 dwarves from Dengar into Braejr. 4,000 Alfheim elves also enter Braejr.

(Source: Dragonking of Mystara, p.330)

Marthaen reveals Thelvyn's origin as a Gold Dragon enchanted into Eldar form to him in front of Braejr and the draconic army. At the revelation that Thelvyn is a dragon in humanoid form, the alliance breaks up. The Ethengar are the first to leave, followed by the dwarves and Darokinians. Seeing the withdrawal of the allies, the dragons leave.

(Source: Dragonking of Mystara, pp.349-350, 362, 363, 368)

Thelvyn abdicates as King of the Highlands and sets up a council to rule instead of a king. Solveig is elected Prime Minister of the Parliament.

(Source: Dragonking of Mystara, p.371)

**AC 498 Spring The Overlord Takes Control of Alessa Vylebaar,
Thelvaenir Learns of His Father, Dragons Kill
Murodhir, Overlord Attacks, Collar of the Dragons
Recovered, War Council of Braejr**

Alessa Vylebaar hears the calling of a strange voice that leads her to Kalestraan's quarters. There she finds it comes from a crystal brooch which she takes. While sleeping, the Overlord takes control of her mind and learns of the fates of Kalestraan and the Dragonlord.

(Source: Dragonmage of Mystara, pp.5 & 18)

The Great One reveals to Thelvaenir that he is his father.

(Source: Dragonmage of Mystara, p.35)

Dragonking Thelvaenir, Kharendae, Marthaen, Jherdar, Sir George Kirbey and their dragon guards enter the cave of the renegade black dragon king Murodhir in the foothills of the Amsorak Mountains. They overcame 100 goblin crossbowyers and 5 black dragons and capture Murodhir. Murodhir tells them of the theft of the Collar of the Dragons, but then goes insane and is killed by the Dragonking.

(Source: Dragonmage of Mystara, pp.49-54)

Alphatian naval ships in Archport and 2 other major ports are attacked by gemstone dragons. Gemstone dragons also attack settlements in Dengar including Dengar City & Karrack Castle which is commanded by Gardar Daric son of Kuric. Gemstone dragons attack the Thyatian shipyards, Alfheim & Darokin.

(Source: Dragonmage of Mystara, pp.55-61, 76)

Thelvaenir recovers the Collar of the Dragons from the Gemstone Dragons' world.

(Source: Dragonmage of Mystara, p.102)

Thelvaenir battles wills with the Overlord through Alessa's brooch for the first time in the Wizard's Academy in Braejr. He breaks the Overlord's control of Alessa Vyledaar and learns some secrets of the Overlord and his minions.

(Source: Dragonmage of Mystara, pp.136-138)

The Armies of the Overlord gate to Mystara in the eastern Wendarian Ranges. Numbers are estimated 80 Masters (gemstone dragons) leading 100,000 troops of alien monsters divided into 20 companies of 5,000 each. They firstly attack the steppes, driving the Ethengar into neighbouring lands, then they burn the steppes in a period of a week. A delegation of Ethengarians lead by Kaihatu of Clan Red Horse reaches Fort Denwarf, Dengar and speaks with Rasdar Balar son of Balic. Balar gives the Ethengarians permission to travel to Dengar and speak with Gardar Doric Daroban V (of the Syrclist Clan). The Ethengarians meet with King Daroban and inform him of the invasion of the Overlord's armies. The Dwarves prepare to defend their mountains.

After a brief skirmish, the dwarves abandon Fort Denwarf to the invaders and retreat to Stahl where they are met by Governor Konar. The invaders then split their forces. 25,000 besiege Stahl whilst 50,000 attack Upper Dengar City. Just as the dwarves are about to abandon Upper Dengar to the invaders, the Nation of Dragons forces numbering 200 lead by the Dragonking Thelvaenir arrives and attacks the invaders who include less than 20 Masters. Marthaen leads a force of 800 dragons against the invaders of western Dengar and Jherdar leads a force of 1,000 dragons against the invaders of eastern Dengar. The invaders are driven from Dengar City.

(Source: Dragonmage of Mystara, pp.143, 145, 149, 152, 156, 159, 162, 167, 176, 178-180, 182, 189)

Braejr hosts the War Council of Mystara aimed to form an alliance to defend the world from the Overlord's invasion. Representatives in attendance include:-

Soveig White-Gold, Prime Minister of Braejr
Thelvaenir, Dragonking of the Nation of Dragons
Korinn Bear-Slayer, Prince of Dengar
Serran, Alphatian ambassador (secretly under the will of the Overlord)
Celedryl, King of Alfheim
Derick Mortrand, Lord Ambassador of Darokin
Darius Glantri, Thyatian Griffon Rider Captain
A Traladaran representative
An Alasiyan representative
A Jarldoms representative
A Makai representative
A Minrothaddan representative

Dragon garrisons were agreed to be stationed at Windreach, Darmouk, W Altan Tepes of Thyatis, Alphatia, the Wendarian Ranges and the Amsorak Mountains.

(Source: Dragonmage of Mystara, pp.194-195, 321)

The Masters transfer their capital from their world to the Adri Varma Plateau through a worldgate and begin transferring troops and supplies for conquest. The Alphatians send their fleet to attack the Mystaran nations opposing the Overlord.

(Source: Dragonmage of Mystara, p.256, 321)

The Masters transfer their forces and a fortress to the woods east of Braastar. They then march on Braastar. Mayor Kervaal of Braastar tries to organise the city's defense despite the mind control tactics of the Masters. The Dragonking arrives to hold off the attackers whilst the city evacuates to Braejr. The dragons abandon Braastar to the invaders.

(Source: Dragonmage of Mystara, pp.199-200, 207, 211)

200 Masters leave Braastar with a force of about 50,000 to march on Braejr. The Dragonking orders the evacuation of Braejr and Alessa Vyledaar agrees to let the dragon sorcerers study the Radiance.

(Source: Dragonmage of Mystara, pp.226 & 237)

A massive metal dragon construct comes through the fortress gate near Braastar, controlled by the will of the Masters. It is invulnerable to attack, but is defeated when the Masters' control of it is disrupted by the attack of the dragons on the Masters and it falls upside down into the Vesubian River.

(Source: Dragonmage of Mystara, pp.237 & 246)

The dragon sorcerers activate the Radiance to break the will of the Masters and to shut down their world gates in the Highlands. Jherdar leads a force of 400 dragons who rout the Masters. The Masters lose control of the army. Some warriors attack the Masters, some attack each other, some flee into the woods and some hail the dragons as liberators. An estimated 60,000 freed creatures were now between Braejr & Braastar. Solveig planned to give them lands in the far north and east of the Highlands. The Flaem slaves in Braastar reclaim their city and eject the Masters. Only 44 of the 200 Masters survived the rout to flee to the northwest.

(Source: Dragonmage of Mystara, pp.248-251)

The Dragonking breaks the Overlord's control of the Aphantian ambassador Serran and learns of the Alphantian naval invasion plans. Dragon sorcerers are sent to break the Overlord's control of Alphantia.

(Source: Dragonmage of Mystara, pp.319-321)

The Dragon Army consisting of 5,000 assembles in the Highland Range (now known as the Glantrian Alps). There are an estimated 6-8,000 dragons in Mystara at this time. Forces from Darokin, Alfheim and Dengar are on their way to Braejr.

The Army of the Overlord is advancing south from the Great Northern Wildlands and consists of 500 Masters, 40 metal warriors and 1 million monsters.

(Source: Dragonmage of Mystara, p.327)

The Dragon Army attacks the Overlord's Army in the Great Northern Wildlands, concentrating their attacks on the Masters. Over 100 Masters are slain and approximately 300 were released from the Overlord's will and fled to the wilderness.

(Source: Dragonmage of Mystara, pp.331-2)

Thelvaenir completes the Hidden Path, sponsored by the Great One, ascending as Diamond, Ruler of All Lawful Dragons.

(Source: Dragonmage of Mystara, p.363)

Diamond destroys the Overlord by assuming his true form, the Overlord not being able to resist the brilliant immortal light. With the Overlord destroyed, his slaves were now free. The gemstone dragons made their peace with the dragons and alien creatures were assisted to return to their home worlds.

(Source: Dragonmage of Mystara, p.280, 382)

The grasses of the Ethengarian steppes begin to recover, so the Ethengarians return to their lands. However, they now begin to view foreigners with a growing distrust and raid their neighbours to recover their depleted livestock.

(Source: Dragonmage of Mystara, p.392)

AC 499 Births: Yldrysyl Greenheight, Therandael

Yldrysyl Greenheight is born in Greenheight.

(Source: DoE, Book I, p.13)

Diamond's mate Kharendaen hatches a daughter who they name Therandael. She is left to be raised by her uncle Marthaen and his mate Daresha in Windreach.

(Source: Dragonmage of Mystara, p.393)

Before AC 500 Westrouрке Founded

Thyatis founds the dominion of Westrouрке on NW Isle of Dawn.

(Source: DoE, Book I, p.72)

AC 500 Colonial Wars Commence in Alasiya, Thyatis Occupies Kirkuk, Lycanthropes and Vampires Settle in the Traladaran Woods, Leo Variantia Seeks Immortality, Thornbush Beast Slain, Ostland Colonises Mainland Northern Reaches, Broken Lands United, Castle Furmenglave Built, Qeodhar Allies With Alphatia, Hule

**Drives Barbarians to Savage Coast, Bellayne Plague,
Caymas Created, City-States Founded, Minrothaddan
Merchant Princes Clash, Great Pass Abbey Founded &
Radiant Eye in Broken Lands**

Alphatian colonial holdings have expanded south down the Alasiyan Coast, running into Thyatian colonial holdings which have expanded north up the Alasiyan Coast. The 2 imperial rivals now begin 3 centuries of intermittent warfare in Alasiya. Alasiyan tribes ally with each side and often have bloody clashes with traditional tribal rivals. Colonial administrations become increasingly cruel and oppressive over the next 3 centuries.

Traders who have contracted lycanthropy (werewolves, werebears & wereboars) or vampirism settle in the Traladaran woods where they thrive. Due to the new dangers of the inland woods, trade and communications die off to the inland communities.

(Source: Hollow World DM's Sourcebook p.17, Gaz1 p.3, Gaz 2 pp 4-5)

Leo Variantia a Thyatian warrior/weretiger embarks on the Path of the Polymath in the Sphere of Matter, sponsored by Ka?. He is first transformed into a thief/werefox in Thyatis City, becoming the first werefox.

(Source: PC4 DM's Guide p.8, PG p.18)

Thyatis occupies and begins fortifying the Village of Kirkuk in Dythestenia.

(Source: Gaz 2, p. 39)

A warrior of the Long Runners Clan slays a beast half-dinosaur and half-gian lion that escaped Thornbush. The warrior is renamed Beasthunter for his great deed.

(Source: Gaz 5, p.40)

King Cnute "the Bold" of Ostland's 3 youngest sons, Eirik, Sven & Hrafn, lead a series of expeditions to colonise the largely unsettled mainland to the west. They found settlements mainly on the coast, but also inland on the Marsfjord and Vestfjord. The sons of Cnute protected the communities from humanoids raids and lead raids into the hills against trolls and giants. For this they were welcomed and the locals were happy to be subjects of the Kingdom of Ostland.

(Source: Gaz 7, pp5-6 & 14)

Minrothad maintains neutrality during the Thyatian-Alphatian conflict and trades with both sides.

(Source: Gaz 9, p.6)

The red orc, Big Chief Sitting-Drool unites the tribes of the Broken Lands. The humanoids besiege Corunglain and threaten Darokin City.

(Source: Gaz 10, DMG, p.4)

Castle Furmenglaive is built on the south coast of the Isle of Dawn.

(Source: DoE, Book I, p.72)

The King of Qeodhar swears allegiance to the Empire of Alphatia in the hope of improving trade and attracting mages to settle in Qeodhar.

(Source: DoE, Book I, p.80)

Hulean armies drive barbarian tribes to the central Savage Coast where they are welcomed by the elves and dwarves living there.

The humans of Bellayne are wiped out by a mysterious plague. The rakastas move into Bellayne territory allying with the remaining humans, elves and dwarves.

Herath creates caymas to be slaves and builders.

(Sources: Red Steel, Lands of the Savage Coast, p.7, Dragon Magazine #185, VPA, p.52, Savage Baronies Book I, p.18)

Minrothaddan Merchant Princes clash in the sea Battles of Minrothad (NE of Trader's Isle), Storm (SW of North Isle) and Clash of the Princes (b/w Open & Alfeisles).

(Source: PC3 Map)

Lawful mystics found an abbey at the eastern end of the Great Pass dedicated to an immortal protecting the seekers of knowledge (3 armed minotaur). Their symbol is a sun between bull's horns.

(Source: X4, p.26)

B/W AC 500 & AC 662 Flaems Lose an Artifact

During their wars with Ethengar, the Flaems lose their iron gauntlet of wishing.

(Source: K of Magic, p. 97)

AC 501 Deaths: Atracious

The mage and antique dealer Atracious of Ierendi dies and leaves his pet parrot to his long time acquaintance, Sir George Kirbey in Braejr. The parrot knows the location of Atracious treasure which was also willed to Sir George.

(Dragonmage of Mystara, p. 391)

AC 501 Spring Elfwar Begins

Human bandits attack and burn a Darokinian cottage and farm on the Alfheim border. There were no survivors and the Darokinians blamed the elves. Nearby villages raised a force and invaded Alfheim, but were easily repulsed. Darokin then invaded Alfheim in full scale war.

(Source: Gaz 11, DMG, pp.4 & 6)

B/W AC 501 & AC 549 Births: Asvoria Treeseacher

Asvoria Treeseacher is born in Clan Feadiel in the Sylvan Realm.

(Source: CoM, Elven Swan Ship Card)

**AC 502 Artacious Dies, Darius Glantri Marries Solveig
White Gold & Corunglain Siege Lifted**

The mage Artacious of the Colony Isles dies.

(Source: Dragonmage of Mystara, p.391)

Solveig White Gold marries Darius Glantri.

(Source: Dragonmage of Mystara, p.393)

The Darokinian Punitive Expedition lifts the humanoid siege of Corunglain, but is massacred and eaten in Trollhattan when pursuing the enemy into the Broken Lands. The massacre causes a scandal in Darokin.

(Source: Gaz 10, DMG, p.4)

**AC 503 Corwyn XIII Attleson Crowned King of Darokin & Battle
of the Rovers**

King Mithras V Attleson of Darokin is killed in battle against Alfheim. He is succeeded by his son Corwyn XIII.

(Source: Gaz 11, DMG, p.4)

The underwater Battle of the Rovers is fought between the merrow and the kna.

(Source: PC3 Map)

AC 504 Elfwar Ends

King Corwyn XIII Attleson of Darokin declares that Alfheim has learned its lesson and ceases hostilities. The war claimed less than 2,000 Darokinians and less than 50 elven casualties. Relations remain strained for centuries.

(Source: Gaz 11, DMG, pp.4 & 6)

Merchant ships start using Vanya's Girdle more frequently, avoiding going round Cape Hattias. This causes a downturn in the economy of Actius. In response, the Actians turn their efforts to shipbuilding.

(Source: DoE, Book I, p.9)

AC 514 Temple of the Shield Constructed?

The Church of Traladara, aided by the mage Perrantin, constructs the Temple of the Shield in the Wufwolde Hills to house the Shield of Halav on the site it was discovered. Perrantin writes the story of the Dragon Wars of the Highlands and places the book in the temple.

(Source: Hail the Heroes, p.4)

AC 515 Town of Zadreth Founded?

The popularity of the Temple of the Shield in the Wufwolde Hills of Traladara is growing. A small town forms around the temple which is named Zadreth.

(Source: Hail the Heroes, p.4)

AC 520 Malfton Established & 2nd Darokinian Punitive Expedition Massacred

The hin of open Isle found their capital and trading port, Malfton.

(Source: Gaz 9, p.6)

The 2nd Darokinian Punitive Expedition is massacred in Kol, Broken Lands. First caravans from Corunglain attempt to cross the Broken Lands.

(Source: Gaz 10, DMG, p.4)

AC 522 2nd Siege of Corunglain & King Corwyn XIII Attleson of Darokin Dies

Big Chief Sitting Drool besieges Corunglain for the 2nd time and torches local villages.

(Source: Gaz 10, DMG, p.4)

King Corwyn XIII Attleson of Darokin dies without an heir, marking the end of the Attleson Dynasty.

(Source: Gaz 11, DMG, p 3)

AC 523 Corunglain Ransacked

Big Chief Sitting Drool's forces break into Corunglain and ransack the city, enslaving the population and taking them back to the Broken Lands. The sack of Corunglain following the ineffective Elfwar, marks the beginning of the decline of Darokinian monarchical power. Villages and towns of Darokin begin to become more independent.

(Sources: Gaz 10, DMG, p.4; Gaz 11, DMG, pp.4 & 6)

AC 525 Big Chief Sitting Drool Captured

The 3rd Darokinian Punitive Expedition including forces from the Highlands, successfully invades the Broken Lands, bringing back Big Chief Sitting Drool in chains. The Corun Family leads the rebuilding of Corunglain.

(Sources: Gaz 10, DMG, p.4; Gaz 11, DMG, p.22)

AC 526 King Cnute "the Bold" Dies & Broken Lands- Darokin/Highlands Truce

King Cnute "the Bold of Ostland dies. He is succeeded by his eldest son, Brand who was merely a puppet of his mother Queen Gudrid.

(Source: Gaz 7, pp5-6)

Darokin & the Highlands exchange Big Chief Sitting Drool for gold and slaves taken from Corunglain. A truce is declared between the states which causes a great uproar in Darokin.

(Source: Gaz 10, DMG, p.4)

AC 527 Sitting Drool Assassinated

Adventurers assassinate Big Chief Sitting Drool. The Broken Lands tribes conflict with each other and invade Red Orland. High Gobliny occupies Red Orland.

(Source: Gaz 10, DMG, p.4, PG, p.11)

B/W AC 537 & AC 580 Births: Mad Creeg

Mad Creeg is born.

(Source: Gaz 4, pp 4-5)

AC 549 Births: Brightsword

Brightsword is born in Clan Red Arrow, Alfheim.

(Source: Gaz 5, p.41)

AC 550**Beast Man Invasion**

The Kerendan wizard Illodius questing for immortality in the Sphere of Energy on the Path of the Paragon (sponsored by The Shining One?), opens a portal to an outer plane to lead a beast man invasion of the Canolbarth. His goal was to gain control of the magic points to aid his research.

With the elves under pressure, Darokin also invaded Alfheim at this point.

Elven wizards opened a portal to the Beast Men's plane at the good magic point of Turnclaw, closed Illodius' planar gate and then closed their own gate. Deprived of endless reinforcements, the remaining Beast Men were destroyed and the invasion defeated, but not before a section of the forest (called Wizard's Glen) is scarred. The elves then easily repel the Darokinian army, with Redsword of Clan Red Arrow and Taragin Oakbranch of Clan Grunalf proving their valiance. In the blighted area, a marketplace is built which later becomes Alfheim Town. Taragin is appointed Guardian of Alfheim Town for his valour and his dislike of towns (so he could be trusted).

(Source: Gaz 5, pp.7-9, 21, 24, 59, 61)

B/W AC 550 & AC 560 Alfheim and Darokin Alliance

Having been resoundingly defeated by Alfheim, the Darokinians pledge alliance to the elves.

(Source: Gaz 5, p.9)

B/W AC 550 & AC 598 Sharlikran Born

Sharlikran is born in Clan Chossum, Alfheim.

(Source: Gaz 5, p.60)

AC 552**Queen Gudrid Dies & Laraeden Becomes The Feathered Serpent**

Queen Gudrid of Ostland dies. Her son King Brand without her guidance, promotes raids on the mainland where his younger brothers are building an honourable reputation. Eirik, Sven & Hrafn promote trade and craftsmanship in the growing towns of the mainland Northern Reaches and defend the people against humanoid and Ostlander raids.

(Source: Gaz 7, p 5)

Laraeden of Clan Celedryl in the City of Stars, is appointed to the role of Feathered Serpent (spymaster) of the Second Shadow. A dream influences him to change his name to Xatapechtli.

(Source: Gaz 13, DMG, p.50)

AC 560 Alfheim Defeats Shadow Elf Invasion

Shadow Elves learn of Alfheim form captured humans. They approach King Celedryl of Alfheim and demand to be given half the Canolbarth, reparations for their long neglect and leadership of Alfheim. Celedryl had no choice but to reject these unreasonable demands. The Shadow Elves then invade, but are defeated in the Canolbarth Forest, by Alfheim troops with some assistance by Darokin's forces. The Grunalf Clan bore the brunt of the invasion. Redsword of Clan Red Arrow fought in the realm's defence.

(Source Gaz 13, p. 7, Gaz 5, pp.9, 36, 59)

B/W AC 561 & AC 599 Gilfronden Befriends Doriath

Claiming to be an adventurer from the Great Forest of Geoffron, Gilfronden teams up with Doriath in the same adventuring party. Gilfronden is actually a Shadow Elf spy, attached to Doriath who is a likely candidate to become Royal Counselor.

(Source: Gaz 5, p.55)

AC 565 Varellya Destroyed

Twin Crown Princes Abatu and Lothir of Varellya on the Vulture Peninsula arrange for their father to be abducted and declared dead. Abatu then claims the throne, but Lothir opposes him. Civil war breaks out as the Varellyans massacre each other. Abatu summons a nightwalker to defeat Lothir. The Nightwalker imprisons Lothir, but then turns on Abatu and destroys the kingdom. A curse is laid upon the Varellyans, perpetually reincarnating them as nagpas.

(Source: Dragon Magazine #157, VPA, pp.43-44)

B/W AC 566 & AC 600 N'djatwa Seek New Trade Partners

After the destruction of Varellya, the N'djatwa send an expedition on giant pelicans to seek new trading partners. The expedition travels to Cestia, but is attacked by the xenophobic Androkians. The few survivors quickly retreat to N'djatwaland.

(Source: Dragon Magazine #158, VPA, p.43)

AC 570 Shires Cast-Offs Settle Ierendi Isle

Between 70 & 91 criminals are sentenced to death by the High Sheriff of the Five Shires. The Sheriff notes that his brother is among the condemned, so he chooses the penalty of casting the criminals off in the Sea of Dread to perish, but secretly hoping his brother will survive.

Two thirds of the criminals do perish, but after 3 weeks adrift, a violent storm carries 11 humans, 4 hin, 3 dwarves & 5 elves to an island. The Makai welcome the cast-

offs. The cast-offs found a village which they call Ierendi and name the island after their settlement. The cast offs then proceed to settle another 4 islands.

(Source Gaz 4, pp. 3, 5)

AC 571 Thyatis & Shires Establish Prisons on Ierendi Isles

The new settlement of Ierendi is discovered by a Thyatian trade ship. Thyatis establishes prisons on 5 of the Ierendi Isles. The Shires do likewise with political dissidents when news reaches them.

Thyatis gradually increases garrison strengths and control of the islands, taking over Shires' prisons. Treatment of the natives deteriorates. Many Hattian convicts are transported to the Ierendi prisons.

(Sources: Gaz 4 pp 4 & 5, Hollow World DM's Sourcebook p.17, B Heard, 17.8.98)

B/W AC 571 & AC 619 Births: Black Toes

Black Toes in born in Ierendi.

(Source: Gaz 4, pp 4-5)

AC 575 Hin Naval Bases on Ierendi Isles

The Five Shires establish year-round naval basis on the Ierendi Isles for the first time. They build large numbers of small craft and their seaborne trade flourishes.

(Source: Gaz 8, p 8)

AC 582 Telemon Crowned

General Telemon is crowned King of the Shadow Elves. He immediately changes Shadow Elf strategy to defeat Alfheim, by looking to infiltration rather than direct conquest.

(Source Gaz 13, pp. 7 & 44)

AC 585 Ethengarians Raid Highlands

Ethengarians raid the Highlands, but are driven out by the Flaems.

(Source: Gaz 3, p.5)

AC 586, 22 Klarmont Thyatis Seizes Ierendi Isles

In need of funds and resources to fight Alphatia, the Empire of Thyatis conquers the Ierendi Isles at the Naval Battles of Ierendi, Fletcher and The Trap (NW of Safari Isle), seizing the hin's shipbuilding facilities. The hin retaliate with piratical raids on Thyatian shipping.

(Sources: Hollow World DM's Sourcebook p.17, Gaz 8 DM's Booklet, pp. 8 & 15, PC3 Map)

AC 593 Werhawks Extinct

Ruaidhri kills the last werhawk on Mystara and achieved immortality.

(Source: PC4 DM'S GUIDE, pp.5 & 8)

**AC 600 Mad Creeg's Rebellion, Fall of the Sylvan Realm,
Plague Wipes Out Makai? Doriath Becomes a Royal
Advisor, Dwarves Begin Settling Northern Reaches,
Barbarians Invade Hule, Marvelous Tome Sorter
Invented, Vacros Destroyed & Doriath Becomes an
Advisor?**

Births: Galladin?

The pirate leader Mad Creeg, leads a rebellion of Hin & Thyatian prisoners and Makai tribesmen against Thyatis. He uses bribery against the corrupt Thyatian administration and to influence legionnaires to desert. Ierendi Island was the first to fall to the rebels. They begin piracy against the Empire of Thyatis. Many Hattians are among the rebels. Some form a secret sect, the Storm Soldiers, and quietly return to Hattias over the next decade. Others stay to live in Ierendi.

After a bloody war, the Empire of Moorkroft conquers the Sylvan Realm. The elves decide to magic jar into the forest en masse and hide the Tree of Life in a sanctuary under their capital city to be guarded by the Treekeeper. Warned by a prophecy, Fillindyl Feadil convinces his clan to flee so that they may one day return to save their brethren.. The Feadil Clan uses the magic rainbow to escape to Alfheim. Moorkroft realises the Feadils have escaped and sends his mujina spy after them. However, the mujina and his mutinous orcish followers are turned to stone in the rainbow. The red dragon, Fosfar, secretly follows the mujina and decides to stay in Scarletland in the rainbow after defeating the guardian. Dyradyl Feadil is crippled by a curse in the evacuation. Jorodrin Feadil carries the branch of the mother Tree of Life through the rainbow. Town of Feador founded by the Feadils. The Feadils grow a daughter Tree of Life from the branch of the Mother Tree.

Moorkroft I's hordes ransack the Sylvan Realm, razing their capital, but find very little booty. Ilsundal curses Moorkroft I and his descendents with a rotting and shrinking disease. Much to the disgust of his army, Moorkroft I decides to make the Tower of Light his new abode and enchants 41 sets of elven armour from his fallen foes to guard it.

(Sources: Hollow World DM's Sourcebook p.17, Gaz 4, pp 4-5, Gaz 5, pp.18, 53, 56, B Heard, 17.8.98; CM7, pp 2, 5, 8, 9, 12, 13, 25, 37)

Galladin is born in Alfheim.

(Source: Gaz 3, p.31)

Makai grave robbers return from Elegy isle to the northwest Ierendi Isle Makai tribes with tomb rot. The plague wipes out the northwestern Ierendi Isle Makai tribes. Burials on Elegy Isle cease.

(Source: Gaz 4, pp 56-57)

Doriath winds up his adventuring career to become an advisor to King Celedryl of Alfheim.

(Source: Gaz 5, p.44)

A new wave of dwarven immigration to the Northern Reaches begins.

(Source: Gaz 7, p. 5)

Skylofter the Serraine skygnome invents the Marvelous Tome Sorter for the Great Library. Unfortunately it shreds the many tomes placed in its maw, instead of sorting them.

(Source: PC2, DM's, p.44)

Lady Durnsay of Cathos City leads an invasion of Vacros Island (*in the Far End Ocean?*) to purge the island of the worship of the minotaur immortal, Kiranjo who required human sacrifice. The invaders raze Vacros City and the Temple of Kiranjo, scattering the population to the four winds. The maze underneath the temple is sealed where the trapped minotaurs die over the next few months. The leader of the monotaurs, Kandros, was the last to die. Following the defeat of Vacros, Cathos usurped her trading empire.

(Source: M2 Maze of the Riddling Minotaur, pp 4,27)

King Celedryl Erendyl of Alfheim appoints the famous adventurer Doriath Erendyl as an advisor.

(Source: Gaz 5, p. 44)

B/W AC 600 & AC 1000 Kythria

Kythria born in Ierendi.

Kythria becomes a cleric of Valerias.

Kythria undertakes the Path of the Paragon in the Sphere of Energy, sponsored by Valerias.

Kythria fails to attain immortality. Kythria retakes the path under Eiryndul's sponsorship and attains immortality.

(Source: WoI Book 1, p. 40)

Barbarian hordes of the Midlands unite and raid Hule to the south. City after city fell to the barbarians. Bozdogan (Loki) reincarnates Hosadus and gifts him the Soul-Gem of Thanatos to prolong his life. Hosadus takes control of Hule and by using trickery and deceit, he is successful in driving the barbarians out of Hule. He founds Greatrealm in Niwhelm (aka the Dark Wood) to be his capital. He raises the tower of Greatrealm using dark magics and turns a storm giant slave into a bronze statue of a chariot driver (with the temple as his chariot). He tells his followers to obey a youth that he will send to speak in his name and then Hosadus disappears. Months later, a youth in black plate mail arrives with the crystal casket of Hosadus. The casket is placed in the Hall of Laws and the youth (an avatar of Hosadus) becomes The Master of Hule.

(Sources: PWA II, pp. 39-40; X5, pp.13, 20, 23, X10, p.31)

AC 601 Gregus Verdier Born

Gregus Verdier is born on Alfeisle.

(Source: Gaz 9, p.6)

AC 602 Kingdom of Ierendi Formed & Borydos Made a Prison Island

Mad Creeg's ragtag force defeats the Thyatians and controls all 10 Ierendi isles. Mad Creeg forms the Kingdom of Ierendi and names himself king. Hard pressed by Alphatia in Alasiya and other fronts, Thyatis signs a treaty with Ierendi, abandoning its claims to the islands.

(Source: Gaz 4, pp 4-5)

Circa AC 602, Makai ornate shell necklaces currency phases out as traditional coinage comes into use with the formation of the Kingdom of Ierendi.

(Source: Gaz 4, p. 12)

With the loss of the Ierendi Isles to send prisoners, the Thyatian Emperor orders the herdsmen and fishermen of Borydos to leave the island and relocate elsewhere in the empire. The island was then deforested and turned into a penal colony. Sea monsters (such as giant manta rays and giant crabs) were released into the surrounding waters.

(Source: DoE, Book II, p.7, Book I p.99)

AC 604 **Dispute Between Ostland & Vestland**

Jarl Ottar “the Just” on behalf of the Vestland Jarls refuses to pay the increasingly burdensome tribute demanded by his cousin King Finnibogi of Ostland. In response, King Finnibogi orders his jarls to increase raiding of Vestland’s coastal communities.

(Source: Gaz 7, p 5)

AC 606 **Osteropolus Domus Built**

Gabian Osteropolus, the first in a line of Osteropolus senators of Thyatis City, builds a domus in the upper class district of Thyatis City.

(Source: DDA1, p 13)

AC 609 **Jaibul Founded**

After decades of feuding, the Jadugeryas of Putnabad flee from the Himayas to the south and set up their own mumlyket of Jaibul on the 5th of Nuwmont.

(Source: CoM, Explorer’s Manual, pp. 8 & 18)

AC 610 **Sylvan Elves Flee to Graakhalia**

100 Sylvan elves fleeing from the armies of Moorkroft reach Graakhalia in the Great Waste on their southeastern journey. They are welcomed by the Sheyallia elves, but have difficulty accepting the Gruugrakh gnolls as their brethren.

(Source: CoM, Explorer’s Manual, p.26)

AC 612 **Nob Nar Slays Baron Ulstagh of Halag & Song of the Deck of Spheres Composed**

Nob Nar travels to Baron Ulstagh’s court in Halag to wed the Baron’s daughter Navrilstar. The Baron orders his guards to seize Nar but none are willing given Nar’s fierce reputation. The Baron then slays his daughter to spite Nar. Nar slays the Baron in revenge and carries Navrilstar away for burial at Everwake Way (NE of Werescalot).

(Source: Gaz 8, Player’s Booklet, pp 15-17)

The Song of the Deck of Spheres is composed in Alasiya, naming the 5 immortals who created it: Khoronus, the Great One, Razud, Diulanna and Masauwu.

(Source: DM’s Survival Kit ,p.7)

AC 613 **Births: Miroslav Gorevitch-Stekel**

Miroslav Gorevitch-Stekel is born in Traladara.

(Source: PC2, Adventurer's Booklet, p.15)

AC 614 Kingdom of Vestland Founded

After 10 years of punitive raiding, the Vestlanders manage to start effectively opposing Ostland raiders. In response, King Finnibogi of Ostland himself decides to lead his forces to besiege the main Vestland settlement of Norrvik. Norrvik is besieged. The Ostland besiegers are defeated by the Vestland forces lead by Jarl Ottar "the Just" at the Battle of Bridenfjord when King Finnibogi is captured. To secure his release, King Finnibogi is forced to sign a treaty acknowledging the sovereignty of the new Kingdom of Vestland. Ottar "the Just" is crowned King of Vestland and the House of Ottar is established.

Vestland pursues trade with the Alphatian & Thyatian colonies in Alasiya.

Ostland continues to raid the southern Northern Reaches, Alasiya and Thyatis.

(Source: Gaz 7, pp5-6 & 14)

AC 623 First Devil Swine

Devil Swine first appear in Alphatia following further experimentation at the Centre for Disease Control.

(Source: PC4 DM'S GUIDE, p.5)

AC 625 Lord Ingram Rules

Lord Ingram rules a small island in the Isle of Dread with the aid of 12 lesser were-hogs. He is called Devil Swine by his terrorised victims.

(Source: PC4 DM's Guide, p.4)

B/W AC 625 & AC 700 Orcus

Orcus contracts lycanthropy from a devil swine in Traladara. He attains immortality on the Path of the Fiend in the Sphere of Entropy, sponsored by Thanatos.

(Source: WoI Book 1, p.31)

AC 637 Black Toes Crowned King of Ierendi

Black Toes succeeds his father Mad Creeg as King of Ierendi, upon the latter's death. Black Toes marries Kerhy Matringle from the Highlands and assumes her surname, commencing the Matringle dynasty.

(Source: Gaz 4, pp 4-5)

B/W AC 637 & AC 643 Honor Island Magocracy Founded

A group of Aphantian wizards flee the Alatian Islands and settle Honor Island.

(Source: Gaz 4, p. 60)

AC 640 Reginald Born

Reginald is born in the Kingdom of Darokin.

(Source: Gaz 11, DMG, p.37)

**AC 642 Ierendian Council of Lords Formed
Births: Acroshiye**

King Black Toes Matringle of Ierendi forms the Council of Lords as an advisory body. The first Lords are his most trusted henchman and captains. The Council makes laws, but they are rarely followed by the lawless subjects.

(Source: Gaz 4, pp 4-5)

Acroshiye is born in Shiye-Lawr.

(Source: PWA I, p.131)

AC 644 Battles of Honor & Utter Strait

Thyatian fleets are defeated by the fledgling Ierendian Navy supported by Honor Island mages at the Battles of Honor (NW of Honor Island) and Utter Strait.

(Source: Gaz 4, pp 4-5, PC3 Map)

AC 645 Battle of Skullhorn Pass

The Flaems defeat a major Ethengarian invasion at the Battle of Skullhorn Pass.

(Source: Gaz 3, p.5)

AC 646 Verdier Clan United

Gregus Verdier forges the forest elves into a united political and economic faction in the Minrothad Isles.

NB: Gregus Verdier was 45 at this stage which is too young for a regular elf to accomplish this task. Perhaps he was a half-elf with more human aging.

(Source: Gaz 9, p.6)

AC 650 **Ierendian Naval School Established, King of Darokin Merely Ceremonial & Storm Soldier Sect Grows**

The first naval school is established in Ierendi to train sailors for battle.

(Source: Gaz 4, pp 4-5)

The King of Darokin is now only a ceremonial position. Settlements are independent.

(Source: Gaz 11, DMG, p.4)

The militant movement called the Storm Soldiers takes root in Hattias and starts growing. The sect forms autonomous clans hiding in the hills of Hattias, in the south at first and gradually further north.

(Source: B Heard, 17.8.98)

AC 651 **Battle of Helk's Drift**

Undersea Battle of Helk's Drift, NW of Nortens.

(Source: PC3 Map)

AC 654 **Battle of Spirits**

The Tiger Clan is defeated by the Elk Clan whilst attempting to ascend the plateau.

(Source: Gaz 14, Map)

AC 660 **Michel d'Ambreville Born**

Michel d'Ambreville is born in Averoine on the world of Laterre.

(Source: Mark of Amber, d'Ambreville Family Tree)

AC 662 **Flaems Massacred in the Steppes & Battle of Sharkfray**

Births: Marie-Helene de Montagnevert, Elktazar

A Flaemish expeditionary force is massacred in the steppes by Ethengarian forces.

(Source: Gaz 3, p.5)

Marie-Helene de Montagnevert is born in Averoine on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

Merrow fight weresharks at the Battle of Sharkfray near the Terraces.

(Source: PC3 Map)

Elktazar is born in the Highlands.

(Source: CM8, p.13)

AC 665 Camille de Montagnevert Born

Camille de Montagnevert is born in Averaigne on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

AC 667 Births: Amanth

Amanth is hatched.

(Source: Dragon Magazine #171, Who's Who Among Dragons, p.10)

AC 669 Births: Drushiye

Drushiye is born in Alphatia.

(Source: DoE, Book I, p.46)

AC 675 Shadow Elf Infiltrators Purged in Alfheim & Battle of Mur

A Shadow Elf spy questions why his people despise the surface elves and decides to turn coat. He informs King Celedryl of Alfheim of the Shadow Elf activities which precipitates a purge of the Shadow Elves, However, the purge is only partly successful.

(Source Gaz 13, p 7)

The underwater Battle of Mur is fought north of the ruins of Hippocampia, E of Tilluaraver.

(Source: PC3, Map)

AC 676 Births: Azem

Azem is hatched.

(Source: Dragon Magazine #171, Who's Who Among Dragons, p.10)

AC 678 Births: Tanadaleyo Celebryl

Tanadaleyo Celebryl, Radiant Princess of the Shadow Elves, is born in the City of Stars.

(Source: Gaz 13, DMG, p.43; PWA I, p.154 notes AC 679)

AC 679 Births: Gylharen

Gylharen is born in Wendar.

(Source: PWA I, p. 141)

AC 681 Ierendian Navy at Full Strength

The Ierendian Navy now reaches full strength and is capable of defending its territorial waters.

(Source: Gaz 4, pp 4-5)

**AC 684 Michel d'Ambreville & Camille de Montagnevert Marry
Births: Richard d'Ambreville & Mylertendal**

Michel d'Ambreville marries Camille de Montanegvert in Averoigne on the world of Laterre. Later in the year, they have a son, Richard.

(Source: Mark of Amber, Timeline of Events)

Mylertendal is born in Aasla.

(Source: DoE, Book I, p.46, PWA I, p.149 notes AC 663)

AC 685 Battle of Fire Tears

Tiger Clan defeats an Elk Clan invasion before it enters the Forest of Death.

(Source: Gaz 14, Map)

AC 687 Ierendi Commences Trade With Sind

Ierendi merchants begin trading with Sindhi ports. The ports of Jahore and Jaibul compete fiercely for Ierendian trade.

(Source: CoM, Explorer's Manual, p.8)

AC 688 Elktazar Becomes Baron

Elktazar becomes Baron of Moonkeep, Highlands.

(Source: CM8, p.13)

**AC 689 Marcel d'Ambreville & Marie-Helene de Montagnevert
Marry**

Marcel d'Ambreville and Marie-Helene de Montanegvert marry in Averoigne on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

AC 690 Gildesh “Killed” by Minoides & First Minotaurs

Priest-King Gildesh I of Nimmur is treacherously “killed” by Minoides, a servant of entropy, over some holy treasure. Gildesh is forced to return to his outer plane. Idu (Ixion) asks Gildesh to return to Mystara to rule the Eshus once every 3rd century, so that they can learn their own lessons of life. Gildesh agrees.

Gildesh cursed Minoides and his lackeys to eventually lose their wings. Minoides and his lackeys fled Nimmur and were the forebears of the minotaurs.

NB: this does not match with the Sohktari take over of Nimmur which occurred in BC 500 during Gildesh’s absence (here his absence is AC 690 to AC 990).

(Source: Dragon Magazine #200, KWG, p.60)

AC 691 Rise of the Royal Ierendian Navy & Founding of the Minrothad Guilds Deaths: Sanjiva ul Nervi

Honor Island mages enter into secret agreements with the Supreme Symposium of Gnomish Syndicates to develop magical/technological engines of war to enhance the power of the Royal Ierendian Navy.

(Source: Gaz 4, p 5)

Gregus Verdier establishes the Council of Dread and the Minrothad Guilds. Family and associate guilds are formed, bringing together the Minrothian humans, the Meditor and Verdier elves and the Quickhand hin. Gregus becomes known as “The Second Uniter”.

(Source: Gaz 9, pp 5-6)

Crown Prince Yuvraj Narendra ul Nervi of Sindraestan is nearly killed when his favourite elephant goes mad, but is saved by a holy man. Whilst unconscious, Narendra was warned that Sind faced a dire future unless all the mumlykets were united. When Narendra awoke the holy man was gone.

Later in the year, Rajah Sanjiva ul Nervi of Sindraestan dies. He is succeeded by his son Narendra.

(Source: CoM, Explorer’s Manual, p.8)

AC 692 Etienne d’Ambreville Born

Etienne d’Ambreville is born in Averogne on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

AC 693 Births: Morphail Gorevitch-Wozlany

Morphail Gorevitch-Wozlany is born in Traladara.

(Source: PWA I, p. 141)

**AC 695 Births: Charles d'Ambreville
Yuvraj Narendra ul Nervi Begins the Unification of Sind**

Charles d'Ambreville is born in Averoigne on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

Rajah Yuvraj Narendra ul Nervi of Sindraestan leads the army that he has built up to unify Sind by conquest to prevent the dark future he foresaw for Sind in AC 691. His army conquers the mumlyket of Shajarkand by taking the villages of Gom & Karganj and then the capital at Naral.

Powerful rishiyas plead with their immortals to make the desert around Sayr Ulan fertile.

(Source: CoM, Explorer's Manual, pp.8 & 24)

AC 696 Yuvraj Narendra ul Nervi Conquers Azadgal

Rajah Yuvraj Narendra ul Nervi of Sindraestan's forces cross the Asanda Rivre from Naral and take the town of Sandapur, the capital of the mumlyket of Azadgal.

Later in the year, Sindraestan's forces invade the mumlyket of Jalawar. Jalawar forces in the northern village of Pramayama are reinforced by their new ally, the mumlyket of Putnabad. Sindraestan besieges the defenders in Pramayama.

(Source: CoM, Explorer's Manual, p.8)

**AC 698 Yuvraj Narendra ul Nervi Conquers Pramayama & West
Jhengal**

After a year long siege, the forces of Sindraestan take the village of Pramayama. Rajah Yuvraj Narendra ul Nervi of Sindraestan realises his forces are not strong enough to conquer the rest of Jalawar, so he strikes westward into West Jhengal, conquering the village of Sindri and then the capital Khamrati.

(Source: CoM, Explorer's Manual, p.8)

AC 699 Simon d'Ambreville Born

Simon d'Ambreville is born in Averoigne on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

Pre AC 700 Chardastes' Miracle

The immortal Chardastes appeared before a very sick woman praying for her health at a sanctuary in Marilinev. Chardastes told the woman her philosophy was false and he was the only true immortal. To prove this he cured the woman and gifted a large platinum bell that rang when picked up. After this miracle, the Order of Chardastes was formed, centered on the sanctuary.

(Source: B1-9, p.30)

AC 700 Colonial War Intensifies in Alasiya , Diamond Seeks Immortality?, Sulescu Village Founded, King Doriath of Alfheim, Erewan Clan to Highlands, Feadils Found Shadowtree, Buhrodars Claim Highpoint Cavern, Jarldoms Form in the South of the Northern Reaches, Battle of Blackflame, Minrothad Privateers' Guild Founded?, Peak of House Ithel, Sclaras Limited to 250 Estates, Gola Keep Built, Yuvraj Narendra ul Nervi Marries, Jashpurdhana Order Founded, Timesweep Sword Bestowed, Moonkeep Update & Barleycorn Monastery Founded

Births: Genevieve de Sephora

Deaths: Gregus Verdier

Warfare between Alphatia and Thyatis intensifies in Alasiya.

(Source: Hollow World DM's Sourcebook p.17)

After wandering and adventuring as a human, Diamond learns of immortality and is sponsored by The Great One.

(Source: WoI Book 1, p. 18)

Lord Zemiros Sulescu founds the village of Sulescu in SW Traladara.

(Source: Gaz 1, p.39)

Genevieve de Sephora is born in the Tower of Sylaire, County of Touraine, Kingdom of Averogne on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

After the death of King Celedryl, Doriath, a former adventurer, is crowned King of Alfheim.

(Source: Gaz 5, pp.7 & 8)

After learning that the Belcadiz Clan had found a path through the Broken Lands to the Highlands, the Erewan Clan migrates to the Highlands via the Broken Lands trail and settles amongst the Belcadiz.

(Sources: Gaz 5, p.7, Gaz 3, p. 4)

The Feadil elves found the village of Shadowmere.

(Source: Gaz 5, p.92)

The Buhrodar Clan claim Highpoint Cavern in Lower Dengar City as their home cavern. The begin excavation work to enlarge it.

(Source: Gaz 6, p.54)

Various jarldoms emerge after consolidating villages and homesteads, in the lands, south of Vestland.

(Source: Gaz 7, p.18)

A huge force of orcs invades Highshire from the Black Spires. The hin led by Clanmaster Bleth Nar skilfully trap and destroy the orcs by Blackflame magic at the Battle of Blackflame in NE Highshire. The last of the Nar Clan falls around their standard in the battle.

(Source: Gaz 8, DM's Booklet p.8, Player's Booklet p. 15)

Gregus Verdier invents a new calendar for the Minrothad Guilds to replace the Thyatian model. The Thyatian year 700 After Crowning becomes the year 0 Verdier Reckoning (VR) in the Minrothad Guilds.

Gregus Verdier is assassinated by Jerendian agents in an attempt to shatter the alliance of the Minrothad Guilds. The general public were told that Gregus was lost at sea by high ranking guild officials.

(Source: Gaz 9, DM, pp 5-6, Gaz 9, Players, p.13)

The Minrothad Guilds encourage pirates to protect their waters from Thyatian ships. The pirates form the Privateers Guild.

(Source: Gaz 9, DM, p.12)

From Itheldown Isle on Lake Amsorak, the Ithel Merchant House hasrisen to be one of the most powerful in Darokin.

(Source: Gaz 11, DMG, p.46)

The Protectorate of Sclaras is limited to 250 estates the owners of which must be 36th level magic users.

(Source: DoE Book 1. p. 22)

Rajah Yuvraj Narendra ul Nervi of Sindrastan builds Gola Keep in Western Jhengal to encourage a caravan trail route from Slagovich through the Sind Desert to Sind and beyond. He makes generous trade agreements with the merchants of Slagovich which bring fabulous trade and wealth to Jhengal.

Narendra marries his first wife Drisana.

(Source: CoM, Explorer's Manual, p.8)

A renowned Rishiya, Jashpur, founds the Jashpurdhana Mystic Order at Petther Divar, near Gawan in W Kadesh.

(Source: CoM, Great Waste Map)

Clan Erendyl bestows the sword Timesweep to the Keltander family of Pegatuars.

(Source: PC2, DM's, p.55)

Elktazar "the Axe-Lord" rules the Barony of Moonkeep in the Highlands. He lives with his wife Lady Baeria, son Thykyl and daughter Lathluryl. His magist is Phelzaron "the Long Lived". The evil sorceress, Lady Maerklara rules to the east.

(Source: CM8, p.13)

After witnessing a barleycorn farmer punish his horse and complain about his lot, Viscount Jamion II, a Braejr lord, had a vision. He relinquished his estates to the peasants that worked them and recruited 24 acolytes to help him build Barleycorn Monastery on a mesa at the southern end of the Plateau of Zyrd in the Broken Lands. There he and his followers began to convert the humanoids to his faith.

(Source: HWA1, p.16)

B/W AC 700 & AC 900 Spellslayer is Created

The Erewan elves create the magical spear Spellslayer to protect the clan against Glantri's great wizards.

(Source: K of Magic, p. 98)

AC 701 Births: Isabelle Gravelotte, Kistna ul Nervi Goblin Park Formed?

Isabelle Gravelotte is born in Averoine on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

Fleeing invasion, nearly 10,000 goblin like creatures gate to central Alfheim. They are hostile to the elves, but are easily wiped out because they lack leadership and

strategy. The good magic point Goblin Park is formed at the site of their slaughter by the elves.

(Source: Gaz 5, p.22)

Crown Prince Kistna ul Nervi of Sindraestan is born.

(Source: CoM, Explorer's Manual, p.8)

B/W AC 701 & AC 800 Minrothaddan Rightist Missionaries to Ierendi & Sudorn Region Clan Warfare

Minrothaddan fanatic cultists of Right spread their beliefs throughout Ierendi that at the time of the winter solstice in a certain year between AC 702 and AC 950, a Right (immortal herald) would come to save the world.

(Source: Gaz 4, p.15)

Clan warfare decimates Vestlanders of the Sudorn Region.

(Source: Gaz 7, p.16)

B/W AC 701 & AC 964 Confederacy of Robrenn Founded

The druids of the Carnuilh Forest select Robrenn I to be king of the new confederacy to replace the tribal groups. The confederacy is named after the king.

(Source: VPA Part 25, Dragon 177, p. 46)

AC 703 Shurengyla Recruited? & Sindraestan Conquers Baratkand

King Doriath of Alfheim recruits his distant cousin Shurengyla as a special agent.

(Source: Gaz 5, p.60)

Sindraestan conquers Baratpur, the capital of the mumlyket of Baratkand. Yuvraj Narendra ul Nervi adopts the title of Rajadhiraja. He allows the Rajah of Baratkand to retain his title and some governmental privileges and places Rajah Javis Nandin on the throne of Jhengal.

(Source: CoM, Explorer's Manual, p.8)

AC 704 Southern Mumlykets Come to Terms With the Rajadhiraja

Rajadhiraja Yuvraj Narendra ul Nervi of Sindraestan and the Rajahs of Putnabad and Jalawar come to terms. Putnabad and Jalawar agree to unite with Sindraestan and pay taxes and tribute to the Rajadhiraja. In return they are to share the benefits of trade with Slogovich.

Rajadhiraja Yuvraj Narendra ul Nervi of Sindraestan and the ruling Jadugeryas of Jaibul come to terms. The Rajadhiraja agrees to recognise the independence of Jaibul and in return Jaibul agrees not to interfere with Sindhi affairs and to allow caravans to pass freely through the Barren Plain to Putnabad.

(Source: CoM, Explorer's Manual, p.8)

AC 705 Nagpuri Recognises the Rajadhiraja

Sindraestan forces invade the mumlyket of Nagpuri. Witihn 6 months, the Rajah of Nagpuri swears fealty to Rajadhiraja Yuvraj Narendra ul Nervi of Sindraestan. Narendra marries the rajah's daughter Kumuda (2nd wife) to seal the deal.

(Source: CoM, Explorer's Manual, p.8)

AC 706 Sindraestan Invades Kadesh & Gunjab

Forces of Sindraestan invade Kadesh and Gunjab. Fighting is fierce and lasts many years.

(Source: CoM, Explorer's Manual, p.8)

AC 707 Births: Magdalene d'Ambreville, Isidore de Foret

Heldann "the Brave" Unites the Freeholds

Magdalene d'Ambreville and Isidore de Foret are born in Averoine on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

Heldann "the Brave" unites the Antalian freeholds to the north of Vestland into the Heldann Freeholds.

(Source: Joshuan's Almanac, p. 202)

AC 709 Michel d'Ambreville Killed

Michel d'Ambreville is killed in battle in Averoine on the world of Laterre. His wife Camille assumes leadership of the d'Ambreville family.

(Source: Mark of Amber, Timeline of Events)

AC 710 Births: Henri d'Ambreville

Heldann Breaks the Back of the Trolls

Deaths: Heldann "the Brave"

Henri d'Ambreville is born in Averoine on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

Heldann “the Brave” leads the Heldanners to a series of victories that break the back of the troll tribes. However, Heldann “the Brave” is poisoned and dies.

(Source: Joshuan’s Almanac, p.202)

AC 712 Sindrastan Conquers Gunjab & Sword of Halav Appears

After 6 years of war, Sindrastan’s forces finally capture the town of Raneshwar and conquer the mumlyket of Gunjab. The Rajah of Gunjab is permitted to continue to rule with the title of Maharajah.

(Source: CoM, Explorer’s Manual, p.8)

The Sword of Halav materialises to come to the aid Duke Uidar ‘the Swift’ of Traladara.

(Source: DM’s Survival Kit Cards)

B/W AC 712 & AC 839 Osteropolus Land Acquisitions

The Osteropolus family gradually acquires land adjacent to their domus in Thyatis City.

(Source: DDA1, p.15)

AC 713 Battle of Midpoint & Kadesh Unites with Sindrastan

The Royal Ierendian Navy deploys its new warships for the first time, utterly destroying a Thyatian patrol at the Battle of Midpoint (SE of Utter Island). The Ierendian navy gains instant pre-eminence as a world naval power.

(Source: Gaz 4, p. 5, PC3 Map)

After 7 years of bloody fighting, the Rajah of Kadesh agrees to unite with Sindrastan in return for being able to take the title of Maharaja of Kadesh in similar fashion to the defeated Rajah of Gunjab the previous year. The Maharaja of Kadesh betrothes his infant daughter to Crown Prince Kistna of Sindrastan.

(Source: CoM, Explorer’s Manual, p.8)

AC 714 Kingdom of Sind Unified

The Rajah of Peshmir swears allegiance to Sindrastan in return for being recognised as Maharaja of Peshmir. To seal the deal, the Maharaja’s eldest daughter Mandara is married to Rajadhiraja Yuvraj Narendra ul Nervi (3rd wife). The unification of the Kingdom of Sind is complete and made official on the 8th of Yarthmont..

(Source: CoM, Explorer's Manual, pp.8 & 18)

AC 715 Andre-David de Foret Born

Andre-David de Foret is born in Averoine on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

AC 717 Creation of a Sindhi Navy

Rajadhiraja Yuvraj Narendra ul Nervi of Sind orders the ruling families of Jahore to build a Sindhi Navy. Timber has to be imported from the east.

(Source: CoM, Explorer's Manual, p.8)

AC 720 Morphail Becomes a Nosferatu

Morphail Gorevitch-Woszlany seeks knowledge on the path of immortality from Alphaks and in return offers to serve Alphaks for as long as he lives. Alphaks accepts the offer and sends Morphail on a quest. Upon completing the quest, Alphaks turns Morphail into a nosferatu, thus making him quasi-immortal. Alphaks then insisted Morphail live up to his end of the bargain by serving him. Alphaks command to Morphail is to spread the twin curses of vampirism and of the nosferatu throughout the world.

(Source: Gaz 3, pp.15 & 25)

AC 722 Rebellion in Graakhalia

Jennial, a Sylvan elf leader, incites the elves to rise up against the Gruugrakh gnolls. Most Sylvan elves and a few corrupt Sheyallia elves take to arms, but are easily defeated by the Graakhalian. Jennial and other leaders are tried and executed. Elf-gnoll tensions remain high.

(Source: CoM, Explorer's Manual, p.26)

AC 723 King Santhral II of Darokin Dies

King Santhral II of Darokin dies without an heir. The line of Darokinian kings ends. The cities of Darokin, Selenica, Corunglain and Akorros begin to exert their influence on the surrounding countryside. Relations and trade between Darokin and Alfheim and the Shires improves.

(Source: Gaz 11, DMG, pp.4 & 6)

AC 724 Births: Quenstin

Quentsin is born in Dymrak Forest.

(Source: PC2, Adventurer's Booklet, p.6)

AC 725

**Gaston d'Ambreville Born, d'Ambreville Witch
Hunt Begins & Migration to Darokin**

Gaston d'Ambreville is born in Averoigne on the world of Laterre.

King Huber the Kind of Averoigne begins investigating the d'Ambrevilles for witchcraft.

(Source: Mark of Amber, Timeline of Events)

Migration of refugees to Darokin begins.

(Source: Gaz 11, DMG, p.4)

AC 726

**Etienne d'Ambreville Discovers Mystara? & Sindhi Navy
Sinks**

On his planar adventures, Etienne d'Ambreville reaches the magical world of Mystara. There he is drawn to the Highlands where a strong magical power radiates. He meets the Flaems and establishes friendly relations.

(Source: Mark of Amber, History Handout 1, p.1)

4 merchant ships and a war galley are completed at Jahore. They undertake their maiden voyage to Tanakumba. On their return they are mysteriously sunk in Jaibul's outer harbour. The Rajah of Putnabad suspects foreign merchants trying to protect their sea trade market share.

(Source: CoM, Explorer's Manual, p.8)

AC 727

**Guillaume d'Ambreville Born & Richard d'Ambreville
Marries Isidore de Foret**

Guillaume d'Ambreville is born in Averoigne on the world of Laterre.

Richard d'Ambreville marries Isidore de Foret in Averoigne on the world of Laterre.

(Source: Mark of Amber, Timeline of Events)

AC 728

**Alphatia Destroys Thyatian Colonies in Alasiya &
d'Ambrevilles Arrive**

Alphatia overruns the Thyatian colony of Fabia. Survivors flee to Nicostenia, Thyatis, Darokin and the Highlands.

(Source: Hollow World DM's Sourcebook p.17)

Etienne d'Ambreville creates a magical gate to enable his family and dependents to escape the witch hunt in Averoigne on Laterre. Marcel d'Ambreville is killed in rearguard action and Marie-Helene d'Ambreville is badly wounded, but survives.

The d'Ambrevilles, their vassals, servants, possessions and Chateau d'Ambreville arrive in the Highlands through the magic portal. They are welcomed by the Flaems (sympathetic as they had also fled their own home world) and are granted their own dominion, the Barony of Nouvelle Averoigne with Camille d'Ambreville as Baroness, west of the Flaemish lands. Simon d'Ambreville learns of the secret Temple of Razud and joins the order. The first lycanthropes enter the Highlands.

(Sources: Kingdom of Magic Grimoire, p.12, Mark of Amber, Timeline of Events & Adventure Book pp.7 & 53, Gaz 3, p. 20)

Post AC 728 Lupins Flee Nouvelle Averoigne

After learning the local culture, lupins flee Nouvelle Averoigne as werewolf lycanthropy spreads. They journey to the Savage Coast and settle in Renardie, influencing lupin culture there with that of Nouvelle Averoigne.

(Source: Dragon Magazine #179, VPA, p.99)

B/W AC 728 & AC 975 Bojetz Captured

The orcish hero Bojetz is captured and imprisoned in Nouvelle Averoigne. Whilst in captivity, he composes the warrior song of the humanoids.

(Source: Gaz 10, PG, p.28)

AC 730 Settlers Come to Highlands & Mylertendal's Philosophy Grows

Settlers come to the Highlands from Alfheim, Traladara, Ethengar and the Thyatian colonies in Alasiya. They do not seek permission to settle from the Kingdom of Braejr. The Etherngarian Virayanas are driven to the Highlands due to the strict regulation of wizardly magic use by the Khanates. Friction begins between the settlers and the Flaems. The Flaems call the settlers "Pale Ones" in disgust of their lack of skin colour. Morphail Gorevitch-Wozlany is responsible for convincing the Traladarans to migrate to the Highlands.

(Source: Hollow World DM's Sourcebook p.17, Gaz 3, pp.5 & 25; Glantri Grimoire p.53)

Nouvelle Averoigne welcomes settlers and soon many Thyatians and Traladarns settle there and are absorbed by the Averoignan culture.

(Source: Mark of Amber, History Handout 1, p.2)

Mylertendal of Aasla begins promoting the arts, beautification and a return to the complete reliance on magic use as an alternative to power politics for the Alphatian

people. She is charismatic and her philosophy gains widespread support throughout the empire.

(Source: DoE, Book III, p.7, Book I, p.7)

B/W AC 730 & AC 739 Alatian Islands Beautification Projects

Inspired by Mylertendal's philosophy, the Emperor of Alphatia decides to beautify the Alatian Islands. He ordered the entire population to relocate.

Aegos Island was converted into a zoo for magically-created, fantastic beasts. The Aegos zoo failed due to sabotage from Trollhattan wizards who killed all the beasts. The island then reverted to agricultural pursuits and a number of Thothians settle here.

Artesia Island was to be an artisans' paradise, but it was too out of the way to attract a sufficient number and so it failed. The island was granted to a king who renamed it Ne'er-do-well to attract thieves and scoundrels as a government experiment.

A university dedicated to air magics was built on Aeria Island and this was a success. Some Thothians also move to the island.

Gaity Island was transformed into a grand amusement park and was successful in attracting wealthy Alphatian wizards and their families for vacations.

(Source: DoE, Book I, p.61, Book III, p.11, Isle of Dawn Map)

AC 733 Camille d'Ambreville Abdicates

Camille d'Ambreville has become increasingly erratic in her 68th year and under pressure from her family has agreed to step down as ruler of Nouvelle Averoine. After a fracturous family council, Etienne d'Ambreville become ruler of Nouvelle Averoine. His brothers Richard and Henri are outraged and begin to plot his downfall.

(Source: Mark of Amber, Timeline of Events)

AC 735 Andre-David de Foret Huntsman of Nouvelle Averoine Deaths: Yuvraj Narendra ul Nervi

Andre-David de Foret is appointed Huntsman of Nouvelle Averoine.
(Source: Mark of Amber, Timeline of Events)

Rajadhiraja Yuvraj Narendra ul Nervi of Sind dies peacefully in his sleep. He is succeeded by his son Kistna.

(Source: CoM, Explorer's Manual, p.8)

AC 738 Braejr Settler Policy

Baron Etienne d'Ámbreville of Nouvelle Averoigne convinces the Flaemish government to allow the foreigners to settle subject to oaths of fealty, pointing out it will benefit the Flaems. The government agrees, but may rank and file Flaems make life difficult for the settlers – higher taxation, harsher sentences, flaunting their magical superiority, etc. Tensions build.

(Source: Mark of Amber, Timeline of Events)

AC 740 Births: Augustus

Augustus (tabi) is born on the Jungle Coast.

(Source: PC2, DMs, p.28)

AC 742 Battle of the Moon

Tiger and Turtle Clans battle in the Forest of Death.

(Source: Gaz 14, Map)

AC 743 Klantyrese Arrive

Births: Bratar

The d'Ambrevilles bring more settlers from old Averoigne on Laterre to Nouvelle Averoigne.

Brannart McGregor and the House of Crownguard also use the d'Ambrevilles portal to leave Scotland on Laterre and settle in the Highlands. This action causes the gate to close, enraging the d'Ambrevilles.

(Source: Kingdom of Magic Grimoire, p.13)

Bratar is born on the edge of the Terraces, Undersea.

(Source: PC3, Sea Peoples Book, p 59)

B/W AC 743 & AC 1012 Donnard Perishes

The Klantyrese archaeologist, Donnard of House Crownguard, meets his doom whilst questing to find the Flaems' iron gauntlet of wishing. The gauntlet is now referred to as Donnard's Doom.

(Source: K of Magic, p. 97)

AC 744 Public Baths Constructed

The public baths of the upper class district of Thyatis City are completed.

(Source: DDA1, p.15)

AC 745 Births: Firnafel

Firnafel "Sixhand" is born in Losetrel, Shadow Elf Territories.

(Source: Gaz 13, DMG, p.47)

AC 747 Clerics Outlawed in Braejr

The Braejr Council of Lords outlaws clerical teaching and magic with offenders to be burnt at the stake. The law was made to thwart the rise of Thyatian and Traladaran clerics. Simon d'Ambreville leaves for better lands to escape the new law.

(Source: Mark of Amber, Timeline of Events)

Discontented Klantyrese who were forced to move against their will form the Followers of the Claymore and continue to worship Khoronus.

(Source: Kingdom of Magic Grimoire, p. 79)

AC 749 Births: Gimluk

Gimluk is born in Dengar.

(Source: Gaz 12, DMG, p.25)

AC 750 The Great Burning, Captain Tanglethorn to Run the Hiring Hall, Ithel Family Withdraws & Divinarchy of Yavdlom Re-Created

Flaems burn 60 captured clerics of Thyatian or Traladaran descent at the stake.

(Source: Mark of Amber, Timeline of Events)

Captain Tanglethorn is appointed to run the Hiring Hall in Alfheim Town for non-elven mercenaries.

(Source: Gaz 5, p.29)

The Ithel Family withdraw from their merchant activities in NW Darokin to their Itheldown Island base. Rumours surface that they deal with Amsorak pirates to obtain sailors for dark rituals.

(Source: Gaz 11, DMG, p.46)

Yav emerges from the time machine from the year AC 1 to find the Tribes of Yav speaking different dialects, but no widespread greed or apathy. He finds a descendent and coaxes him to unite the tribes into the Most Serene Divinarchy of Yavdlom once more.

(Source: CoM, Explorer's Manual, p.38)

AC 752 Blue Ogres Raid Shadow Elves

Garafaele Galeifel and 3 junior compatriots defeat a raiding band of 35 Blue Ogres in Shadow Elf Territories.

(Source: Gaz 13, DMG, p.41)

AC 754 The 2nd Great Burning

Flaems about to burn more captured clerics of Thyatian or Traladaran descent at the stake are interrupted by angry mobs. Thyatians and Traladarans start an armed rebellion which is ruthlessly crushed by the Flaems, killing 90% of the Thyatian and Traladaran rebels.

Etienne d'Ambreville was horrified by the Flaemish actions and vowed to rule Nouvelle Averoine as an independent nation.

(Source: Mark of Amber, Timeline of Events & History Handout 1, p.2)

AC 758 Yav Immortal

Yav encounters an old seer he had met centuries before. The seer was the immortal Khoronus (?) and revealed he had sponsored him on the Path of the Dynast in the Sphere of Time. Yav had been successful and accepted the offer of immortality.

(Source: CoM, Explorer's Manual, p.38)

AC 760 Lizard Men Unite Behind Their Shazak

Births: Horrobin

Threatened by Gator Man raids, the Lizard Men tribes unite behind a single war leader, the Shazak.

(Source: Dragon Magazine #185, VPA, p.47)

Horrobin is born in Serraine.

(Source: PC2, DM's, p.52)

AC 763 Births: Simm & Koresh Teyd

Twin goblins, Simm & Koresh Teyd are created by Nithians in the Hollow World – the Blood Brethren.

(Sources: HWA1, p.60, HWA2, p.60, HWA3, pp.54-55)

AC 764 **Jaana Toorden Born**

Jaana Toorden is born in Aalban.

(Source: Mark of Amber, Timeline of Events)

AC 770 **Catharine du Marchand Born**

Catharine du Marchand is born in Nouvelle Averoigne.

(Source: Mark of Amber, Timeline of Events)

AC 773 Summer **Ithel Family Disappear**

Henry Ithel summons a roaring demon, Razrog, but can't control it. Razrog, from the Sphere of Entropy, slays all the inhabitants of Itheldown Island in one night of terror and Ithel Castle is twisted by the summoning magic. Razrog then sets to work on completing the portal so he can enter Mystara.

(Source: Gaz 11, DMG, pp.46 & 58)

AC 775 **Ierendian Merchant Uprising**

After a major uprising of merchants, the Ierendian political system is reformed. The Council of Lords agrees to limit its powers and to popular election of the King & Queen.

(Source: Gaz 4, p. 5)

AC 776 **Deaths: Kistna ul Nervi**

Rajadhiraja Kistna ul Nervi of Sind dies of fever after a long and successful rule. He is succeeded by his grandson Hansh.

(Source: CoM, Explorer's Manual, p.9)

AC 784 **Highlands War Begins**

A Thyatian settler kills a Flaemish lord. Flaems attack the killer's village. War breaks out between the Flaems and the settlers. Richard d'Ambreville demands Nouvelle Averoigne side with the settlers. Etienne d'Ambreville agrees to side with the settlers secretly whilst proclaiming neutrality in case the Flaems won. Etienne founds the his own secret society, the Werewolves, to assist the rebels.

(Source: Gaz 3, p.5 & Mark of Amber, Timeline of Events & History Handout 1, pp.2-3)

AC 785 **Battle of Braejr**

Flaems drive back a disorganised coalition of human and elven settlers to the south at the Battle of Braejr.

(Source: Gaz 3, pp 4-5)

AC 786 Halzunthram Arrives in the Highlands & Port Siers Ruined

Halzunthram, an Alphatian Grand Council member, arrives in the Highlands with Alphatian colonists (including the Aendyrns) and aids the settlers against the Flaems. His command prevents the settlers from being destroyed by the Flaems. Eventually the Flaems are pushed back north of the Vesubia River.

(Source: Hollow World DM's Sourcebook p.17 & Gaz 3, pp.4,5,18)

Mt Haumea on NW Ierendi Island erupts, destroying the town of Port Siers and killing its entire population of over 1,000 within an hour.

(Source: Gaz 4, p.6)

AC 788 Battle of Braastar & the Start of the Forty Years' War

Halzunthram leads the settlers to victory over the Flaems at the Battle of Braastar. The Flaemish defence is shattered. The Treaty of 788 is signed, giving the north to the Flaems (Province of Bergdhovern), the south to the elves (Province of Belcadiz), the west to the Thyatian settlers (Province of Caurenze) and the northeast to the Traladaran settlers (Province of Boldavia). A council is formed to govern the city of Braejr and the 4 provinces. Nouvelle Averoine was a separate dominion to the treaty.

Later in the year, Halzunthram receives more troops from Alphatia, takes over the council and declares the Highlands a Protectorate of Alphatia. The elves claim independence, the Flaems and settlers revolt. Nouvelle Averoine remains independent of Halzunthram. Etienne d'Ambreville negotiates an alliance between Nouvelle Averoine, the Flaems, the settlers and the elves to fight Halzunthram. The Forty Years' War begins.

(Source: Hollow World DM's Sourcebook p.17, Gaz 3, pp.4-5, Mark of Amber History Handout 1, p.3)

B/W AC 789 & AC 899 Drushiye Exiled

Drushiye is exiled from Shiye Lawr for killing an elf to save a kobold whelp who he thought was innocent.

(Source: PWA I, p.136)

AC 790 Ierendian Council of Citizens Formed

Births: Balin ul Nervi?, Marcus

The Ierendian Council of Citizens is formed, primarily of merchants and influential islanders of foreign heritage. The annual election ceremony becomes an established tradition for revelry and popular celebration.

(Source: Gaz 4, p. 5)

Prince Balin ul Nervi of Sind is born in Sayr Ulan.

(Source: CoM, Explorer's Manual, p.9)

Marcus is born in Souedge.

(Source: PC3, Sea Peoples Book, p 54)

AC 791 Tanakumba Founded

The People of Yav find the half buried Azizi Berungi conch shell tower in the southern swamp of Thanegia Island. Around it they also found the remains of an ancient city. They decided to clear the muck from the city and rebuild the city which they name Tanakumba.

(Source: CoM, Explorer's Manual, p.42)

AC 793 Deaths: Hansh ul Nervi

Rajadhiraja Hansh ul Nervi of Sind dies from eating a poison fig. He is succeeded by his son Ramanan.

(Source: CoM, Explorer's Manual, p.9)

AC 794 Battle of Uddars

Merrow are ambushed by devilfish at the Battle of Uddars in the Royster Trench.

(Source: PC3, Map)

AC 795 Lillian Born

Reign of the Blood Brethren Begins

Lillian is born in Darokin.

(Source: WoI Book 2, p. 55)

Brothers Simm Teyd "of the Grasping Dark" and Koresh Teyd "Nightkiller" flee Nithia in a Greater Annelid and end up in the Broken Lands. They have gained power beyond normal goblin spellcaster abilities through Nithian experiments influenced by Thanatos. They come to rule High Gobliny and work to control all the Broken Lands, establishing their stronghold on the Sun's Anvil.

(Sources: HWA1, p.60, HWA3, p.54)

AC 797 Births: Attura

Attura is hatched.

(Source: Dragon Magazine #171, Who's Who Among Dragons, p.10)

AC 798 Births: Lucas de Nadore

Lucas de Nadore is born amongst the elves of the Savage Coast.

(Source: AC1014, Infamous Villains)

AC 799 Births: Fernando de Casanegra, Mellora

Fernando de Casanegra is born in Belcadiz.

(Source: Gaz 3, p.24)

Mellora (dryad) is born in Limn.

(Source: DoE, Book I, p.46, PWA I, p.148 notes AC 800)

AC 800 Births: Suleiman Al-Kalim

Humanoids of the Broken Lands Rampage, Diamond Immortal?, Koriszegy Keep Ruined, Agriculture Ierendi's Top Export, Brendian Erendyl Becomes Clanmistress of the Erendyl Clan, Migration to Minrothad, Rise of Mauntea Merchant House, Axetown Saved, Thyatis Claims Terentias, Devilfish Attack Sunlit Sea, Facats Castle Destroyed in Volcanic Eruption, Alphaks Discovers Alphatia, Blood Brethren Imprisoned & Yavdlom Adopts Coinage

Suleiman Al-Kalim is born in Alasiya.

Humanoids from the Broken Lands attack neighbouring states for food, booty and shelter. Caravans are systematically plundered and cities torched, agitating the Darokinians.

(Sources: Hollow World DM's Sourcebook p.17, Gaz 10, DMG, p.4)

The gold dragon, Diamond, achieves immortality by defeating the Ruler of All Lawful Dragons, a title which he now earns, as well as The Star Dragon.

(Source: WoI Book 1, p. 18)

Koriszegy Castle in western Traladara is ruined when Lord Koriszegy tried to make a pact with entropy, but instead is turned into a vampire, his keep ruined and his family killed. Lord Koriszegy is cursed to never be able to leave his castle.

(Source: Gaz 1, pp. 40-41)

Agricultural products have become Ierendi's top export under the plantation system of their Pirate Kings. However, now tourism begins to grow in importance.

(Source: Gaz 4, p. 12)

After centuries advising the clanmaster, Brendian Erendyl is made Erendyl Clanmistress.

(Source: Gaz 5, p.41)

Craftsmen begin migrating to Minrothad, attracted by its growing reputation for quality of goods crafted and freedom of artistic expression.

(Source: Gaz 9, p.5)

Mauntea Merchant House based out of Darokin City becomes the leading merchant house of Darokin.

(Source: Gaz 11, DMG, p.24)

The Shadow-Hand Thieves' Guild uses murder, blackmail and bribery to overturn a decision to raze Axetown as part of planned renovations to Thyatis City.

(Source: DoE Book 1. p. 21)

After much dispute with the Minrothad Guilds, the Empire of Thyatis stakes its claim to the island of Terentias. The Thyatian pirates of the Shadow-Hand ship lead by Zentic Acindelyrovius operate from Terentias. They co-operate with the Thyatis City Thieves' Guild, but then muscle in on their territory, starting a crime war.

(Source: DoE Book 1. pp. 21 & 38)

Sasskas "the Destroyer" attains immortality on the Path of the Fiend in the Sphere of Entropy. She discovers, the tritons have relocated to the Sunlit Sea and orders her devilfish to attack. Devilfish raids begin on merrow tribes and isolated triton settlements.

(Source: PC3, Sea Peoples Book, pp 42-43, 59)

The Tiluaravan castle of Facats is destroyed by a volcanic eruption.

(Source: PC3, Sea Peoples Book, pp 45)

Alphaks learns of the survival of the Alpathian Followers of Air and their Empire on Mystara.

(Source: WoI, Book I, p.14)

Fearing the Blood Brethren would soon unite the entire Broken Lands, adventurers break into their stronghold on the Sun's Anvil and capture them. They entrust them to the monks at Barleycorn Monastery where they are magically imprisoned.

(Source: HWA1, p.60)

Yavdlom begins using foreign currency instead of barter.

(Source: CoM, EM, p. 39)

Yavdlom State borders are no longer influenced by tribal homelands.

(Source: Dragon 170, p. 44)

AC 802 Highlands Gold Rush & Plague

A gold rush breaks out in the Highlands, attracting many dwarves from Dengar. One such dwarf being Thruic Shieldkroten. King Styrklint II (Styrklist) encourages the gold rush. At the same time the immortal Yagrai sends a plague to the Highlands. The Highlanders blame the dwarves for the plague and hunt them down. The Years of Infamy begin.

(Source: Hollow World DM's Sourcebook p.17 & Gaz 3, p.5, Gaz 6, p.44-45, 65)

On 23 Eirmont, a Shadow Elf returning from the Highlands, brings the plague back to Alfmyr where 10,000 perish from its effects in a matter of weeks. Lycanthropes are particularly susceptible to the plague. The plague is blamed on the dwarves.

(Source Gaz 13, pp. 5 & 8, PC4 DM'S GUIDE p.5)

AC 803 Wyrwarf Clan Founded

A Dengar senator jokingly refers to the nation's farmers and unfortunates as the "Wyrwarf Clan" (meaning born to hunger). In response to this callous statement, farmers of the Stahl Lowlands banded together to protest against abuse from the Stahl Garrison. They withheld their crops due as taxes and ambushed a company of soldiers sent to seize the tax crops. King Styrklint II exonerated the farmers and punished the Stahl Garrison. The farmers started calling themselves the Wyrwarf Clan and used the tactic of withholding food to fight for their rights.

(Source: Gaz 6, pp 11 & 45)

AC 804 Etienne d'Ambreville Marries Catharine du Marchand

Etienne d'Ambreville marries Catharine du Marchand in Nouvelle Averoine.

(Source: Mark of Amber, Timeline of Events)

AC 805 Dwarves Settle Khurish Massif

Dwarves fleeing the plague in Glantri settle in the Khurish Massif mountains of Gunjab, Peshmir and Kadesh.

(Source: CoM, Explorer's Manual, p.9)

AC 806 Jean-Louis d'Ambreville Born

Jean-Louis d'Ambreville is born in Sylaire, Nouvelle Averoigne.

(Source: Mark of Amber, Timeline of Events)

AC 808 Ledeia's Quest

An obscure goat herder in the far south of Hattias, in its most desolate hills, has visions of a great warrior princess. Her name is Ledeia. The apparition tells her to take her staff, travel the land of Hattias, and listen to the visions' teachings. Ledeia's quest is to create the Church of Vanya. The young maid is a leper that no one dares to approach. No one listens to her.

(Source: B Heard, 17.8.98)

**AC 810 Births: Claude d'Ambreville, Augusto?
Gylharen Receives Elvenstar**

Claude d'Ambreville is born in Sylaire, Nouvelle Averoigne.

(Source: Mark of Amber, Timeline of Events)

Augusto the elf is born in the forested area west of Terra Vermelha.

(Source: Savage Baronies Book I, p.35)

The sage Bensarian gifts the Elvenstar to the town leader of Wendar, Gylharen to protect the lands against raids from Denagoth. Gylharen set Wndar as the capital of the realm and invited other town leaders to pledge loyalty to him in return for his protection through wielding the Elvenstar.

(Source: PWA I, p.88; p.141 contradicts by noting AC 900)

**AC 812 Alexander Corran Marries and Has a Son, "As I
Journey" Written, Shadow-Hand Thieves' Guild Triumphs
& Shadowwalk Ring Created**

Deaths: Ramanan ul Nervi, Kulpakh ul Nervi, Dorrat "the Chaotic"

Births: Carnelia de Belcadiz

Baron Alexander Corran marries a society belle Lillian in Darokin. They have a son Edgar.

(Source: WoI Book 2, p. 55)

Blynos Kivinivich of the Church of Traladara writes “As I Journey: the Tale of a Rural Preacher”.

(Source: Hail the Heroes, p.15)

Carnelia de Belcadiz is born in Alhambra, Belcadiz.

(Source: Glantri Grimoire, p.32; PWA I, p.135 notes AC 820)

The Shadow-Hand Thieves’ Guild defeats the incumbent thieves’ guild of Thyatis City, after a crime war of 12 years.

(Source: DoE, Book I, p.38)

Rajadhiraja Ramanan ul Nervi of Sind dies after eating a bowl of figs. He is succeeded by his eldest son Kulpakh who announces that his father’s death was the result of immortal justice. Within a week he begins issuing bizarre proclamations: jadugeryas should try to make it snow in the Great Waste, all Rishiyas are vampires and all animals should be set free. Within a month he is crushed by a freed elephant. He is succeeded by his younger brother Balin.

(Source: CoM, Explorer’s Manual, p.9)

The mage lich Dorrat “the Chaotic” is slain by a lone Glantrian wizard. Dorrat’s evil spirit enters his Radiant Eye magical amethyst upon his destruction. Note the d’Ambreville claim that a scion of Etienne killed Dorrat is false, as they were only children at this time.

(Source: DM’s Survival Kit Cards)

The Shadowwalk Ring is created by a follower of Nyx.

(Source: DM’s Survival Kit Cards)

AC 814 Births: Nitara ul Nervi

Crown Princess Nitara ul Nervi of Sind is born in Sayr Ulan.

(Source: CoM, Explorer’s Manual, p.9)

AC 816 **Suleiman Al-Kalim the Warrior? & Battle of the Kelp Quarrel**

Suleiman Al-Kalim comes of age and decides to become a warrior in his tribe.

(Source: WoI Book 1, p.13)

The underwater Battle of the Kelp Quarrel is fought between merrow and tritons SW of Smaar.

(Source: PC3 Map)

AC 818 **Suleiman Al-Kalim Water Divination Ability & Ledeia Gains First Followers**

Suleiman Al-Kalim performs a favour for a Makistani sorcerer. In return the sorcerer casts a permanent water finding spell upon Al-Kalim.

(Source: Gaz 2, p.15)

Bandits attack a village in Hattias. A frail woman wearing a hood steps on the dirt road leading to the village. She stands before the bandits and challenges their leader. When everyone is done laughing, the leader attempts to trample the woman with his horse. She skillfully unhorses him with her staff, and proceeds to bludgeon the bandit to death. She then reveals her disfigured face and orders the bandits to stand down. At the glare in Ledeia's eyes and the sounds of her voice, they obey. Soon, they become her first and most devout followers.

(Source: B Heard, 17.8.98)

AC 819 **Births: Khanistar**

Khanistar is hatched.

(Source: Dragon Magaine #171, Who's Who Among Dragons, p.11)

B/W AC 820 & AC 828 **Alexander Glantri Leads the Settlers**

Lord Alexander Glantri wins the respect of the resistance to Halzunthram's regime by speaking of the people of Braejr instead of their ethnicities. He changes tactics from ambushing Alphatians to sabotaging their economy – destroying mines and farms, and stealing livestock

(Source: Mark of Amber, Handout II)

AC 821? **Suleiman Al-Kalim the Dervish & Corran Keep Founded and Overrun**

After reaching level 4 as a fighter, Suleiman Al-Kalim has a vision and becomes a hermit, to seek the wisdom of the desert druids.

(Source: WoI Book 1, p.13, Gaz 2, p.15)

The Darokinian, Alexander Corran is granted a Barony in the Amsorak Mountains. There he builds Corran Keep on the site of the ruins of Balthac's Fort and brings his wife Lillian, son Edgar and 12 guards. However, the keep is quickly beset with monster attacks. Lillian Corran is kidnapped by a nosferatu, transformed into a nosferatu and taken to his tower in Boldavia. The Baron, his son and all but one guard are killed as monsters storm the keep. The surviving guard buries the dead and returns to civilisation.

(Source: WoI Book 2, pp. 20-21, 55)

AC 823 The Great Hunt

7 great worms come out of Thornbush, Alfheim. The elves declare a great hunt. The worms kill 10 elves before they are slain.

(Source: Gaz 5, p.77)

AC 824? Suleiman Al-Kalim Becomes a Qadi and a Priest

After the death of his father Qadi Kalim, Suleiman Al-Kalim returns from solitude to lead his tribe. After a visit from the Old Man of the Sea (Protius), Al-Kalim decides to become a cleric of the Old Man of the Sea.

(Source: WoI Book 1, p.13, Gaz 2, p.15)

AC 825 Suleiman Al-Kalim Becomes a Sheik & Captures Ylaruam

Suleiman Al-Kalim uses his considerable diplomatic skills and a ring of human control to unite various tribes of the Alasiyan Desert and become their Sheik. He then leads a force of 10,000 warriors to the conquest of the village of Ylaruam which he establishes as his tribal seat.

(Source: Gaz2, pp.4-5, 14, 15)

AC 826 Suleiman Al-Kalim Captures More Settlements & Reveals his Dream of Justice & Honour

The forces of Suleiman Al-Kalim capture Cinsa-Men-Noo, Parsa from the Makistani and Ctesiphon from the Thyatians. The attack of Parsa resulted in large losses, however an out of season storm rendered the Makistani's bowstrings useless and turned the tide in Al-Kalim's favour. With the capture of Parsa, Al-Kalim uses his personality to unite the Alasiyans and Makistani under the banner of the Eternal Truth.

(Source: Gaz 2 pp.4-5, 14)

Al-Kalim reveals his Dream of Justice & Honour.

(Source: Gaz 2, p.14)

AC 827 **Al-Kalim Captures Surra-Man-Raa & Jaboor, Battle of Tel Abdallah & Alexander Glantri Leads the Rebellion in the Highlands**

Forces of Suleiman Al-Kalim begin their campaign against the Alphatians. The Alphatian troops are of extremely poor quality, relying on the firepower of their magical support units and Alasiyan auxiliary for cavalry. Al-Kalim is able to win over the Alasiyan auxiliaries to his side through charismatic diplomacy. Al-Kalim's Makistani contingent rained arrows on the magical brigades and when the rest of the army charged, the Alphatians were routed. Seeing the Alphatians fleeing, the Alphatian controlled towns open their gates to Al-Kalim. Al-Kalim's forces capture Jaboor, then conquer the last Alphatian stronghold of Surra-Man-Raa, ending Alphatian rule in Alasiya.

(Source: Hollow World DM's Sourcebook p.17, Gaz 2, pp 5, 14)

Forces of Al-Kalim defeat a Thyatian relief force at the Battle of Tel Abdallah, south of Tameronikas.

(Source: DoE Thyatia Map)

Alexander Glantri wins the respect of all the factions fighting Halzunthram in the Highlands. He changes their tactics from attacking the Alphatian forces to sabotaging the Highlands economy.

(Source: Mark of Amber, History Handout 1, p.3)

AC 828 **Forty Years War Ends & Al-Kalim Attacks Nicostenia**

The Thyatian settler and war hero, Lord Alexander Glantri, captures Halzunthram whilst hunting dwarves, ending the forty years' war of independence. The Alphatians surrender and their army is disbanded. The Alphatians retreat to the Red River Valley and found Castle Silverston. Halzunthram is executed after a military trial. The populace names the land Glantri in his honour and renames The Highlands range, the Glantrian Alps and Braejr is renamed Glantri City. The last of the dwarves are expelled from Glantri, ending the Years of Infamy.

The Flaems, having lost their capital and being pre-occupied with war, have by now forgotten the secret of the Radiance.

(note: a relative of Halzunthram later becomes the dictator of the Alphatian Star Kingdom of Gammar).

Minrothaddan traders in Glantri invite the unwanted dwarves to settle in their isles for their metal and stone working skills. The dwarves lead by Darkbrow Hammer agree and settle Fortress Isle.

Other dwarves settle in the Darokinian cities.

(Sources: Hollow World DM's Sourcebook p.17 & Gaz 3, pp.5 & 18, Gaz 9, pp 5-6; Gaz 11, DMG, pp 5 & 6, M1 Maelstrom, p.23, Kdm of Magic p. 6)

After the successful campaign against the Alphatians, Suleiman Al-Kalim's forces attack the Thyatians. The Thyatian forces are 2nd rate, but disciplined. After being routed in the field, they withdraw to the safety of the towns of Cubia and Tameronikas. Al-Kalim uses siege tactics taught by dwarves and well-poisoning against the Thyatian towns.

(Source: Gaz 2, pp.5, 14)

B/W AC 828 & AC 830 Al-Kalim Captures Cubia

Forces of Al-Kalim win the siege of Cubia within 6 months and capture the town from the Thyatians.

(Source: Gaz 2, pp.5, 14)

B/W AC 828 & AC 878 Jean-Loius d'Ambreville Adventures

At the conclusion of the Forty Years War, Jean louis d'Ambreville set off to adventure in Darokin and Ierendi. He returned to Nouvelle Averoine prior to his father's coronation.

(Source: Mark of Amber p.58)

B/W AC 828 & AC 1000 Lokena

Lokena born in Glantri.

Lokena becomes a magic-user.

Lokena wishes to become a fighter and so undertakes the Path of the Polymath in the Sphere of Matter, sponsored by Ka.

Lokena attains immortality.

(Source: WoI Book 1, p. 40)

AC 829 Glantri Founded, Kirkuk Liberated & Church of Vanya Outlawed

Lord Alexander Glantri summons the nobles of the land to Braejr and founds the Republic of Glantri and reforms the council. The city of Braejr is renamed Glantri in his honour.

(Source: Gaz 3, p.5; Mark of Amber, Handout II)

Forces of Suleiman Al-Kalim successfully besiege the village of Kirkuk, Dythestia. Thyatian Mage Moracles is killed defending the fort. Al-Kalim blesses the Well of the Prophet and gifts the Eternal Rose to the village.

(Source: Gaz 2, pp. 40, 52, 58)

The ranks of Ledeia's followers have grown. Their role is mostly to defend the weak and root out the corrupt. More often than not the wealthy Thyatian landowners seem to be paying the price of Ledeia's teachings. Attempts are made to crack down on the Church of Vanya. It is outlawed. The faith and its teachings go underground.

(Source: B Heard, 17.8.98)

AC 830 Al-Kalim Drives out the Thyatians

Within 6 months, the siege of Tameronikas ends in victory for the forces of Suleiman Al-Kalim and spells the end of Thyatian colonial rule in Alasiya.

(Source: Gaz 2, pp.5, 14)

AC 831 Confederated Tribes of the Emirates of Ylaruam Founded

Suleiman Al-Kalim calls the first convocation of Alasiyan & Makistani tribes. He introduces his Dream of the Desert Garden and founds the Confederated Tribes of the Emirates of Ylaruam and becomes the first Sultan.

Those who did not support the new regime were exiled, finding refuge in the Selenica region.

(Sources: Gaz 2, pp 4-5, 14; Gaz 11, DMG, p.5)

AC 832 “Ramblings of an Old Cleric” Written? Deaths: Balin ul Nervi

Blynos Kivinivich of the Church of Traladara writes “Ramblings of an Old Cleric”.

(Source: Hail the Heroes, p.17)

Rajadhiraja Balin ul Nervi of Sind drowns in the Asanda River's flood waters whilst trying to rescue a child. He is succeeded by his daughter Nitara. She survives many assassination attempts.

(Source: CoM, Explorer's Manual, p.9)

AC 835? Suleiman Al-Kalim's Immortality Pilgrimage Begins

Accompanied by his advisor Farid, Suleiman Al-Kalim sets out on his pilgrimage to find the Old Man of the Sea (Protius) in the Undersea Kingdom.

(Source: Gaz 2, pp 4-5, 14)

B/W AC 835 & AC 853 Suleiman Al-Kalim's Quest to Find the Old Man of the Sea

Suleiman Al-Kalim and Farid seek the aid of the djinn to transport them to the Sky City of the Cloud Giants where they obtain treasures to please the Old Man of the Sea.

To discover the location of the Old Man of the Sea, Al-Kalim travels to the Plane of Water. There he helps the undines defeat the horde of the Plane of Earth. The undines reveal that the Old Man of the Sea may be petitioned on top of a Sea Mount in the Undersea Kingdom.

Al-Kalim returns to Mystara and travels to the Northern Reaches. He sets out with a whaling party to obtain dendan oil for water breathing. Al-Kalim battles sea serpents, pirates and a deranged captain in obtaining the oil.

Al-Kalim sets out on a small boat for the Undersea Kingdom. He is shipwrecked on an unchartered island by a hurricane and tidal wave sent by the Old Man of the Sea. He is rescued by djinn. He then sets sail once more but is captured by merrow and taken to their Undersea Kingdom where he served as slave to the King of the Merrow. Al-Kalim leads the merrow in the conquest of the Kingdom of Crabmen and earns his freedom. (Refer AC 853 entry for continuation of the journey)

(Source: Gaz 2, p. 64)

AC 836 Births: Thundar

Thundar is hatched.

(Source: Dragon Magazine #171, Who's Who Among Dragons, p.11)

AC 837 "Reminiscences from a Life Well-Spent" Written

Blynos Kivinivich of the Church of Traladara writes his autobiography "Reminiscences of a Life Well-Spent".

(Source: Hail the Heroes, p.15)

AC 840 Realm of Wendar Formed

After decades of good rulership and successfully protecting Wendar from Denagoth's attacks, all towns of the Wendarian Valley (Oakwall, Sylvair & Woodgate) have sworn fealty to King Gylharen of Wendar.

(Source: PWA I, p.88)

B/W AC 840 & AC 890 Zadreth Abandoned?

A rumour spreads that the Shield of Halav is fake. The Temple of the Shield's popularity drops dramatically. A plague then decimates the people of Zadreth. Taken as a bad omen, the survivors abandon the town. Only one cleric remained in the temple.

(Source: Hail the Heroes, pp.4 & 15)

AC 841 Etienne d'Ambreville Discovers the Radiance & Stronghold Port Founded

Etienne d'Ambreville detects stong magic radiating from Glantri City.

(Source: Mark of Amber, Secret History Handout V)

The Hammer Clan of dwarves founds the port of Stronghold on Fortress Isle.

(Source: Gaz 9, p.6)

AC 842 Etienne d'Ambreville Discovers the Nucleus of the Spheres & Osteropolus Buys Public Baths

Births: Bollathar Fireeyes

Etienne d'Ambreville discovers the Nucleus of the Spheres beneath Glantri City.

(Source: Mark of Amber, Secret History Handout V)

Bollathar Fireeyes is born in the Five Shires.

(Source: PWA II, p.151)

Senator Eusebius Osteropolus of Thyatis City buys the public baths near his domus for a paltry sum for political favours rendered.

(Source: DDA1, p.15)

AC 843 Osteropolus Peristyle Built

Eusebius Osteropolus arranges for the demolition of buildings surrounding his domus to builds a great garden.

(Source: DDA1, p.15)

AC 844 Church of Vanya Grows

The Church of Vanya continues to grow slowly among the more modest layers of Hattian society. The Thyatian search for Ledeia continues.

(Source: B Heard, 17.8.98)

AC 845 Construction of the Great School of Magic Begins & Richard & Isidore d'Ambreville Appointed Werewolf Executioners of Nouvelle Averoigne

Births: Derek Vanisi, Autalanus

Etienne d'Ambreville of Nouvelle Averoigne buys the land above the Nucleus of the Spheres in Glantri City and sponsors the construction of the Great School of Magic thereon.

(Sources: WoI Book 2, p. 8 & Gaz3 p.5. Mark of Amber, Secret History handout V)

Richard & Isidore d'Ambreville are appointed Werewolf Executioners of Nouvelle Averoigne.

(Source: Mark of Amber, Timeline of Events)

Etienne's devotion to magical study leaves him little time for anything else. He leaves the running of Nouvelle Averoigne to his wife Catharine and brother Henri. Neglected by Etienne, Catharine warms to the affections of Henri.

(Source: Mark of Amber, History Handaout 1, p.4)

Derek Vanisi (elf) is born.

(Source: Gaz 11, DMG, p.60)

Autalanus is born in Easa.

(Source: PC3, Sea Peoples Book, p 55)

AC 846 Autumn Ardelfhia Sacked

A huge horde of orcs from the Broken Lands loots and levels the town of Ardelfhia in N Darokin.

(Source: Gaz 11, DMG, pp.4,6,33)

AC 846/7 Winter Orcs Winter in Ardelfhia

The orcs consume all the supplies of Ardelfhia. The horde disperses and returns to the Broken Lands after bickering about sharing the loot.

(Source: Gaz 11, DMG, pp.4, 6, 33-34)

AC 847 Spring Ardelfhia Ruined

A relieving Darokinian force arrives at Ardelfhia to find it ruined and abandoned by the orcs.

(Source: Gaz 11, DMG, p.34)

AC 847 Births: Ambur

Ambur is hatched.

(Source: Dragon Magazine #171, Who's Who Among Dragons, p.10)

AC 849 Births: Korin Torkrest & Oran Meditor

Deaths: Ledeia

Korin Torkrest, Son of Orin, is born in Upper Dengar City.

(Source: Gaz 6, p.65)

Oran Meditor is born in the Guilds.

(Source: Gaz 9, p.5, PWA I, p.148 notes AC 839)

Landowners, with help from a traitor in the Church of Vanya, capture Ledeia as she performs a wedding ceremony among her followers. A short battle follows during which the landowners' private fighting forces are defeated. But Ledeia is mortally wounded. She enjoins her followers to continue her quest before she dies. She becomes a martyr. In the following years, the faith spreads even faster among Hattians.

(Source: B Heard, 17.8.98)

**AC 850 Etienne d'Ambreville Immortal, Richard & Isidore
d'Ambreville Become Werewolves & Council of Minrothad
Begins**

Etienne d'Ambreville has mastered the Radiance and uses its Transcend Life Force power to attain immortality in the Sphere of Energy. He takes the immortal name Rad. Worship of Rad begins in Glantri.

(Source: WoI Book 1, p.34)

Richard & Isidore d'Ambreville contract lycanthropy whilst hunting werewolves in Nouvelle Averoine.

(Source: Mark of Amber, Timeline of Events)

The Council of Minrothad commences to reform the government and set new policies.

(Source: Gaz 9, DM, pp 5-6)

B/W AC 850 & AC 900 Lotis's First Soul-Tree

The dryad, Lotis, takes her first soul-tree on the shore of Loch Eadaigh, SW Canolbarth Forest.

(PC1, DMs, p. 57)

AC 851 D'Ambreville Kills a Boldavian Nosferatu

Births: Argos

A Boldavian nosferatu discovers that Etienne d'Ambreville has gained control of an artifact of great power. The nosferatu tried to wrest the artifact from Etienne, but was destroyed by Etienne. The Boldavian's slave Lady Lillian Corran was free to escape to Glantri City. From there she watches construction of the Great School of Magic above the site of the artifact.

(Source: WoI Book 2, p. 55)

Argos is hatched.

(Source: Dragon Magaine #171, Who's Who Among Dragons, p.10)

AC 852 Births: Malshandir Minrothaddan Explorers Discover Tanakumba

Malshandir is born in Losetrel, Shadow Elf Territories.

(Source: Gaz 13, DMG, p.48)

Minrothaddan explorers discover the city of Tanakumba which they name the Most Limpid City of Thanapolis to reflect the apathetic nature of the inhabitants.

AC 853 Al-Kalim Sponsored by Old Man of the Sea & Kalafi Al-Azrad Moves to Selenica

Accompanied by merrow, Suleiman Al-Kalim, after many underwater adventures, reaches a sea mount in the Undersea Kingdom where he confers with the Old Man of the Sea (Protius) who agrees to sponsor him on the Path of the Dynast in the Sphere of Time after Al-Kalim passes many tests. After a series of adventures, Al-Kalim and Farid return to Ylaruam. Upon his return, Al-Kalim begins a period of contemplation.

(Source: Gaz 2, pp 14, 64)

The Ylaruam merchant, Kalafi Al-Azrad, moves to Selenica and establishes the Merchant House of Al-Azrad. Hallonica House enters into agreements with the House of Al-Azrad.

(Source: Gaz 11, DMG, pp.22 & 24)

AC 854 Births: Tarovra Farmarva

Princess Tarovra Famarva of Tilluaraver is born in Smaar.

(Source: PC3, Sea Peoples Book, p 54)

AC 855 Nahmeh Composed

Suleiman Al-Kalim composes the Nahmeh, describing his pilgrimage to the immortals, The Way of Eternal Truth and the Dream of Desert Garden.

(Source: Hollow World DM's Sourcebook p.17, Gaz 2, pp 4-5, 14)

AC 858 Light of Rad, Eternal University, Council of Preceptors & Faengloar Born

The parliamentary session known as the Light of Rad reserves nobility for wizards and grants council members the hereditary title of prince. Principalities of Glantri is founded. The Principalities are Glantri City (Prince Alexander Glantri), Bergdhovern, Erewan, Caurenze, Boldavia (Prince Morphail Gorevitch-Woszlany).

(Source: Gaz 3, p.5, Mark of Amber History Handout 1, p.4)

The Eternal University is built in Ylaruam.

(Source: Gaz 2, p 5)

The Council of Preceptors is established by Suleiman Al-Kalim in Ylaruam. The original preceptors are appointed by Sultan Al-Kalim.

(Source: Gaz 2, pp 4-5)

Faengloar is born in Losetrel, Shadow Elf Territories.

(Source: Gaz 13, PG, p.7)

**AC 859 Glantrian Rebellion Crushed & Principality of Boldavia Founded?
Births: Benina, Shebb Woolsey**

Wizards evict illegal nobles from their sieges. The populace rebels, but the uprising is quickly crushed by the wizards.

(Source: Gaz 3, p.5)

Benina is born in Glantri City.

(Source: DA4, p.6)

Shebb Woolsey is born at the confluence of the Volaga and Shutturgal Rivers in Traladara.

(Source: M5, p.48)

B/W AC 859 and AC 920 Principality of Krondahar Founded

Prince Jherek Virayana I is awarded the Principality of Krondahar in the former Flaemish dominion of Braastar.

(source: Glantri Grimoire, p.54)

B/W AC 859 and AC 940 Principality of Aalban Founded

The Hattian/Alphatian von Drachenfels Family is awarded the Principality of Aalban after slaying dragons in the Wendarian Ranges. Aalban is a former Flaemish domain.

(source: Glantri Grimoire, p.26)

B/W AC 859 and AC 900 Principality of Klantyre Founded

The McGregor Clan are awarded the Principality of Klantyre.

(source: Glantri Grimoire, p.51)

B/W AC 859 & AC 920 Principality of Blackhill Founded?

The Alphatian Aendyr's are awarded the Principality of Blackhill.

(source: GAZ3, p.18)

AC 860 Al-Kalim Retires

Sultan Suleiman Al-Kalim of the Emirates of Ylaruam steps down from office and retires from public life. The Council of Preceptors select the new Sultan. Al-Kalim and Farid secretly leave Ylaruam to quest for an artifact of the Sphere of Time.

(Source: Gaz 2, pp 5, 15)

AC 861 l'Ermitage Founded

Clerics fleeing Glantrian authorities establish l'Ermitage in the Combe d'Ire, NW Glantri.

(Source: PC4 DM's Guide p.29)

AC 862 Yarthmont 27

Council of Minrothad Ends

The Council of Minrothad concludes. Immigration into the Minrothad Guilds is severely limited. Missan Meditor is appointed the inaugural Ruling Guildmaster. The new Merchant Sea-Prince class is slotted into the caste and guild system (as the 5th yulen caste).

(Source: Gaz 9, DM, pp 5-6, Gaz 9, Player's, pp.14 & 28)

AC 864

Drax Tallen Mausoleum Completed?

Prince Halvan Teriak of Essuria completes the construction of the Drax Tallen mausoleum for the House of Teriak.

(Source: X11, p.59)

AC 865

Halvan Becomes King of Essuria

Births: Rosentos

Halvan Teriak becomes King of Essuria after the sudden death of his brother. He delivers the Blackstick to Bensarian of Kevar for safekeeping. Bensarian is disturbed by the powerful evil of the artifact and requests the elves of Geoffronell to guard it and in return he will write the history of the northern elves. The elves agreed and also gifted Bensarian the Elvenstar. The elves keep the Blackstick in the Shrine of Enoreth.

(Source: X11, pp.56, 59)

Rosentos is born in Machetos.

(Source: AC2, p.6)

AC 866

Births: Silvercrest

Silvercrest is born in the Deepwater Pool of the Kna.

(Source: PC3, Sea Peoples Book, p 58)

AC 867

Ierendian Monarchs Annual Selection Begins

The Council of Lords proposes that the Ierendian Monarchs be selected annually form a series of contests called the Royal Tournament of Adventurers. Honor Island mages offer aid with the tournament.

(Source: Gaz 4, p. 5)

AC 868 Radu King of Marilenev

A Radu becomes King of Marilenev.

(Source: PWA I, p.164)

**AC 870 Athenos Canal Commenced & Shebb Woolsey Visits
Thyatis City**

The 30 mile project to construct the Athenos Canal is commenced to avoid having to ship through the Shires territory. The project finance is arranged by a coalition of merchant houses, lead by the Lintons and Maunteas.

(Source: Gaz 11, DMG, pp.7 & 45)

Shebb Woolsey visits Thyatis City, but is unimpressed.

(Source: M5, p.48)

AC 871 Births: Laralyn Athiliar

Laralyn Athiliar is born in Alphatia.

(Source: M4, p.22)

AC 874 Births: Christov Yetta

Christov Yetta is born in Tarylon Elfhome in Norwold.

(Source: CM5, inside cover, p.3)

**AC 875 Great School of Magic Opens & Thanatos Begins to
Influence Storm Soldiers**

Construction of the Great School of Magic is completed and the school opens. Etienne d'Ambreville is the school's first Grand Master. Lillian Corran is one of the first students.

(Sources: Gaz3 p.5, WoI Book 2, p. 55 & Mark of Amber, Timeline of Events)

Thanatos begins to manipulate the Storm Soldiers to become a hate group with little interest in justice but a craving for gratuitous violence against anything Thyatian. The Imperial grip over Hattias is too strong for the Storm Soldiers to succeed with another revolt, so they concentrate on crime and terror instead.

(Source: B Heard, 17.8.98)

AC 876 Births: Haldo "Waverider"

Haldo “Waverider” is born in the Sunlit Sea.

(Source: PC3, Sea Peoples Book, p 58)

AC 878 Births: Belgoth

Belgoth is born in Shraek.

(Source: PWA I, p.133)

**AC 880 Arloen Treelife Appointed Grunalf Representative in
Alfheim Town, Fire Island Closed & Rolkinns Gain Eastern
March?**

Births: Tylon

Arloen Treelife is appointed Grunalf Clan representative in Alfheim Town.

(Source: Gaz 5, p.39)

Fire Island atoll is declared off limits to all shipping by the Minrothad Guilds’ government. The Minrothad Thieves’ Guild secretly establishes Cove Haven as a pirate base on Fire Island.

(Source: Gaz 9, p.6)

Prince Tylon of Alphatia is born in Sundsvall.

(Source DoE, Book I, p.52; PWA I, p.155 notes AC 871)

The Rolkinns gain control of the Darokinian dominion of Eastern March.

(Source: PC1, Adventures Booklet, p.13)

AC 881 Births: Thalkor

Thalkor is hatched.

(Source: Dragon Magazine #171, Who’s Who Among Dragons, p.11)

**AC 882 Nitara ul Nervi Abdicates & Trolek Expelled from Great
School of Magic**

Ranidhiraja Nitara ul Nervi of Sind abdicates to see the world by ship. She is succeeded by her grandson Anadarun.

(Source: CoM, Explorer’s Manual, p.9)

Trolek is expelled from the Great School of Magic from stealing spells. He withdraws to his tower west of Lizzieni in Caurenze.

(Source: DM's Survival Kit Cards)

AC 884 Principality of Erewan

The Erewan elves secede from the Principality of Belcadiz to form their own principality.

(Source: Kingdom of Magic Grimoire, p.13)

AC 886 Andru Vandevic Born in Marilenev

Andru Vandevic is born in Marilenev.

(Source: Night of the Vampire, p.3)

AC 887 Births: Francino Falstead, Druuwor, Igor Gorevitch-Wozlany, Marseea

Francino Falstead (dwarf) is born.

(Source: Gaz 11, DMG, p. 64)

Druuwor is hatched.

(Source: Dragon Magazine #171, Who's Who Among Dragons, p.10)

Igor Gorevitch-Wozlany is born in Boldavia.

(Source: PC2, DM's, p.54)

Marseea is born in Clarhars.

(Source: PC3, Sea Peoples Book, p 56)

AC 888 Births: Gloriana de Rondalla

Lizard Men Move to Blight Swamp Caves

Gloriana de Rondalla is born in Torreon.

(Source: Savage Baronies Handouts)

A tribe of lizard men is forced from its lair by an evil lizard man tribe. They migrate to limestone caves in Blight Swamp.

(Source: Wild Dragon Den, p.12)

**AC 889 Births: Shalander
Deaths: Anandarun ul Nervi**

Shalander is born in Alfheim.

(Source: Gaz 1, p.47)

Rajadhiraja Anandarun ul Nervi of Sind is assassinated without an heir. The Rajah of Nagpuri is suspected. Vadin ul Nervi a distant cousin of Anandarun seizes the throne.

(Source: CoM, Explorer's Manual, p.9)

AC 890 Teldon Born & Minrothad Isolation Act Passed

Teldon is born in Thyatis.

(Source: Gaz 1, p.52)

Ruling Guildmistress Kitrina Meditor passes the Isolation Act, prohibiting immigration and most visitors to Minrothad Guilds. The act was passed to best maintain guild secrets.

(Source: Gaz 9, pp 5-6)

B/W AC 890-899 Well of the Prophet Cursed

The Well of the Prophet in Kirkuk, Dythestia becomes cursed after an adventurer dived into it and disturbed an ancient lizardman burial chamber. After many die from drinking the water, the imams declare that none may drink the water until purified by them. 2 cisterns are built nearby to store the purified water.

(Source: Gaz 2, p.43)

AC 891 Bifin Everast Born?

Prince Bifin Everast of Dengar, Son of Bofin, is born in Dengar City.

Note: PWA I p.138 notes his birth year as AC 931 which cannot be correct as he would have been only 11 when he fathered Bofin and only 29 when he succeeded his father to the throne.

(Source: Gaz 6, p. 60)

AC 892 Storm Soldiers Join Church of Vanya

Some Storm Soldiers, impressed with the teachings of the Church of Vanya adopt the faith as well. The Church of Vanya harbors an increasing number of current or ex-Storm Soldiers.

(Source: B Heard, 17.8.98)

AC 894 Births: Jargnir

Jargnir is hatched.

(Source: Dragon Magaine #171, Who's Who Among Dragons, p.11)

AC 895 Battle of Tenobar; Births: Demetrium Karagenteropolus

Tiger Clan assault on Port Tenobar is repelled.

(Source: Gaz 14, Map)

Demetrium Karagenteropolus is born in Julinius.

(Source: DoE, Book I, p.26)

AC 896 Chateau d'Ambreville Disappears

The Glantrian Council of Princes elevates Nouvelle Averoine to a Principality and Etienne d'Ambreville as its prince.

At Etienne's coronation, Henri and Catharine d'Ambreville assassinate him (Rad's mortal identity) via poison which activates a geas. Etienne's geas kills Henri and Catharine and transports Chateau d'Ambreville into a deadly dimension, the Land of Mists, from which no one can escape. Simon d'Ambreville attended the coronation in disguise.

The Glantrian Council of Princes forbids any new settlement in the abandoned lands of Nouvelle Averoine, lest other befall the same fate. Nouvelle Averoine becomes Council lands.

(Source: Kingdom of Magic Grimoire, p.15 & Mark of Amber, Timeline of Events)

AC 897 Jhengal Split in 2

At the petition of the Srinivasans of Sandapur, Rajadhiraja Vadin ul Nervi of Sind splits Jhengal into 2 mumlykets due to the incompetence of the Nandin Rajah of Jhengal. The Srinivasans are awarded East Jhengal which they call Azadgal with Sandapur as its capital. The Nandins retain western Jhengal which they refer to as Jhengal.

(Source: CoM, Explorer's Manual, p.9)

**AC 898 Immigration to Glantri & Lawful Brotherhood Outpost
Founded**

Births: Geraint

A new wave of immigrants settle in Glantri and mix freely with the locals. Racial tensions begin to decrease.

(Source: Gaz 3, p.5)

The Lawful Brotherhood, based out of Slagovich, founds an outpost on the tip of the Claw Peninsula of the Savage Coast.

(Source: Savage Baronies Book I, p.55)

Geraint is born in Darokin.

(Source: CM9, p.9)

AC 899 Athenos Canal Complete

Births: Idon, Juliast Farmarva

The Athenos Canal is complete. The merchant houses who constructed the canal impose a toll to recoup their costs.

(Source: Gaz 11, DMG, p.45)

Idon is born in Eadrin.

(Source: PWA I, p. 143)

Prince Juliast Farmarva is born in Smaar.

(Source: PC3, Sea Peoples Book, p 57)

AC 900 Thyatian Expansion, Bemarris Born, Black-Heart Lily Tavern Founded, "Death" of Al-Kalim, Sky Palace Constructed?, Shelingar Becomes a Student, Greenston Founded?, Duric Born, North Isle Annexed, County of Lucinius Created, Mylertendal Seeks Immortality, Dual Monarchs of Limn, Thaman Dynasty Ends, Fenhold Tower Torn Down, Rhoona Founded, Hutaakans Retreat to El Grande Carrascal, First Gargantuan Creatures?, Glantri Imports Cork Oaks, Hsiao Numbers Dwindle, Ierendi Promotes Tourism & First Weretiger to Hollow World

Births: Emile Revenue

Emperor Gabrionus IV of Thyatis convinces the Imperial Senate to begin a period of expansion. Thyatis conquers more areas of the Isle of Dawn, puts pressure on the Northern Reaches and founds Oceanscend in Norwold.

(Sources: Hollow World DM's Sourcebook p.17, DoE, Book I, p.7)

Thyatian forces invade and occupy the flourishing trade village of Marilenev with a population of 500-900. They are assisted by a local, Jan Vandevic, and his mercenary band. The Marilenev Palace on top of the village hill is ruined in the invasion. They

rename the village Specularum (the Mirror City) after the mirror-like quality of nearby Marilenev Bay. Traladara becomes a Thyatian Protectorate. Trade increases with Thyatis and Traladara begins economic growth. Thyatians wall Marilenev. The Thyatians rename the rivers of the land:- Volaga becomes Highreach, Shutturgal becomes Hillfollow and Wufwolde becomes Windrush.

Some Traladaran refugees settle in the Selenica Region, founding Armstead.

(Sources: Gaz 1, pp.4, 13, 15 & 36; Gaz 11, DMG, pp 5-6,34)

The Thyatian force sent to occupy the village of Sulescu is slain by Lord Zemiros Sulescu in one night.

(Source: Gaz 1, p.39)

The Thyatians award the Traladaran mercenary captain Jan Vandevic with an estate in southwestern Traladara, taking the southern portion of the Estate of Ourosco. Vandevic names his estate Vandevicsny.

(Source: Kingdom of Karameikos Explorers Guide p. 91)

The Ispans, a Kerendan sub-ethnic group, colonise the western shores of the Gulf of Hule as part of Emperor Gabrionus IV's expansion programme. Other colonists came from the Emirates of Ylaruam (settling inland), Yavdlom (settling the coast SW of Hule) and hin. The cultures mixed with local humans (Oltec/Traldaran), dwarves & elves. Ispan adventurers found the settlement of Nueva Esperanza where the Nueva Esperanza runs into Claw Inlet. The Ispans introduce horses to the Savage Coast.

The Los Ventes Ispan family settles the Sierra Borgosa north of Rio Alnorte.

(Sources: Savage Baronies Book I, pp 18, 20, 55, 60; Black Vessel p.19)

Darokin shelves plans of annexing Traladara following the Thyatian occupation of Marilenev.

(Source: Gaz 1, p.4)

Bemarris born in Alphatia.

(Source: WoI Book 1 p.39)

The Sforzas open the Black-Heart Lily Tavern in Specularum.

(Source: Gaz 1, p.54)

Death of Suleiman Al-Kalim falsely reported. Al-Kalim continues the Path of the Dynast.

(Source: Gaz 2, p 5)

The Sky Palace construction begins in Alfheim Town.

(Source: Gaz 5, p.29)

Shelingar of Clan Mealidil becomes a student at the Library Tree in Mealidor.

(Source: Gaz 5, p.60)

The King of Dengar gives permission for Darokinian farmers to settle the town of Greenston on the southwest shores of Lake Stahl, to provide food for the dwarves.

(Source: Gaz 6, pp 6 & 55)

Duric, son of Kuric, is born in Lower Dengar City.

(Source: Gaz 6, p.63)

Minrothad Guilds annexes North Isle and establishes the refuge colony of Gapton.

(Source: Gaz 9, p.6)

Emperor Gabrionus IV of Thyatis, creates the County of Lucinius, by reducing the Duchy of Thyatis' territory by about one third.

(Source: DoE, Book I, p.12)

Mylertendal embarks on the Path of the Paragon in the Sphere of Energy sponsored by Alphatia.

(Source: DoE, Book I, p.46)

King Drushiye of Limn convinces the Emperor of Alphatia that there should be dual monarchs of Limn, one for humans & demi-humans and one for the other sentient races. Drushiye rules the humans and demi-humans whilst his dryad mate Mellora becomes Queen of Limn, ruling the other races.

(Source: DoE, Book I, p.46)

Fenhold Tower is torn down and construction of a new keep begins.

(Source: CM9, p.6)

The Vestland drakkar captain, Eric Rhoona, establishes the outpost of Rhoona at the fork of the Vestfjord River in W Vestland for his raiding and trading expeditions.

(Source: X3, p.3)

After the Thyatian capture of Marilenev, Duke Stefan Karameikos I "The Hermit" of Machelos ordered Tribune Rosentos to lead 2 centuries to explore and claim western Traladara.

Rosentos' periodic reports stopped after he left the small village of Luhn. 20 soldiers were lost the first night in Blight Swamp (killed by a hydra). Grisbaldos advocated turning back as evil spirits were against them. At the urging of his centurions Espisios, Melkos and Fondalus, Rosentos executed Grisbaldos for trying to incite mutiny. Travel through the swamp became difficult. Espisios and Melkos urged Rosentos to turn back, but Fondalus suggested building rafts which they did (40 in total). Hedric "the Lame" was lost travelling up the Achelos River. 5 more died of fever at night. Turim Fellbeard spotted a stilt village. They establish friendly relations with the villagers lead by Chief Kelshet, but the seer Kerid Bey sensed great evil and said they should leave immediately. The troops left secretly when a fog descended. Turim Fellbeard disappeared on his raft that night (presumably a victim of the vampire Kelshet). Rosentos force skirmishes with natives of a second stilt village, losing 7 with Tuchmora and Fondalus wounded. The villagers eventually parlayed and explained they thought the Thyatians were demons from the first village. Rosentos' troops spent the night in the village. They stayed at the village for a week, receiving gifts of gold every day. The centurions urged Rosentos to discover the source of the villagers' wealth. The chief told Rosentos that their wealth came from a stone house at the edge of the swamp surrounded by evil spirits. Rosentos agreed to drive the spirits away with all able bodied men – 40. On the first day swamp beasts attacked killing Kerid Bey, Melkos and 6 soldiers were lost. The next day they reached dry land. A small contingent was left to guard the rafts whilst Rosentos lead the rest to battle the evil spirits and find the stone house. Rosentos did not return (presumably they were all killed by the vampire Kelshet and Rosentos rose as a vampire minion of Kelshet). The raft guards were attacked and decided to head back when they were reduced to 5. Centurion Fondalus was struck ill with fever and they could not find the second village. They eventually made it out of the swamp and back to Machetos where Centurion Fondulas relayed his tale to Tharakimeios the scribe.

(Source: AC2, pp.2 & 8)

Ispan settlers push the Hutaakans into El Grande Carrascal. There they deal with the Yazi gnolls who call them Wataks (dawn people).

(Source: Black Vessel, p 96)

The mad wizard Gargantua of Norwold creates the first gargantuan creature from a carrion crawler.

(Source: Monstrous Compendium, p.46)

Glantri begins importing corn oaks to plant in the valleys.

(Source: Gaz 3, p. 6)

Emile Revenu is born in Nouvelle Averoine.

(Source: Mark of Amber, p. 62)

Hsiao numbers in a complex in the Dreamlands begin to decline.

(Source: PC1, Adv, p. 7)

The Kingdom of Ierendi begins to promote tourism.

(Source: Gaz 4, p. 12)

A weretiger journeys to the Hollow World.

(PC4 DMs p. 25)

After AC 900 Shazak Tame Giant Bats

The Shazak tame Giant Bats to use as mounts.

(Source: Dragon Magazine #185, VPA, p.47)

B/W AC 900 & AC 910 Births: Dwalur, Dia & Bali Syrklis

Dwalur, Son of Belfur, Dia Syrklis, Daughter of Fara, and Bali Syrklis, Daughter of Fara are born in Lower Dengar City.

(Source: Gaz 6, pp 65-66)

The last Thaman rajah of Shajarkand dies without an heir. Rulership passes to the Venkat family.

(Source: CoM, Explorer's Manual, p. 24)

B/W AC 900 & AC 990 Zeafort Founded

The King of Ostland founds the military town of Zeafort on the east coast of Noslo Island. The 3 Royal Brigades (Wolf, Raven & Dragon) are quartered there.

(Source; Gaz 7, p.12)

B/W AC 900 & AC 999 Ostman Clans Rebel

On 2 occasions, the Ostman Clans rebel against House of Cnute. On each occasion, the rebellion is ruthlessly suppressed.

(Source: Gaz 7 DMs, p.12)

**AC 901 Sindhi Coup, Accidental Gator Man Trade, Osteropolus
Chapel Built & Domus Chystatarius Built?**

Births: Marudi, Actonius, Argo Tannengrub

Kers Zeberdesti, a jadugerya claiming to be Anandarun ul Nervi;s illegitimate son, leads a successful coup to depose Rajadhiraja Vadin ul Nervi of Sind. Kers takes the throne and assumes the ul Nervi surname.

(Source: CoM, Explorer's Manual, p.9)

The Gator Men of Ator notice that if they leave goods at the edge of the Bayou near the grasslands, an item of value sometimes replaces it the next day. Thus trade begins between the Chameleon Men and the Gator Men.

(Source: Dragon Magazine #185, VPA, p.51)

Marudi is hatched on World Mountain.

(Source: Dragon Magaine #171, Who's Who Among Dragons, p.10)

Actonius is born in Trasar.

(Source: PC3, Sea Peoples Book, p 55)

Argo Tannengrub is born in Hattias.

(Source: B Heard, 18.8.98)

Senator Flavian Osteropolus builds a chapel for his villa in the upper class district of Thyatis City to honour the safety and success of the conquest of Traladara in AC 900. The construction was funded from the spoils of the Traladaran campaign.

(Source: DDA1, p.15)

Domus Chrystatarius is built in the northeastern edge of the Heart District in Thyatis City.

(Source: DDA1, p.29)

B/W AC 901 & AC 990 Blight Swamp Village Warfare, Rhoona Defeats Hill Giant Invasion

Chief Kelshet's village overruns the village to the north. However, Rosentos destroys Kelshet's original village and charms Kelshet. Villagers now gift Rosentos 1 victim per week.

(Source: AC2, p.5)

A tribe of hill giants descend on the settlement of Rhoona but are defeated by the Duke of Rhoona's army.

(X3, p. 29)

AC 902 Narvaez Founded

Ispans found the Barony of Narvaez, from the Claw Peninsula to Baia da Sereia.

(Source: Savage Baronies Book I, p.20)

B/W AC 902 & AC 920 Aline Sigbertsdatter Born

Aline Sigbertsdatter is born of Hattian parents in Oceanscend.

(Source: WoI Book 1, p.40)

**AC 903 Vandevicsny Manor Built, Vilaverde Founded & Braddoc
Briarblood Travels**

Lord Jan Vandevic builds Vandevicsny Manor.

(Source: Night of the Vampire, p.15)

The Dominion of Vilaverde is founded by Ispans and Yavi.

(Source: Savage Baronies Book I, p.20)

Braddoc Briarblood leaves Dengar to travel the world.

(Source: Fall of Magic, p. 185)

B/W AC 903 & AC 912 Felestralor Becomes a Wanderer

Felestralor turns 800 and leaves the City of the Stars to become a wanderer through the Shadow Elf Territories.

(Source: AC1012, p. 215)

AC 904 Carmina & Blanca de Belcadiz Born

Carmina & Blanca de Belcadiz is born at Alhambra, Belcadiz.

(Source: Mark of Amber, Timeline of Events & Glantri Grimoire p.31)

**AC 905 Battle of Cowards & Nueve Esperanza Declares
Independence**

Tiger & Turtle Clans have a border battle.

(Source: Gaz 14, Map)

Nueva Esperanza declares independence from the Barony of Narvaez and achieves independence without a fight. Nueva Esperanza enters into a mutual defence pact with the Lawful Brotherhood Outpost.

(Source: Savage Baronies Book I, pp.20 & 55)

AC 906 Montoya Declares Independence

Births: Hogun

Elves and dwarves form the Barony of Montoya and declare independence from the Barony of Narvaez.

(Source: Savage Baronies Book I, p.20)

Hogun is born in Dengar.

(Source: M4, pp 21-22)

B/W AC 906 & AC 910 Lawful Brotherhood Outposts Founded?

The Lawful Brotherhood founds the outposts of Dunwick and Richland.

(Source: Savage Baronies Book I, pp 55, 59-60)

AC 908 Copetez Founded

The State of Copetez is founded around the settlement of Ciudad Huelca in the plains of the Savage Coast.

(Source: Savage Baronies Book I, pp.20 & 52)

AC 909 Lillian Corran Becomes A Cleric of Hel, Montejo & Tanaka Founded

Births: Hector Donius

Having studied necromancy at the Great School of Magic, Lillian Corran decides to secretly become a cleric of Hel.

(Source: WoI Book 2 p.55)

The Barony of Montejo is founded by Ispans inland from Narvaez around the settlement of Las Manadas.

The Dominion of Tanaka is founded by Yavi.

(Source: Savage Baronies Book I, pp.20 & 46)

Hector Donius is born in Thyatis.

(Source: Joshuan's Almanac, p.228)

**AC 910 Kaladan Seeks Immortality? & Demetrior
Karagenteropolus Runs Away**

**Births: Belfin Kurutar, Yodar Jernog, Klaus Stamhoffer,
Kavorquian**

Kaladan's (the pure Alphetian wizard/weretiger) efforts to spread chaotic forms of lycanthropy over 5 centuries has drawn the attention of Thanatos who sponsors him on the Path of the Fiend.

(Source: PC4 DM's Guide, p.6)

Belfin Kurutar, Son of Dorfin, is born in Stahl.

(Source: Gaz 6, p.67)

Demetrior Karagenteropolus runs away from his home in Julinius to wander the world.

(Source: DoE, Book I, p.26)

Yodar Jernog is born in Minaea.

(Source: Dragon Magazine #164, VPA, p.45)

Klaus Stamhoffer is born in Hattias.

(Source: B Heard, 17.8.98)

Kavorquian Penhaligon is born in Thyatis.

(Source: B12, p.4)

B/W AC 910 & AC 927 Uthar Aendyr Born

Uthar Aendyr is born in Blackhill.

(Source: Gaz 3, p.22)

B/W AC 862 & AC 911 Fenswick Arrive in Mystara

The Fenswick people leave Laterre to join the Averoignans and Klantyrese in Glantri.

(Source: Mark of Amber, p. 64)

AC 911 Vandevicsny Manor Burnt Down? & Ack-Ack Day

Births: Carlolina Erewan, Haldemar of Haaken

Vandevicsny Manor is destroyed by fire.

(Source: Night of the Vampire, p.15)

Carlolina Erewan is born in Ellerovyn, Erewan.

(Source: PWA I, p.137)

Haldemar of Haaken is born in Floating Ar.

(Source: Dragon Magazine #164, VPA, p.44)

On Fyrmont 9, the Flying City of Serraine defeats a flight of red dragons. The skygomes dub this day Ack-Ack Day as the Ack-Ack guns proved the difference in the battle.

(Source: PC2, DM's, p.51)

AC 912 Vampire in Vandevicsny & Anchorage Founded

Births: Maria Amelia de Salinas

Deaths: Jan Vandevic

Lord Andru Vandevic inherits rulership of Vandevicsny from his father Jan when he dies. Andru builds Vandevicsny Manor.

A nosferatu, Lady Natasha Troublicja, comes to Vandevicsny Manor to celebrate Lord Andru Vandevic's 26th birthday. Natasha seduces Andru and turns him into a nosferatu. Villages begin to go missing and are found dead and drained of blood. The villagers confronted Andru, but he fled whilst the villagers staked Natasha through the heart and buried her in the graveyard.

Andru's cousin moves to Vandevicsny to take over rulership of the estate.

(Source: Night of the Vampire, pp.3 & 5)

Alphatia founds the port settlement of Anchorage in northern Esterhold, as a way station between Faraway and Skyfyr.

(Source: PWA III, p.23)

Maria Amelia de Salinas is born in a country estate of Belcadiz.

(Source: AC1013, p.37)

AC 913

Eltan's Spring Founded, Narvaez Partitioned, Matazumi Summoned to Serraine & Order of Vanya Formed

Births: Emile Revenu, Buthra Bofadar

Deaths: Emperor Gabrionus IV, Kers ul Nervi

Eltan Durgovitch founds the village of Eltan's Spring, in norther Traladara. He begins brewing ale from the spring with his half-elven wife Liselle and brother Farnold.

(Source: Kingdom of Karameikos Adventure Book p.19)

Emile Revenu is born in the former lands of Nouvelle Averoigne.

(Source: Maek of Amber, p.62)

Emperor Gabrionus IV of Thyatis dies. He is succeeded by his son Gabrionus V.

(Source: DoE, Book II, p.4)

Rajadhiraja Kers ul Nervi of Sind dies in a magical expirment that goes wrong and burns down the royal palace at Sayr Ulan. He is succeeded by his son Darshan. He orders the palace to be rebuilt on an island in an artificial lake. Construction begins.

(Source: CoM, Explorer's Manual, p.9)

The death of the Baron of Narvaez sees the Barony split between 2 heirs. The northern half remains the Barony of Narvaez whilst the southern half becomes the Barony of Sotto.

(Source: Savage Baronies Book I, p.20)

Princess Bathra Bofadar is born in Denwarf-Hurgon.

(Source: PWA I, p.133)

A Serraine necromancer miscasts a spell which summons the druj Matazumi to serve him in Serraine. Matazumi breaks the necrimancer's control, slays him and buzzes angrily around the city. The Master of the Onyx Tower imprisons Matazumi with power word stun and maze spells. The Master interviewed Matazumi and discovered his great knowledge. The Master offered Matazumi freedom abd reward if he would be placed under geas to seve as Chief Librarian of the Great Library for 200 years, to protect the books from theft. Matazumi agreed, library theft stopped and record keeping improved.

(Source: PC2, DM's, p.55)

A part of the Church of Vanya focuses more on its military capability. A struggle over Hattian followers opposes Thanatos and Vanya. Although the Church of Vanya is outgrowing the Storm Soldiers' sect, Thanatos manages to influence the church with some of the crass ideals of his Storm Soldiers. An order of warriors is formed, the Order of Vanya, and the first draft of their Code of Conduct is written. It is very simple and very vague.

(Source: B Heard, 17.8.98)

AC 914 Sabak Born

Sabak is born in the Khanates.

(Source: Gaz 12, DMG, p.30)

AC 915 Deaths: Darshan ul Nervi Births: Nabonidus Raman

Anarjuez Founded & Rock Harbor Founded?

Sarad Ylayci, a Himaya, claims to be an illegitimate son of Anandarun ul Nervi and adopts the ul Nervi surname. He leads a bloody coup, killing Rajadhiraja Darshan ul Nervi of Sind and then seizes the throne. He orders construction of the royal palace to continue.

(Source: CoM, Explorer's Manual, p.9)

Nabonidus Raman is born in Alphatia.

(Source: Dragon Magazine #165, VPA, p.45)

The State of Aranjuez is founded in the plains near Montejo by Alasiyans.

(Source: Savage Baronies Book I, pp.20 & 47)

The port of Rock Harbor is founded by Alphatia on the SE shore of Esterhold, to ship put gold and gems hauled across the neck of the peninsula by mule trains.

(Source: PWA III, p.23)

AC 916 Cristobal Founded

The Barony of Cristobal is founded north of Narvaez.

(Source: Savage Baronies Book I, p.20)

B/W AC 916 & AC 918 Births: Mohan Radhas

Mohan Radhas is born in Baratpur.

(Source: CoM, Explorer's Manual, p.20)

AC 917 Tylion Reaches 36th Lvl?

Births: Georg Löwenstern, Ganto

Prince Tylion of Alphatia becomes a 36th level mage.

(Source DoE, Book I, p.53)

Georg Löwenstern is born in Hattias.

(Source: B Heard, 19.8.98)

Prince Ganto is born in Ghyr.

(Source: XL1, p.2)

AC 918 Births: Kami Valin

Crown Prince Kami Valin of Peshmir is born in Karakandar.

(Source: CoM, Explorer's Manual, p.54)

**AC 919 Hannarr Leaves Dengar, Battle of Hayavik & Tylion IV Crowned Emperor of Alphatia
Births: Zyndryl, Eriadna**

Hannarr is humiliated by his clan leader in Dengar by having his girl stolen. Hannarr is forced to leave his clan after feuding with his clan leader. Hannarr begins an adventuring career throughout SE Brun.

(Source: Gaz 2, p.42)

Toktai Khan of Ethengar's attack on Hayavik in the Heldann Freeholds is repulsed.

(Source: Gaz 12, DMG, p.5)

Zyndryl is born in Alphatia.

(Source: DoE, Book I, p.44)

Princess Eriadna is born in Sundsvall on Flaurmont 13.

(Source DoE, Book I, p.50, Book III, pp 19-20; PWA I, p.138 notes AC 920)

Empress Tylari III of Alphatia abdicates to embark on her quest for immortality. Her son Tylion IV becomes Emperor of Alphatia and King of Vertiloch & Theranderol.

(Source DoE, Book I, p.52)

B/W AC 919 & AC 950 Alphatia Colonises Norwold

Looking to recover from the loss of the Alasiyan colonies, Emperor Tylion IV of Alphatia organises a colonisation effort of Norwold.

(Source: DoE, Book III, p.7)

AC 920 Darokin-Glantri Economic Agreement, Sky Palace Construction Completed & Devilfish Attacks Cease

Darokin and Glantri sign an economic agreement which allows free passage of all merchant caravans. Business is booming in Glantri City.

NB – Darokin was a collection of independent city-states at this time. Perhaps Glantri made an agreement with Darokin's main merchant houses and this agreement was then ratified by the Republic when it formed in AC 927.

(Source: Gaz 3, p.5)

Construction of the Sky Palace in Alhheim Town is completed. The elven nobles moving in there are disappointed by the wooden supports and abandon it. The elves hand control over to the human Customs Office. The Customs Office seeks out projects to redevelop the palace.

(Source: Gaz 5, p.30)

Devilfish raids in the Sunlit Sea cease after 120 years.

(Source: PC3, Sea Peoples Book, pp 42-43)

B/W AC 920 & AC 928 Volospin Aendyr Born

Volospin Aendyr is born in Blackhill.

(Source: Gaz 3, p.22)

**AC 921 Haldemar's First Skyship & Escudor Breaks From Sotto
Births: Helga Grauenberg**

For his 10th birthday, Haldemar of Haaken is given a small flying sailboat.

(Source: Dragon Magazine #164, VPA, p.44)

The inland State of Escudor (Sierra Borgosa) breaks from the Barony of Sotto.

(Source: Savage Baronies Book I, p.20)

Helga Grauenberg is born in Hattias.

(Source: B Heard, 17.8.98)

AC 922 Births: Llynara

Bedlam's Hammer Forged & Delingax Receives Torcs of Dengar

Onyx Ironhand forges Bedlam's Hammer, using the remains of an earth elemental for its head, pure mithral for its shaft and black dragon hide for its grip in Highforge.

(Source: DM's Survival Kit Cards)

Princess Llynara of Bettelwyn is born in Citadel.

(Source: PWA I, p.146)

The Dengar dwarves loan a pair of Torcs of Dengar to the human warrior Delingax of the Crimson Tear who later vanished into the Sind Desert.

(Source: DM's Survival Kit Cards)

AC 923 Yodar Jernog's First Pirate Raid

Yodar Jernog swims up to an Alphatian merchant ship and tangles its anchor in a nearby reef. His fellow Minaean pirate then raid the ship.

(Source: Dragon Magazine #164, VPA, p.45)

B/W AC 923 & AC 925 Births: Ramissur Zumrulim

Ramissur Zumrulim is born on an Amburese farm.

(Source: Dragon Magazine #167, VPA, p.45)

B/W AC 923 & AC 952 Yodar's Sea Wolves Plague Alphatian Shipping

Yodar Jernog leads his Sea Wolves pirates against Alphatian shipping, especially along the Alphatian east coast.

(Source: Dragon Magazine #164, VPA, p.45)

AC 924 Births: Olliver Jowett, Heldeberan, Metzelar, Caxctiou, Franz Eindecker

Garafaele Appointed Radiant General

Olliver Jowett is born in Thyatis.

(Source: Gaz 1, p.50)

Garafaele Galeifel is appointed Radiant General of the Shadow Elf Army.

(Source: Gaz 13, DMG, p.41)

Heldeberan is born in Aegopoli,

(Source: DoE, Book I, p.61)

Metzelar (tabi) is born on the Jungle Coast.

(Source: PC2, DMs, p.28)

Caxctiou is born in Calitar.

(Source: PC3, Sea Peoples Book, p 57)

Franz Eindecker is born in Hattias.

(Source: B Heard, 17.8.98)

AC 925 Buhrodar's New Stronghold & Farstead Founded

The Buhrodar Clan move into their newly completed stronghold in Highpoint Cavern, Lower Dengar City. Their cavern improvements took 225 years to complete. Darrokinian & Thyatian merchants buy the Buhrodar's old stronghold in Dwarfheart Cavern which they convert to a human-sized quarter.

(Source: Gaz 6, pp.52 & 54)

The dominion of Farstead is founded in Darokin near the Alfheim border. Farstead Manot is constructed.

(Source, PC1, Adventurers Booklet, p.18)

B/W AC 925 & AC 929 Arnulf Sorenson Born

Arnulf Sorenson is born in the Jarldoms.

(Source: Gaz 7, p.48)

AC 926 Deaths: Toktai Khan

Births: Msiba Jahi, Helmut Totenfuss

Rivera Founded

Toktai Khan is killed in the final battle in the siege of Hayavik in the Heldann Freeholds. The Ethengarians destroy Hayavik, but then retreat to the steppes to begin a war of succession.

(Source: Gaz 12, DMG, p.5)

Msiba Jahi is born in Yavdlom, her mother dies during her birth.

(Source: CoM, Explorer's Manual, p.62)

The Barony of Rivera is founded within the Barony of Sotto. An independence war ensues which Rivera wins.

(Source: Savage Baronies Book I, p.20)

Helmut Totenfuss is born in Hattias.

(Source: B Heard, 19.8.98)

**AC 927 Births: Brannart McGregor, Edjer
Atruaghin/Glantri Conflict, The Great Merger &
Pennydown House Founded**

Brannart McGregor is born in Crownguard, Klantyre.

(Source: Joshuan's Almanac, p.148)

A dispute arises between Atruaghin Clans and the Principalities of Glantri. As the 2 states marshal troops, Sasheme Vickers a junior trader in the Umbarth House, negotiates a resolution to the dispute, averting war. Vickers thus prevented any battles in the Akesoli region where his house trades from.

(Source: Gaz 11, DMG, pp.5-6)

The various Darokinain governments lead by the richest merchant families meet at Darokin City and unite in the Great Merger, forming the Republic of Darokin. Charles Mauntea is elected to lead the Republic. The Daroinian Diplomatic Corps is formed.

(Source: Gaz 11, DMG, pp.5-6)

Pennydown Merchant House is founded in Darokin City.

(Source: Gaz 11, DMG, p.25)

Edjer is born in Shiell.

(Source: PWA I, p.137)

AC 929

Births: Lorpin & Triella Tien-Tang; Maflarel Rescued by Shadow Elves & Texeiras Founded

Lorpin was born in the Thyatian controlled territory of the Isle of Dawn.

(Source: Hollow World DM's Sourcebook, p. 93)

Maflarel the albino elf of Clan Chossum flees mercenaries hired by Clan Erendyl to catch him for swindling them. He fled into a series of tunnels and encounters a shadow elf patrol who mistake him for one of their own. The shadow elves slay the pursuing mercenaries and take Maflarel to the City of Stars.

(Source: Gaz 13, DMG, p.48)

Triella Tien-Tang is born in West Portage to an Ochalean father and common Alphatian mother..

(Source: DoE, Book I, p.15)

Estado de Texeiras founded on the eastern part of the Baia de Sireia.

(Source: Savage Baronies Book I, p.20)

AC 930

Belfin Kurutar Begins Adventuring, Jasser Fullbellow Begins Search & Marino Declares Independence

Births: Heldeberan, Calastian Jowdynites, Nipa, Balthazar de Montejo?, Johan Goldzig

Deaths: Dolzhabban

Heldeberan is born in Alphatia.

(Source: WoI Book 2, p.35)

Belfin Kurutar, Son of Dorfin, comes of age and leaves Stahl to begin his adventuring career in the western realms.

(Source: Gaz 6, p.67)

Jasser Fullbellow begins his search in Shireton for a lost elven princess.

(Source: Gaz 8, p.53)

Callastian Jowdynites is born in Thyatis.

(Source: DoE, Book I, p.14)

Nipa is born in Mahasabad.

(Source: CoM, Explorer's Manual, p. 22)

Barony of Marino on the western part of the Baia de Sereia declares independence from Narvaez.

(Source: Savage Baronies Book I, p.20)

Don Balthazar de Tolon is born in Torre de Tolon.

(Source: Savage Baronies Book I, pp.48 & 50)

Johan Goldzig is born in Hattias.

(Source: B Heard, 17.8.98)

Dolzhabban "the Dread" is killed in a magical duel.

(Source: CM8, p.23)

B/W AC 930 & AC 938 Births: Ultman Srinivasan

Ultman Srinivasan is born in Sandapur.

(Source: CoM, Explorer's Manual, p.19)

B/W AC 930 & AC 940 Sparkling Spear Stolen

Magian Fire Worshippers steal the Sparkling Spear from the archives of the Eternal University in Ylaruam. They use it on quests to the Elemental Plane of Fire.

(Source: Gaz 2, p. 59)

AC 931 Cinnabryl Re-Discovered

Births: Wulf von Klagendorf, Maude Erstenlicht

Cinnabryl is re-discovered near Nueva Esperanza. Sages discover its protective value against the Red Curse. Non-natives find cinnabryl to be harmful.

(Source: Savage Baronies Book I, p.20)

Wulf von Klagendorf is born in Hattias.

(Source: PWA I, p. 159)

Maude Erstenlicht is born in Hattias.

(Source: B Heard, 17.8.98)

AC 932

Lydia Mauntea Becomes Chancellor of Darokin

Births: Qissling, Wilhelm Hockstein

Charles Mauntea dies. His wife Lydia takes over the leadership of the Republic and assumes the title of Chancellor.

(Source: Gaz 11, DMG, p. 6)

Prince Qissling is born in Floatng Ar.

(Source: PWA I, p.151)

Wilhelm Hockstein is born in Hattias.

(Source: B Heard, 17.8.98)

AC 933

Births: Aladan Voll, Aegyptus Polydorius, Kuzma

Haldemar on a Flying Casino

Aladan Voll is born in Minrothad.

(Source: Gaz 1, p.47)

Haldemar of Haaken hops on a flying casino to gamble. He wins the flying ship off the owner in a wager using magic to overcome the rigged games.

(Source: Dragon Magazine #164, VPA, p.44)

Aegyptus Polydorius is born on 4 Thaumont in Thyatis.

(Source: Joshuan's Almanac, p.216)

Kuzma is born at Sukiskyn Homestead, Dymrak Forest.

(Source: B10, Pull-out Sheet III)

AC 934

Births: Hildegarde, Harald of Haaskinz, Tarik ben Nadir, Kryndylya, Yarrvik, Salmahlin Kalkiin, Claudia

2nd Great Merchants' Council & Gargona Independent

Hildegarde is born in Glantri.

(Source: Gaz 3, p.24)

Harald is born in Haaskinz, Glantri.

(Source: Joshuan's Almanac, p.144)

Chancellor Lydia Mauntea of Darokin calls the 2nd Great Merchants' Council. Chancellors serve for life with the successor elected by a standing council of 15 major merchants.

(Source: Gaz 11, DMG, p.6)

Tarik ben Nadir is born in Tel Akbir.

(Source: DoE Book 1. p. 17)

Kryndylya is born in Aasla.

(Source: DoE, Book I, p.45; PWA I, p.146 notes AC 935)

Yarrvik is born in Oceanscend.

(Source: DoE, Book I, p.76)

Crown Prince Salmahlin Kalkiin of Nagpuri is born in Mahasabad.

(Source: CoM, Explorer's Manual, p. 22)

Barony of Gargona declares independence from Sotto. After a short civil war, Gargona is independent.

(Source: Savage Baronies Book I, p.20)

Claudia is born in Werea.

(Source: PC3, Sea Peoples Book, p 55)

**AC 935 Ierendian Monarchy Open to Foreigners, Quimeras
Independent & Landfall Founded**

**Births: Kapil ul Nervi, Yetunde, Gastenoo, Narcantina
Zelamir**

The Ierendian Royal Tournament of Adventurers is now open to any adventurer willing to swear allegiance to the Councils of Lords & Citizens and Ierendi.

(Source: Gaz 4, p. 5)

Kapil ul Nervi is born in Sayr Ulan.

(Source: CoM, Explorer's Manual, p.9)

Yetunde is born in Ulimwengu.

(Source: CoM, Explorer's Manual, p.63)

Barony of Quimeras declares independence from Narvaez.

(Source: Savage Baronies Book I, p.20)

Pirates and thieves establish the town of Landfall in southern Norwold.

(Source: PWA I, p.49)

Gastenoos are born in the Ierendi Isles.

(Source: PWA II, p.151)

Narcantina Zelamir is born in Glantri.

(Source: AC1014, Infamous Villains)

AC 936 Births: Tarias, Stellios

Gargona Conquers Sotto & Espans and Verdans Distinct

Tarias is born in Shavadze, Arogansa, the fifth son of Nargel (cousin of the Grand Duke of Arogansa).

(Source: Dragon Magazine #167, VPA, p.45)

Barony of Sotto declares war on Barony of Gargona. After a few months, Gargona conquers Sotto, absorbing all but the southern portion which forms the new Estado de Almarron.

Ispans of the former greater Narvaez now call themselves Espans and are distinguished from the Ispans of Texeiras and Vilaverde who call themselves Verdans. Espans speak Espa (Thyatian dialect).

(Source: Savage Baronies Book I, p.20)

Stellios is born in Traladara.

(Source: B10, Pull-out Sheet IV)

AC 937 Births: Anton Radu, Sherlane Halaran?, Bakalagu, Jarita Maruti

Franich House Founded & Narvaez Recovers Montoya, Quimeras, Last Sighting of Arella's Weeping Flail & Shining Coat of Anessen Created

Anton Radu is born in Specularum.

(Source: Gaz 1, p.53)

Sherlane Halaran born in Thyatis.

(Source: Gaz 1, p.56)

Franich Merchant House is founded in Darokin City.

(Source: Gaz 11, DMG, p.22)

Bakalgu is born into the Kaeruts Tribe of Ethengar.

(Source: Gaz 12, DMG, p.24)

Aiklin is born in Aasla.

(Source: DoE, Book I, p.61)

Jarita Maruti is born in Sind.

(Source: CoM, Explorer's Manual, p.63)

Barony of Narvaez attacks its former territories, the Baronies of Montoya and Quimeras, and conquers them. Montoyan dwarves flee, but the elves stay.

(Source: Savage Baronies Book I, pp.20 & 36)

The Traladaran adventurer, Arella the Younger, wields Arella's Weeping Flail alongside Princess Eridna of Alphatia on the Isle of Dawn. Later in the year, the flail is seen for the last time in Alphatia, wielded by Arella the Younger.

(Source: DM's Survival Kit Cards)

An Alphatian lady creates a Shining Coat for her warrior-consort, Anessen.

(Source: DM's Survival Kit Cards)

AC 938 Deaths: Msiba Jahi's Father

Births: Princess Abovombe, Max Einaugen

Msiba Jahi's father dies in a boating accident. Msiba foresaw her father's death and is taken in by the Ramlas.

(Source: CoM, Explorer's Manual, p.62)

Princess Abovombe of Manakara is born in Tulear.

(Source: Dragon Magazine #165, VPA, p.45)

Max Einaugen is born in Hattias.

(Source: B Heard, 17.8.98)

AC 938 Flaumont 22 Thrainkell Torson Born

Tor, a shipwright originally from Vestland, and Aline Sigbertsdatter, a cleric of Vanya originally from Hattias, give birth to a son, Thrainkell Torson in the Thyatian colony of Oceanscend.

(Source: DoE Book 1. p. 23)

AC 939 Births: Lucius Hyraksos, Aiklin, Leilah, Tastagarth Lunn, Phileus Furmenglaive, Lyra, Harantius Lycrandonion, Utha Scharnheim, Aristo

Hannarr Becomes a True Believer & Almarron Conquers Nueva Esperanza

Deaths: Sarad ul Nervi

Lucius Hyraksos is born in Thyatis.

(Source: Gaz 1, p.44)

Hannarr the dwarven adventurer is killed by a poisonous giant serpent in the Dythesthenian wilderness. His body is found by an itinerant imam in the Dythesthenian wilderness and raised and taken to the Sanctuary of Abundant Dreams in Kirkuk. Shaken by the experience, Hannarr becomes a True Believer in the Eternal Truth and settles in Kirkuk as the village smith.

(Source: Gaz 2 p. 42)

Lady Leilah is born in Tel Akbir City.

(Source: DoE, Book I, p.68)

Tastagarth Lunn of Dunadale is born in Dunadale.

(Source: DoE, Book I, p.72; PWA I, p.155 notes AC 940)

Phileus Furmenglaive and Lyra are born in Furmenglaive.

(Source: DoE, Book I, p.73, PWA I, p.139 notes AC 940)

Harantius Lycrandonion is born in the Thyatian Empire.

(Source: DoE, Book I, p.73)

Rajadhiraja Sarad ul Nervi of Sind dies peacefully in his bed. He is succeeded by his son Timin.

(Source: CoM, Explorer's Manual, p.9)

To unify its people, Almarron invaded and conquered Nueva Esperanza and surrounding lands of the Claw Peninsula. Some members of the Lawful Brotherhood went into hiding whilst others formed the LB Trading Company. The Lawful Brotherhood Outpost is now referred to as the Old Fort. The LB Trading Company retains ownership of Dunwick and Richland.

(Source: Savage Baronies Book I, pp 20, 55, 59)

Ailkin is born in the Alphantian Empire.

(Source: PWA I, p.132)

Utha Scharnheim is born in Hattias.

(Source: B Heard, 17.8.98)

Aristo is born in Specularum.

(Source: B6, p.10)

B/W AC 939 & AC 980 Almarron Builds Nueva Esperanza Penitentiary

Almarron builds Nueva Esperanza Penitentiary to imprison rebels and criminals of the Claw Peninsula.

(Source: Savage Baronies Book I, p 59)

AC 940 Births: Philip Voroi, Morur, Magdalene, Irla Kaze

**All Minrothad Vessels Captained by Merchant-Princes?,
Alcazar Founded, Volcanoes Created, Glantrian-High
Gobliny Arrangement? & Church of Vanya Founded**

Philip Vorloi born in Thyatis.

(Source: Gaz 1, p.53)

Morur is born in Dengar.

(Source: Gaz 6, p.69)

All Minrothad vessels are now captained by Merchant-Princes and crewed by marines.

(Source: Gaz 9, p.6)

Barony of Alcazar is founded near Cristobal by the adventurer Alcazar, accompanied by the elf Augusto.

(Source: Savage Baronies Book I, pp.20 & 35)

3 underwater volcanoes emerge within 30 feet of the surface, 50 miles S of Aloysius Island.

(Source: PC3, Sea Peoples Book, p 44)

Magdalene is born in Soua.

(Source: PC3, Sea Peoples Book, p 55)

The Principalities of Glantri makes a secret deal with High Gobliny, pledging trade goods to be sent to the goblins each year in exchange for a royal goblin hostage. The purpose of the arrangement is to stop the goblins from raiding the principalities.

(Source: HWA1, p.9)

Irila Kaze is born in Glantri City.

(Source: HWA1, p.61)

Vanya discovers that Thanatos is behind the Storm Soldiers. She influences her followers in Hatitas to start up the Church of Vanya. She sends dreams to influential Storm Soldiers to visit the Church of Vanya. Whilst visiting, the Storm Soldiers ensorcelments are dispelled, most choose to belong to the Church of Vanya.

(Source: Bruce Heard's Heldannic Knights)

**B/W AC 940 & AC 948 Gilles Grenier Born, Diane de Moriamis, Dak
& Thrais Born**

Gilles Grenier is born in Old Averoigne on the world of Laterre.

(Source: Gaz 3, p.26)

Diane de Moriamis is born in Old Averoigne in the world of Laterre.

(Source: Gaz 3, p.28)

Dak is born in Kurutiba, Alcove Island, Ierendi.

(Source: Gaz 4, p. 45)

Thrais, daughter of Thori is born into the Wyrwarf Clan of Smaggeft.

(Source: Gaz 6, p.64)

B/W AC 940 & AC 952 Yodar Jernog Captures

The Minaean pirate Yodar Jernog is captured by Alphatia and condemned to slavery for life.

(Source: Dragon Magazine #164, VPA, p.45)

AC 941 Prince Bifin Everast Marries Nais?, Torreon Founded & Order of Vanya Quest

Births: Eldram Hallonica, Miguel Hernando de la Montoya, Otto Morgenhammer, Teranon Antonic

Prince Bofin resigns his commission of Evedar in the Dengar Army to learn court politics. He marries his cousin Nais.

(Source: Gaz 6, p.60)

Eldram Hallonica born in Selenica.

(Source: Gaz 11, PG, p.2)

Barony of Torreon is founded by the adventurer Torreon. Augusto the elf who accompanied Torreon, becomes his advisor.

(Source: Savage Baronies Book I, pp.20 & 35)

Miguel Hernando de la Montoya is born in Montoya.

(Source: Savage Baronies Handouts)

A priest of Vanya, Klaus Stamhoffer receives dreams from Vanya on the whereabouts of her grave. Knights of the Order of Vanya leave on a Holy Quest, including Argo Tannengrub.

Otto Morgenhammer is born in Hattias.

(Source: B Heard, 17.8.98)

Teranon Antoinic is born in Thyatis.

(Source: X12, p.46)

AC 942 Births: Rolf von Grauenstein, Bofin Everast, Jalil Ashupta First Red Steel Produced

Bofin Everast, Son of Bifin, is born in Dengar City.

(Source: PWA III, p.90)

Rolf von Grauenstein is born in Blofeld.

(Source: Glantrian Grimoire, p. 29)

A Torreoner smith discovers the usefulness of depleted cinnabryl. She calls it red steel and begins making red steel weapons.

(Source: Savage Baronies Book I, p.20)

Crown Prince Jalil Ashupta of Putnabad is born in Jahore.

(Sources: CoM, Explorer's Manual, p. 23, Joshuan's Almanac, p.96)

B/W AC 942 & AC 949 Prism Wars

The Kingdom of Ghyr and its southern neighbours plunge into the Prism Wars. He Who Watches gifts the Heartstone to King Qasmar of Ghyr to aid him in choosing friends and allies during the war. Prince Ganto of Ghyr leads the royal forces to a series of victories which wins peace for the kingdom.

(Source: XL1, pp.2 & 3)

AC 943 Births: Princess Gabriela, Hamish McGregor

Princess Gabriela of Thyatis is born in Thyatis City.

(Source: DoE, Book 1, p.24; PWA I, p.157 notes AC 947)

Hamish McGregor is born in Scotland on the world of Laterre.

(Source: PC3, Sea Peoples Book, p 57)

B/W AC 943 & AC 948 Noris Everast Born

Noris Everast, Daughter of Nais is born in Dengar City.

(Source: Gaz 6, p.61)

AC 944 Births: Bartran Cordelius, Chagatai, Koblan

Battle of Fire Rock

Bartran Cordelius is born in Thyatis.

(Source: Gaz 1, p.45)

A Hin army surprises and routs a gathering orc army at the battle of Fire Rock, in the hills north of Wereskalot, Eastshire.

(Source: Gaz 8, p 8)

Chagatai is born in the Yakkas Tribe in the Khanates.

(Source: Gaz 12, DMG, p.25)

Prince Koblan is born in Draco.

(Source: PWA I, p.145)

AC 945 Births: Magda Andrios?, Jaggar von Drachenfels, Torenal, Ashari Sunlil

Order of Vanya Looks to Heldann

Magda Andrios (later to be Lady Marilenev) is born in Specularum.

(Source: Gaz 1, p. 55 & Kingdom of Karameikos Explorers Guide p. 80)

Jaggar von Drachenfels is born in Ritterburg, Aalban.

(Source: Glantri Grimoire, p.27)

Torenal is born into an imperial palace slave family in Sundsvall.

(Source DoE, Book I, p.53)

Ashari Sunlil is born in Sundsvall. Her mother dies during child birth.

(Source: Dragon Magazine #167, VPA, p.45)

Klaus Stamhoffer understands that if the Order of Vanya is to pursue its growth and reach Vanya's ideals of warlike glory, it must escape the suffocating control of Imperial Law. It is also an attempt to sever ties with the Storm Soldiers and their corruption. Klaus Stamhoffer plans out the invasion of the Heldann Freeholds.

(Source B Heard, 17.8.98)

AC 946 Ramissur Zumrulim Joins the Alpathian Imperial Navy

Births: Helenites Osteropolus

Ramiisur Zumrulim's wife leaves him for a better, more refined wizard. Heartbroken, Ramissur joined the Imerial Navy in Sundsvall as a boltman.

(Source: Dragon Magazine #167, VPA, p.45)

Helenites Osteropolus is born in Thyatis City.

(Source: DDA, p.8)

B/W AC 946 & AC 949 Births: Bartolomeu de Texeiras

Bartolomeu de Texeiras is born in Boa Mansao.

(Source: Savage Baronies Book I, p.28)

**AC 947 Births: Xilochtli, Chibak, Hovar Duck Watcher, Sildreth,
Mallek**

Bigotillos Founded

Xilochtli is born in Oenkmar.

(Sources: PWA I p.159, GAZ 10, DMG, p.17)

Chibak is born in the Khanates.

(Source: Gaz 12, DMG, p.25)

Hovar Duck Watcher is born into the Elk Clan.

(Source: Gaz 14, DMG, p.25)

The State of Bigotillos is founded north of Copetez.

(Source: Savage Baronies Book I, p.20)

Prince Sildreth of Greenspur is born in Eagret.

(Source: PWA I, p.153)

Mallek is born in Thyatis.

(Source: X12. p.45)

**AC 948 Births: Hord, Akmad ibn Yussef, Hovar Duck Watcher,
Koryn**

**Smokepowder Invented & Priest of Vanya Allowed to
Emigrate**

Prince Hord of Ostland is born in Zeaburg.

(Source: Gaz 7, p.32)

Akmad ibn Yussef is born in the Emirates of Ylaruam, to an Alasiyan father Yussef and a Makistani mother.

(Source: Gaz 12, DMG, p.24)

Nueva Esperanza dwarves of the Smithy Clan discover smokepowder after accidentally mixing steel seed with vermeil. They keep the secret to themselves.

(Source: Savage Baronies Book I, pp.20 & 55)

Hovar “Duck Watcher” is born amongst the Children of the Elk.

(Source: PWA I, p. 142)

Koryn is born in Ne’er-do-Well.

(Source: PWA I, p.145)

Emperor Gabrionus V of Thyatis grants priests of Vanya the right to emigrate from Hattias.

(Source: Joshuan’s Almanac, p.206)

AC 948 Sviftmont 28 Stefan Karameikos Born

Lord Stefan Karameikos is born in Machetos.

(Source: Gaz1 p.15)

AC 949 Births: Zogrev Yarol, Emilio, Jean-Louis d’Ambreville, Thoric Buhrodar, Gilla Blyskarats, Geraldan Actavius, Larandia Lymianoporus, Thyarius Palykratidius, Hugorth, Stillian, Ramenhotep, Donegal Firestorm, Nurokidu Nuar, Xanthus, Konrad Blutfelden, Phaedra Daphnorakenzes

Deaths: Lydia Mauntea

The Merchants Consortium Sells Athenos Canal

Zogrev Yarol is born in Specularum.

(Source: Gaz 1, p.44)

Emilio is born in Darokin.

(Source: Gaz 1, p.54)

Jean-Louis d’Ambreville is born in Sylaire, Nouvelle Averoine.

(Source: Gaz 3, p.23)

Thoric “Redhand” Buhrodar, Son of Dorto is born in Lower Dengar City.

(Source: Gaz 6, p.59)

Chancellor Lydia Mauntea of Darokin dies. Vardon Kalimi of Corun House is elected Chancellor of Darokin.

(Source: Gaz 11, DMG, pp.6 & 22)

The merchants consortium sells Athenos Canal for 1 daro to the Republic of Darokin. The canal toll ends.

(Source: Gaz 11, DMG, p.45)

Gilla Blyskarats of Clan Farkres is born in Makrast.

(Source: DoE, Book I, p.8)

Geraldan Actavius is born in Actius.

(Source: DoE, Book I, p.9)

Lyrandia Lymianoporus is born in Thyatia.

(Source: DoE, Book I, p.12)

Thyarius Palykratidius is born in Kerendas City.

(Source: DoE, Book I, p.14)

Hugorth is born in Shraek.

(Source: DoE, Book I, p.41)

Princess Stillian of Trikelios is born in Trikelios.

(Source: DoE, Book I, p.73)

Prince Ramenhotep of Thothia is born in Edairo.

(Source: DoE, Book I, p.73)

Donegal Firestorm is born in Oceanscend.

(Source: DoE, Book I, p.73)

Nurokidu Nuar is born on Nuar Island.

(Source: DoE, Book I, p.80, PWA I, p.150 notes AC 950)

Prince Xanthus is born in Skyfyr.

(Source: PWA III, p.110)

Konrad Blutfelden is born in either Hattias.

(Source: B Heard, 17.8.98)

Phaedra Daphnorakenzes is born in the Duchy of Kerendas.

(Sources: DDA1, p.6, DDA2, p.26)

B/W AC 949 & AC 956 Births: Calenderi

Princess Calenderi of the Shadow Elves is born in the City of Stars.

(Source: Son of Dawn, pp. 40, 57)

AC 950

Kirkuk's Merchant's Caravansary Built, Frankfoot Moves to Alfheim Town, Ferryway Founded?, Dwarven Colonists Massacred by Orcs, Council of Soderfjord, Ostland Allies with Thyatis, Minrothad Signs Neutrality Pacts, Fort Lakeside Settled, Hinmeet Founded, Kingdom of Stoutfellow Founded, Construciton of Seashield Begins, Yetunde Receives a Magic Staff, Hattians Invade Heldann Freeholds, Elidor Murtagh Visits Seashield, Tarovra Farmarva Crowned Queen of Tilluaraver, Heartstone Stolen?, Hutaaka Earthquake? & Joffik Becomes a Priest of Tubak?

Births: Duris Everast, Tanarobi Nuar, Angelarian Canolocarius, Halvard, Arthol

Deaths: Fara Shieldkroten, Orin Torkrest

The Merchant's Caravansary is built in Kirkuk, Dythestenia by the Merchant's Guild of the Emirates.

(Source: Gaz 2, p. 40)

A Thyatian merchant assisted by the hin Benji Frankfoot journies to Alfheim Town. Benji likes the hin community in town and so he decides to stay permanently.

(Source: Gaz 5, p.40)

Humans from Greenston found the town of Ferryway on the northeast shore of Lake Stahl, providing a ferry service to Stahl.

(Source: Gaz 6, p.55)

Duris, Daughter of Nais, is born in Dengar City.

(Source: Gaz 6, p.62)

Fara Shieldkroten, Head of the Syrklist Clan, dies. The Syrklist Clan is divided about who should succeed Fara, between her daughters Dia and Bali and her nephew Dwalur. Dwalur, Son of Belfur, and Dia Syrklist, Daughter of Fara, marry and are accepted by the majority of the clan as Heads of the Syrklists.

(Source: Gaz 6, p.65)

Orin Torkrest, Head of the Torkrest Clan dies. He is succeeded by his son, Korin who retires from the army to lead the clan. Snubbed by the Syrklists, Bali Syrklist, Daughter of Fara, started courting Korin and they married soon after. They then have a son, Balin.

(Source: Gaz 6, pp 65-66)

Dwarven colonists returning to Dengar from a failed colony in western Thyatia are massacred by orcs. Thyatian traders discovered the scene and a young dwarf Morur as the sole survivor. They return Morur to Dengar where he is adopted by the Dular family of Clan Syrklist.

(Source: Gaz 6, p.69)

The regions' most powerful jarls meet at the Council of Soderfjord to discuss clan co-operation and agree to sign the Treaty of Allied Dominions which creates the Nordhartar Defense League. The League appoints a War Leader and raises 4 Freedom Brigades. The League enters into defensive treaties with the Kingdom of Vestland and the Emirates of Ylaruam. Vestland and the Emirates agree to provide manpower to increase the safety of the Overland Trade Route.

In reaction to the Nordhartar Defense League, Ostland allies with Thyatis. Ostland agrees to stop raiding Thyatian interests.

(Source Gaz 7, pp.6 & 18)

Minrothad Guilds signs neutrality pacts with most mainland states (including Darokin, Shires, Karameikos, Thyatis, Emirates, Soderfjord, Vestland, Ostland, Freiburg, Alphatia, Oceansend, Alfheim, Dengar, Glantri).

(Source: Gaz 9, p.6)

Civilians start settling Fort Lakeside on the northern shore of Lake Amsorak.

(Source: Gaz 11, DMG, p.40)

At the request of hin merchants, Darokinian merchant houses found the trading post of Hinmeet to trade with the hin outside the Shires.

(Source: Gaz 11, DMG, p.42)

Tanarobi Nuar is born on the island of Nuar.

(Source: DoE Book I, pp 28-29; PWA I, p.154 notes AC 951)

Angelarian Canolocarius is born in Thyatis City.

(Source: DoE, Book I, p.30)

Alphatia invites dwarves, gnomes and hin from Brun to settle in the southern Kerothar Mountains of Alphatia to supply master craftsmen to the Alphatian people. Dwarves from Dengar, gnomes from all over Brun and hin from the Shires and Leeha founded the city of Denwarf-Hurgon in the southern Kerothar Mountains. The dwarves inhabiting the lower city, the hin the upper city and the gnomes split between the 2. The autonomous Kingdom of Stoutfellow is formed.

(Source: DoE, Book III, pp.9-10)

At the request of the adventuring wizard Zyndryl, Emperor Tylion IV of Alphatia authorises the building of the underwater city of Seashield off the coast of Archpoint. The underwater city is to be used to study sea life and create new sea creatures. Zyndryl was granted the Kingdom of Aquas.

(Source: DoE, Book I, p.41)

Prompted by their immortal patron, a small band of powerful Hattian clerics of Vanya (including 18 year old Wulf von Klagendorf) leave their homeland in summer and land south of Haldisvall, conquer the city and rename it Freiburg. The ruling Haldis Clan is wiped out except for one pregnant family member who escapes. Worship of Vanya is made mandatory and temples of Vanya are built.

(Source: PWA II, pp.37 & 133, B Heard 17.8.98)

Halvard of Clan Haldis is born in the forest of Altenwald in the Heldannic Territories in winter.

(Sources: PWA II, p.133, B Heard, 17.8.98)

Elidor Murtagh visits the undersea city of Seashield and sees the outlying domes under construction.

(Source: Joshuan's Almanac, p.8)

Tavrova Farmarva is crowned Queen of Tilluaraver.

(Source: PC3, Sea Peoples Book, p 47)

The master thief Dahnakriss steals the Heartstone from Castle Ghyr.

(Source: XL1, p.3)

Yetunde comes of age and receives a Staff+3 of wishin from her wizardly father.

(Source: CoM, Explorer's Manual, p.63)

Arthol is born.

(Source: B10, Pull-out Sheet V)

An earthquake partially ruins the Temple of Pflarr in the Lost Valley of Hutaaka.

(Source: B10, p.50)

The Watakan Joffik journeys from El Grande Carrascal to the Children of Pflarr in the Konumtali Savannah. There he learns from the Githnar (Keeper of the Tombs, Priest of Pflarr) and becomes a priest of Tubak (Ixion).

(Source: Black Vessel, pp. 174 & 257)

B/W AC 950 & AC 952 Births: Otkel Arnulfson, Maximitus Chrystatarius, Gustav Vandevic

Otkel Arnulfson is born in Fjallsen Valley in the Jarldoms.

(Source: Gaz 7, p.47)

Maximetus Chrystatarius is born in Thyatis City.

(Source: DDA1, p.6)

Gustav Vandevic is born in Vandevicsny, Karameikos.

(Source: Kingdom of Adventure Explorer's Guide p. 91)

AC 951 Births: Ludwig von Hendriks, Jaervosz Dustyboots

Timin ul Nervi Abdicates, Rakastas Begin Raiding Shazak, Babosas Founded, Heldanners Attacks Freiburg & Vanya's Grave Found

Deaths: Argo Tannengrub

Ludwig von Hendriks is born in Hattias.

(Source: Gaz 1, p.58)

Rajadhiraja Timin ul Nervi of Sind is seriously mauled by his pet tiger. Although he survives he is incapable of ruling and so abdicates in favour of his son Kapil.

(Source: CoM, Explorer's Manual, p.9)

Rakastas from the Forest Marches of Wyndham begin raiding Shazak.

(Source: Dragon Magazine #185, VPA, p.47)

Barony of Babosas is founded east of Vilaverde.

(Source: Savage Baronies Book I, p.20)

Jaervosz Dustyboots is born in Seashire.

(Source: PWA I, p. 143)

In spring, Heldanners mount a series of inconclusive raids against Hattian positions. The knights remain near Freiburg, unable to advance deeper into the land. Many Hattians are still recovering from the bitter cold, Heldannic winter.

In autumn, a knight, Argo Tannengrub, reaches Freiburg ten years after leaving Hattias on his fateful quest. He has found Vanya's secret grave. Fra Argo receives The Eagle, the highest decoration of the Heldannic Order. He dies a few months later and is buried in Freiburg.

(Source: B Heard, 17.8.98)

B/W AC 951 & AC 963 Yodar Jernog Sold to Temple of Razud

The slae Yodar Jernog is sold to the Temple of Razud in Starpoint. Yodar endures unspeakable rituals to atone for his misdeeds. He embraced the Way of Razud and changed his name to Ecbashur Talasar.

(Source: Dragon Magazine #164, VPA, p.45)

AC 952 Births: Balis Torkrest, Kadan, Verri Smoothvoice

Siege of Altendorf, Fortification of Vanya's Grave Begins & Heldannic Order Founded

Balis Torkrest, Daughter of Bali, is born in Upper Dengar City.

(Source: Gaz 6, p.67)

Kadan is born in the Khanate of Kiyat.

(Source: Gaz 12, DMG, p.27)

In spring, the Knights of Vanya complete the conquest of the Heldann Freeholds with the successful siege of Ynvarhofn which they rename Altendorf. Remnants of the Haldis partisans take cover in the Altenwald, the large forested area north of the town. The Province of Altendorf is established, north of the Eiber River. Georg Löwenstern is named Landmeister at age 35.

In summer, the Order of Vanya launches its fleet of war galleys and merchant ships. They set sail toward Davania, to explore an area near Green Bay where Fra Argo Tannengrub placed the location of Vanya's grave. Most ships are destroyed on the way due to storms. Few are seaworthy enough to return to Freiburg, but the grave is located. Later that year, work on fortifications around Vanya's grave begins.

In autumn, the Heldannic Order is founded, replacing the original Order of Vanya. Klaus Stamhoffer is voted Hochmeister of the Heldannic Order and the Landmeister of the Province of Freiburg.

(Sources: Joshuan's Almanac, p.206, B Heard 17.8.98)

Verri Smoothvoice is born in the Shires.

(Source: AC1014, Famous Folk)

B/W AC 952 & AC 960 Seria Dovescu Born

Seria Dovescu is born in Threshold.

(Source: Hail the Heroes, p.20)

B/W AC 952 & AC 964 Talasar Join the Alphatian Imperial Navy

Ecbashur Talasar is permitted to leave the Temple of Razud in Starpoint and joins the Alphatian Imperial Navy.

(Source: Dragon Magazine #164, VPA, p.45)

AC 953 Aladan Voll Joins a Merchant Ship, Construction of Fortress of Freiburg Begins, Vanya's Artifact Found & Heldanner Resistance

Aladan Voll starts working life on board a Minrothaddan merchant ship.

(Source: Gaz 1, p.47)

In spring, construction of the Fortress of Freiburg begins. Relations between Vanya and Odin, Frey & Freya sink to their lowest ever. The people of Heldann oppose the knights in a determined, bitter fight using hit and run tactics.

In autumn, the Star of Vanya (artifact) is discovered under her grave. Its powers begin to manifest themselves. The knights use its telekinetic powers to help in the construction of their Holy Citadel.

In winter, Haldis partisans raid isolated commanderies near the Altenwald for supplies and revenge, with the support of villagers in Altendorf. As a means of reprisals, Georg Löwenstern has three villagers executed for every knight dead or wounded.

(Source: B Heard, 17.8.98)

AC 954

Births: Cornel Osteric?, Aleksyev Nikelnevich, Abdallah Hazarkan, Jons Brandifirth, Kaunchi, Myrrh Mist Dancer, Heinrich Oesterhaus, Trumbull, Eruul Zaar, Toriath, Harald Gudmundson, Corwyn Mauntea, Fabia Metaxion, Gactis, Gorol

World Elevator Built, First Warbird & Heldannic Knights Conquer SE Heldann Hills

Cornel Osteric is born in Thyatis.

(Source: Gaz 1, p.45)

Aleksyev Nikelnevich is born in Specularum.

(Source: Gaz 1, p.51)

Abdalalh Hazarkan is born in Ylaruam.

(Source: Gaz5, p.39)

Jons Brandifirth is born in Darokin City.

(Source: Gaz 11, DMG, p.59)

Kaunchi is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.27)

Myrrh Mist Dancer (an elf) is born on the shore of the Turtle Clan's lands, after being shipwrecked. Her mother died during child birth and her father drowned at sea. Myrrh was adopted by the Turtle Clan.

(Source: Gaz 14, DMG, p.24)

Heinrich Oesterhaus is born in Hattias City.

(Source: DoE, Book I, p.9)

Trumbull is born in Ekto.

(Source: DoE, Book I, p.73; PWA I, p.158 notes AC 944)

Eruul Zaar is born in the village of Helskir.

(Source: DoE, Book I, p.74; PWA I, p.160 notes AC 955)

Toriath is born in Aasla.

(Source: DoE, Book I, p.82)

Prince Harald Gudmundson is born in Norrvik.

(Source: PWA I, p. 142)

Corwyn Mauntea is born in Darokin.

(Source: PWA I, p.147)

The Darokinian Merchants' Guild finances construction of the World Elevator, from the base of the Atruaghin Plateau to Bear Clan territory at the top of the plateau, where wagons can be raised and lowered.

(Source: Joshuan's Almanac, p.206)

In summer, the first Heldannic Warbird flies and reaches Freiburg later that year. Hochmeister Stamhoffer decides to keep the warbirds' existence a state secret and only use them outside the Known World, away from Alphatia's sight.

In autumn. The southeastern hills of Heldann are under Heldannic control and become part of the Province of Freiburg. More than a hundred Haldis partisans are hanged near the border. Heldann refugees flee to Vestland where many join the Royal Army.

(Source: B Heard 17.8.98)

Fabia Metaxion is born in Thyatis City.

(Source: DDA, p.8)

Gactis is born.

(Source: B10, Pull-out Sheet V)

Gorol is born in Luln.

(Source: League of the Red Serpent, p.3)

AC 955

Lucius Hyraksos Joins the Thyatian Navy?, Demetrian Karagenteropolus Retires, Bjorgrocksens Migrate to Serraine, Vestland Does Not Recognise Heldannic Order & Silver Discovered in Black Peaks

Births: Jorge de Vilaverde, Hubertek, Aralic

Lucius Hyraksos joins the Imperial Thyatian Navy.

(Source: Gaz 1, p.44)

The adventuring 36th level mage Demetrium Karagenteropolus retires to an estate on the island of Sclaras.

(Source: DoE, Book I, p.26)

Jorge de Vilaverde is born in Porto Preto.

(Source: Savage Baronies Book I, p.25)

Hubertek is born in Alchemos.

(Source: PWA III, p.95)

Gudrun and Melfin Bjorgrocksen migrate from Soderfjord Jarldoms to the Flying City of Serraine to run The Glorious Second tavern/hostel.

(Source: PC2, DM's, p.44)

Vestland politely dodges Heldannic diplomatic overtures and fails to recognise the legitimacy of the Heldannic Order.

(Source: B Heard, 17.8.98)

Aralic is born in Stellanford.

(Source: B11, p.26)

A rich silver vein is discovered in the Black Peak Mountains by the dwarves of Highforge. Stronghollow Clanmaster and Forman of the Mines Kreeg Talawain commissioned gnomish inventor Wictar Oddwaddle to invent a device to transport the silver to Highforge. Oddwaddle hired the dwarven craftsman Sig Rumbottle to assist.

(Source: AC11, p.71)

AC 956

Thrainkell Torion Heads to Thyatis City, Aline Sigbertsdatter Embarks on the Path of the Dynast, Heldannic Order Conquers Oostdok, First Siege of Torgsdal & Black Peaks Silver Vein Runds Out

Births: Ruthera Wocken, Brennan of Farstead, Quentin

Impatient at his parents economic progress, Thrainkell Torson sets sail for the imperial capital, Thyatis City, to seek his fortune. There he voluntarily became a gladiator. His success in the gladiatorial arena made him a crowd favourite and he became know as Thincol the Brave, a Thyatianised version of his Heldannic name.

(Source: DoE Book 1. p. 23)

The departure of her son Thrainkell, prompts Aline Sigbertsdatter to undertake the Path of the Dynast in the Sphere of Time, sponsored by Vanya.

(Source: WoI Book 1, p.40)

Ruthera Wocken born in Selenica.

(Source: Gaz 11, DMG, p.61)

The Heldannic Order conquers the floating continent of Oostdok in the Hollow World.

(Note: This is contradicted by B Heard who states this occurred in AC 962)

(Source: Dragon Magazine #162, VPA, p.45)

Brennan of Farstead is born in Farstead, Darokin.

(Source, PC1, Adventurers Booklet, p.18)

In spring, the Heldannic Knights besiege the town of Torgsdal (present day Hockstein).

One of the worst winters hits the Heldannic region and takes a heavy toll among Torgsdal's besiegers. Many die of exposure. The siege is abandoned before the end of the year. Antalian sympathizers from Wendar bring supplies to Torgsdal.

(Source: B Heard, 17.8.98)

The vein of silver discovered in the Black Peaks last year runs out. Oddwaddle and Rumbottle continue with their prototype and unveil the Oddwaddle Centipede. In testing, Oddwaddle lost control of the Centipede which proceeded to crash into the End of Journey Tavern in Highforge.

(Source: AC11, p.71)

Quentin is born.

(Source: M4, pp 21-22)

B/W AC 956 & AC 957 Births: Gertrud

Gertrud is born in Aalban.

(Source: AC 1011, p. 161)

B/W AC 956 & AC 958 Births: Kabir Rudraksha

Crown Prince Kabir Rudraksha of Kadesh is born in Latehar.

(Source: CoM, Explorer's Book, p.22)

AC 957

Deaths: Amanda Karameikos

Haradraith Becomes Queen of Ierendi, Triella Tien-Tang Begins Studying Magic, First Arquebus Constructed & 2nd Siege of Torgsdal

Births: Mohammed Al-Kalim, Talinguk Rolls-His-Canoe, Jerem Rhody, Hilda, Rollo Bargmann

Duchess Amanda Karameikos of Machetos dies.

(Source: Gaz 1, p.13 & Kingdom of Karameikos Explorers Guide p. 53)

Haradraith of the Tall Cedars is the first non-Ierendian to win the Royal Tournament of Adventurers. She goes on to win 12 of 14 tournaments.

(Source: Gaz 4, p. 5)

A travelling Thyatian mage discovers in West Portage that Triella Tien-Tang has a knack for magic. Triella begins learning magic and then embarks on an adventuring career.

(Source: DoE Book 1. p. 15)

The first arquebus is constructed in Nueva Esperanza by Smithy Clan dwarves, but it is found to be too dangerous to wield.

(Source: Savage Baronies Book I, pp.20 & 55)

Mohammed Al-Kalim is born in Ylaruam.

(Source: PWA I, p.132)

Talinguk Rolls-His-Canoe is born amongst the Children of the Turtle.

(Source: PWA I, p.154)

Jerem Rhody is born in Emerond.

(Source: PWA II, p.143)

In summer, the Heldannic Knights, lead by Wilhelm Hockstein, begin the second siege of Torgsdal. Sappers manage to breach Torgsdal's walls and the knights storm into the town, overwhelming its defenders. Tales of Heldannic brutality against everyone in the city, including foreigners and especially Wendar citizens, reach Wendar.

(Source: B Heard, 17.8.98)

Hilda is born in Hattias.

(Source: CM9, p.12)

Rollo Bargmann is born in Thyatis City.

(Source: X8, p.3)

B/W AC 957 & AC 959 Phileus & Lyra Come to Power in Furmenglaive

Phileus Furmenglaive becomes Count of Furmenglaive and his wife Lyra becomes Countess.

(Source: DoE, Book I, p.73)

**AC 958 Births: Jherek Virayana IV, Asgrim, Millington Vonaday,
Davon Mendel, Moglai, Marut Nandin, Ragnar, Margaret
of Hillsbury, Philippe Amson**

**Texeiras Conquers Marino & Tanaka, Wendar Ignores
Heldannic Knights, Torgsdal Renamed Hockstein, Vanya's
Rest Holy Citadel Completed & First Warbird in the Void**

Jherek Virayana IV is born in Singhabad, Krondahar.

(Source:Joshuan's Almanac, p.149)

Asgrim is born in Zeaburg.

(Source: Gaz 7, p.,32)

Millington Vonaday is born in Darokin City.

(Source: Gaz 11, DMG, p.59)

Davon Mendel is born in Thyatis.

(Source: Gaz 11, PG, p.2)

Huptai Khan of the Murkits has a son Moglai.

(Source: Gaz 12, DMG, pp 4-5,28)

Crown Prince Marut Nandin of Jhengal is born in Khamrati.

(Source: CoM, Explorer's Book, p.21)

Estado de Texeiras conquers the Barony of Marino and the Dominion of Tanaka. The Texeiran fleet wins a decisive naval battle over the Marino fleet just off the coast of Villa Franca.

(Source: Savage Baronies Book I, pp.20 & 29)

Ragnar is born in Soderfjord.

(Source: PWA I, p.151)

Lady Margaret of Hillsbury is born in Fenswick.

(Source: PWA II, p.151)

In spring, Wendar coldly ignores Heldannic diplomatic overtures.

In spring, Torgsdal is renamed after the commander of the Heldannic army - Wilhelm Hockstein. The twenty six year old commander becomes the Landmeister of Hockstein.

In summer, six years after it started, construction of the Holy Citadel on the Gulf of Mar in Davania is completed. Among the knights, it is called Vanya's Rest.

In winter, a warbird under the command of Luftkapitän Franz Eindecker flies through a breach in the Skyshield and reaches outer space. Although breathable air fails to remain on the outside decks, the crew survives the airless void long enough for the warbird to return to safety.

(Source: B Heard, 17.8.98)

Philippe Amson is born in Nouvelle Averoigne.

(Mark of Amber, p. 64)

B/W AC 958 & AC 962 Births: Valdo Tisza

Valdo Tisza is born in Specularum.

(Source: Gaz 1 p. 45)

AC 959 The Alphatian Spike Begins, Lorpín's Ship Lost in Whirlpool, Heldannic Knights Capture Skolgrim & Teranon Antonic Begins Adventuring

Births: Olivia Prothemian, Valdo Tisza, Phillippe Amson, Thar, Roger Sagar, Elshethara, Sildreth, Koryn, Penn son of Bran, Uthgaard McRhomaag, Julia Kendasius, Teng Lin-Dieu, Maeragh Littlelaughs, Siaron Lagrius, Nosmo Belden, Pyotr

Thyatis breaks a trade treaty with Alphatia. Emperor Tylion IV of Alphatia in anger decides to conquer Thyatis. Alphatia quickly overruns Newkirk and West Portage on the Isle of Dawn, paving the way for a crossing of the Western Sea of Dawn.

Haldemar of Haaken fights well, commanding a small flying frigate for Alphatia. He acquires an ancient scroll, the Thothian Enchantment in the Isle of Dawn

Demetrion Karagenteropolus leaves his estate on Sclaras to go to Julinius to protect his family from the imminent Alphatian invasion.

(Sources: Hollow World DM's Sourcebook p.17, DoE Book II, pp.5 & 26, Dragon Magazine #164, VPA, p.44, Dragon Magazine #167, VPA, p.44)

A Thyatian adventuring party from the Isle of Dawn lead by Lorpin, sail into a whirlpool in the vicinity of Norwold. The whirlpool is actually a magical gate that transports them to the Hollow World.

(Source: Hollow World DM's Sourcebook, p. 93)

Olivia Prothemian is born in Thyatis.

(Source: Gaz 1, p.14)

Valdo Tisza is born in Specularum.

(Source: Gaz 1, p.45)

Phillippe Amson is born in the former lands of Nouvelle Averoigne.

(Source: Mark of Amber p. 64)

Roger Sagar is born in Darokin City.

(Source: Gaz 11, DMG, p.63)

Elshethara is born in Starpoint.

(Source: DoE, Book I, p.41)

Prince Sildreth of Greenspur is born in Eagret.

(Source: DoE, Book I, p.45)

Prince Koryn of Ne'er-do-well is born in Crossroads.

(Source: DoE, Book I, p.63)

Penn, son of Bran, is born in Raven-Meet.

(Source: DoE, Book I, p.67)

Uthgaard McRhomaag is born in Caerdwicca.

(Source: DoE, Book I, p.73, PWA I, p.148 notes AC 960)

Julia Kendasius is born in Kendach.

(Source: DoE, Book I, p.73)

Teng Lin-Dieu is born on Beitung.

(Source: DoE, Book I, p.77)

Maeragh Littlelaughs is born in Eastshire.

(Source: PWA I, p.146)

Princess Siaron Lagrius of Lagrius is born in Blueside.

(Source: PWA I, p.153)

Nosmo Belden is born in the Minrothad Guilds.

(Source: PWA II, p.151)

In summer, Heldannic Knights capture a Darokinian caravan on its way from Ethengar to Skolgrim (present day Grauenberg). Priests dressed up as Darokinians enter the city. They open the gates late during the night allowing advance units of the Heldannic army to storm in. It is a blood bath where almost all the Heldannic knights in Skolgrim die fighting the town militia. However, the main body of the Heldannic army arrives, lead by Helga Grauenberg, in time to exploit their precarious foothold inside the town. They take Skolgrim amidst tales of horrendous butchery lasting into the next morning.

(Source: B Heard, 17.8.98)

The fighter Teranon Antonic begins adventuring in Thyatis.

(Source: X12. p.46)

Pyotr is born at Sukiskyn Homestead, Dymrak Forest.

(Source: B10, Pull-out Sheet III)

AC 960

The Alphatian Spike is Defeated, Lucius Hyraksos Promoted to Captain?, Everast XV Succeeds Everast XIV as Gardar of Dengar, Belfin Kurutar Marries Gila Stronghollow, Morur Comes of Age, Psa'gh Recovers the Armour of the Shining One, Tarik ben Nadir and Leilah Have a Falling Out, Heldannic Knights Discover Hollow World, Skolgrim Renamed Grauenberg & Heldannic Territories Grow, Harek Becomes Jarl of Vastergard

Births: Alfric Oderbry, Balin Radhas, Hugo de Narvaez y Montoya, Akin, Nosmo Belden, Ferdynand Lillipot, Friedrich Lagmann

In Spring, the Alphatians reach Thyatis City and kill Emperor Gabrionus V and his wife and 4 children, but are repelled by a counterattack from Thincol “the Brave” Torion, a famous gladiator. Thincol was assisted by the adventuring mage Triella Tien-Tang and the retired mage Demetrion Karagenteropolus who had hurried to defend Thyatis City once the Alphatians entered it.. Leilah, a squadron sergeant, impressed Thincol and was promoted. The Alphatians retreat to the Isle of Dawn. Secretly helping Thincol was his mother Aline Sigbertsdatter as part of her quest for immortality, sponsored by Vanya. The dynasty Aline was to create and protect would be that of her son Thincol’s. Thincol rescued Princess Gabriela (who survived because she was disguised as her maid) from the palace and convinced her to marry him. Thus he was crowned Emperor Thincol I Torion on Klarmont 1.

Thincol assassinates Thyatian generals who do not support him and then he begins regaining control of the empire’s territories including the western Isle of Dawn, winning the Battles of Newkirk and Battleford Keep.

All known knights of the Order of the White Drake underground movement are captured and executed by the Thyatians.

With Thyatis in dire straits, the Thyatian governor of Oceanscend encourages his son Yarrvik to declare independence from Thyatis. Yarrvik assumes the title of King of Oceanscend and declares independence.

Thincol hires Demetrion Karagenteropolus as his magist for a massive fee.

The Grand Council of Alphatia urges Emperor Tylion IV to step down from the throne given his failure to defeat Thyatis. They threaten to oppose all his rulings. Tylion’s daughter and nominated heir, Eriadna “the Wise”, urges him to step down which he does. Eriadna becomes Empress of Alphatia and Queen of Vertiloch & Theranderol.

(Sources: Hollow World DM’s Sourcebook p.17 & WoI Book 1 p.40, DoE Book II, p.5, Book III, p.8, Book I, pp.7, 15, 26, 50, 68, 76, Joshuan’s Almanac, p.196, TM2 Map)

For his deeds fighting the Alphatians, Lucius Hyraksos is commissioned as a captain in the Imperial Thyatian Navy.

(Source: Gaz 1, p.36)

Alfric Oderbry is born in Hattias.

(Source: Gaz 1, p.50)

Bofin Everast XIV, Gardar of Dengar dies. He is succeeded by his son Bifin as Everast XV.

(Source: Gaz 6, p.60)

Belfin "Elf-Friend" Kurutar, Son of Dorfin, meets Gilia "Songsmith" Stronghollow in Highforge. They marry and move to Stahl.

(Source: Gaz 6, p.67)

Morur comes of age and leaves his adopted Dulgar family to be apprenticed to a Syrklist master engineer from another family.

(Source: Gaz 6, p.69)

The Hardanger kobold shaman Thra'gh summons a demon to assist his chieftain Psa'gh on his quest for immortality on the Path of the Fiend in the Sphere of Entropy. The demon directs them to an underground vault where Psa'gh recovers the armour of the Shining One. With this armour, Psa'gh begins uniting the kobold clan of the Hardanger caves.

(Source: Gaz 7, p.46)

Thar is born in Orcus Rex.

(Sources: Gaz10, DMG, pp 15-16, PWA I p.156)

Tarik ben Nadir has a falling out with his sister Leilah.

(Source: DoE Book 1. p. 17)

Balin Raqdhas is born in Baratpur.

(Source: CoM, Explorer's Manual, p.20)

Don Hugo de Narvaez y Montoya is born in Puerto Morillos.

(Source: Savage Baronies Book I, pp.38-39)

A Heldannic warbird discovers the northern polar opening to the Hollow World.

(Source: PWA II, p.71)

Akin is born in Shani Kijiji.

(Source: PWA II, p.123)

Ferdynand Lillipot is born in the Principalities of Glantri.

(Source: Joshuan's Almanac, p.155)

In spring, a Heldannic Knights' diplomatic mission to the Ethengarians fails as they discover the Khanates have no central government.

In spring, Skolgrim is renamed after the Heldannic Knights army commander, Helga Grauenberg. She becomes the Landmeister of Grauenberg at age 39.

In summer, all the remaining lands of the Heldann Freeholds are under Heldannic occupation, except for the large forest of Altenwald. They are annexed to one of the four Heldannic provinces and referred to as Heldannic Territories. More refugees flee into Norwold as the Order marches further north to establish more definite borders.

(Source: B Heard, 17.8.98)

Friedrich Lagmann is born in the Thyatian Empire.

(Source: DDA1, p.7)

Harek "Hard-Sailer" becomes Jarl of Vastergard.

(Source: Gaz 7, DMs, p. 52)

B/W AC 960 & AC 962 Births: Flosi, Caine Malaric & Murl of Vlaardoen

Flosi is born in the Jarldoms.

(Source: Gaz 7, p.53)

Caine Malaric is born in Thyatis.

(Source: Gaz 8 DM's Booklet, p.25)

Murl of Vlaardoen is born in Bergdhovern.

(Source: Gaz 9, DM, p.58)

B/W AC 960 & AC 964 Births: Anadak (hatched)

The red dragon, Anadak, is hatched.

(Source: League of the Red Serpent, pp 7 & 15)

B/W AC 960 & AC 968 Ljotolf Steinthorson Born

Ljotolf Steinthorson is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.48)

B/W AC 960 & AC 980 Bhuts Sack Abbey?

A group of bhuts overrun the abbey and village at the eastern end of the Great Pass after a year long siege. All are slain except for the abbot who is imprisoned. The bhuts then impersonate the monks.

(Source: X4, pp 19 & 28)

B/W AC 960 & AC 999 Torion & Eriadna Founded

The Town of Torion is founded on the island of Carytion.

(Source: DoE, Book I, p.23)

The town of Eriadna is founded in the Principality of Blackhill, named after the Alphatian Empress by Prince Volospin.

(Source: DoE, Book I, p.50 & Gaz 3)

**AC 961 First Greater Wererat, Triella Tien-Tang Retires,
Zyndryl Courts Eriadna, Haldemar Promoted to Admiral
& Heldannic Knights Discover Hollow World**

**Births: Lev Dromilov, Constantin Diocletius, Corwyn
Linton, Hulagu, Kadei, Koja, Eusebius Torion, Kalindi,
Javas Kalkiin, Elshethara, Olaf Yarrvikson, Oberack,
Darya, Yuri, Petrides, Georgette**

Lord Lev Dromilov is born in Dmitrov, Traladara.

(Source: Gaz 1, p.38)

A human becomes the first to contract lycanthropy and become a Greater Wererat (previously only rats became wererats). An outcome engineered by the immortal Mrikitat.

(Source: PC4 DM'S GUIDE, pp.4 & 7)

Constantin Diocletius is born in Kol (fathered by Kol XIII).

(Sources: PWA I, p.145; GAZ 10, DMG, p.13)

Corwyn Linton is born in Athenos.

(Source: Gaz 11, DMG, p.62)

Hulagu is born in the Khanate of Uighur.

(Source: Gaz 12, DMG, p.26)

Twins Kadei & Koja are born in the Khanates.

(Source: Gaz 12, DMG, p.27)

Triella Tien-Tang uses her adventuring wealth to buy an estate on Sclaras Island and retires.

(Source: DoE Book 1. p. 15)

Prince Eusebius Torion is born in Thyatis City.

(Source: DoE, Book 1, p.24)

On a visit to Sundsvall, King Zyndryl of Aquas woos Empress Eridna “the Wise” of Alphatia and they begin an affair.

(Source: DoE, Book I, p.44)

Kalindi is born in Mahasabad.

Crown Prince Javas Kalkiin of Nagpuri is born in Mahasabad.

(Source: CoM, Explorer’s Manual, p. 22)

For his outstanding efforts in the Alphatian Spike, Haldemar of Haaken is promoted to Admiral in the Alphatian Imperial Sky Navy. During the war he amassed vast wealth.

(Source: Dragon Magazine #164, VPA, p.44)

Elshethara is born in Starpoint.

(Source: PWA I, p.137)

Prince Olaf Yarrvikson is born in Oceanscend.

(Source: PWA I, p.150)

Oberack is born in Ostland.

(Source: Joshuan’s Almanac, p.164)

In winter, Luftkapitän Franz Eindecker flies a new warbird equipped with breathing devices to outer space and begins exploring. The polar entrances to the Hollow World are discovered.

(Note: PWA states Heldannic Knights discovered the polar openings to the Hollow World in AC 960. Perhaps the expedition left in Kaldmont AC 960, but did not discover the polar openings until Nuwmont AC 961)

(Source: B Heard, 17.8.98)

Darya is born in Traladara.

(Source: B10, Pull-out Sheet III)

Yuri is born in Traladara.

(Source: B10, Pull-out Sheet IV)

Petrides is born.

(Source: B11, p.29)

Georgette is born in Nouvelle Averoigne.

(Mark of Amber, p. 62)

AC 962 **Births: Bargle, Georgette, Ortu, Princess Eldrethila, Dalal Radhas, Esperanza de Rivera, Innocenti di Malapietra, Perianda Docerius, Geoffrey of Grunturm, Sigmund Stahlfaust, Stephan**

Haradraith No Longer Queen of Ierendi, Thyatis Recovers Isle of Dawn Possessions, Haldemar Retires, Los Elegidos Founded & Heldannic Knights Seize Oostdok

Bargle is born in Specularum.

(Source: Gaz 1, p. 58)

Georgette is born in the former land of Nouvelle Averoigne.

(Source: Mark of Amber p.62)

Haradraith of the Tall Cedars does not win the Ierendian Royal Tournament of Adventures. This ends her 13 year reign (interrupted by only 2 years of defeat). She is regarded as a national heroine of Ierendi.

(Source: Gaz 4, p. 5)

Ortu is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.30)

Thyatis recovers the territories it lost in the Alphatian Spike of AC 959 on the Isle of Dawn.

(Source: DoE Book II, p.5)

Princess Eldrethila of Alphatia is born in Sundsvall.

(Source: DoE, Book I, p.47, PWA I, p.137 notes AC 963)

Dalal Radhas is born in Baratpur.

(Source: CoM, Explorer's Manual, p.20)

With his new found wealth from the war, Admiral Haldemar of Haaken retires from the Sky Navy and is welcomed back by his family in Haaken. He concentrates on his magical studies.

(Source: Dragon Magazine #164, VPA, p.44)

Barony of Los Elegidos is founded north of Cristobal.

(Source: Savage Baronies Book I, p.20)

Dona Esperanza de Rivera is born in Ciudad Real.

(Source: Savage Baronies Book I, p.43)

Innocenti di Malapietra is born in Sirecchia, Caurenze.

(Source: PWA I, p.135)

Perianda is born in the Thyatian Empire.

(Source: PWA I, p.136)

Geoffrey is born in Grunturm, Heldannic Territories.

(Source: PWA I, p.141)

Heldannic Knights seize the floating island of Oostdok in the Hollow World and commandeer the gnomes' airships. Johan Goldzig becomes the Landmeister of Oostdok at the age of 32.

Sigmund Stahlfaust is born in Hattias.

(Source: B Heard, 17.8.98 & 20.8.98)

Stephan is born at Sukiskyn Homestead, Dymrak Forest.

(Source: B10, Pull-out Sheet IV)

AC 963

Births: Lucas Tormandros, Vlad Lutescu, Kokachin, Bolotobi Nuar, Rohan Kalkiin, Detteria, Jules Docerius, Dogrel, Prosper, Yvaughan Penhaligon

Lucius Hyraksos Resigns?, Torenal Freed, Haldemar Enchants the Princess Ark, Yazi Gnolls Attack Montejo & Aranjuez, Heldannic Knights Discover Patera & Fortress of Freiburg Completed

Lucas Tormandros is born in Threshold.

(Source: Gaz 1, p.36 & Kingdom of Karamaikos Explorers Guide p. 53)

Vlad Lutescu is born in Traladara.

(Source: Gaz 1, p.39)

Lucius Hyraksos quits the Thyatian navy and becomes a mercenary officer.

(Source: Gaz 1, p.44)

Kokachin is born in the Khanates.

(Source: Gaz 12, DMG, p.28)

Bolotobi Nuar is born on Nuar Island.

(Source: DoE Book I, pp 28-29)

Tylian frees the imperial palace slave, Torenal. Torenal enters the Alphatian Imperial Guard.

(Source DoE, Book I, p.53)

Rohan Kalkiin is born in Mahasabad.

(Source: CoM, Explorer's Manual, p. 22)

Haldemar of Haaken uses his Thoathian Enchantment scroll on his family's skyship, the Princess Ark. Although he does not understand that the enchantment bound a sky-wyrm to the ship, he succeeds in making the ship airworthy without hundreds of fly spells.

(Source: Dragon Magazine #164, VPA, p.44)

Yazi gnolls attack the Baronies of Montejo and Aranjuez. The gnolls are defeated in numerous skirmishes in the western woods. The blood from the fallen turned the river red which became known as Rio Maldito (the cursed river). The forest became known as Bosque de las Sombras (the forest of phantoms) in memory of the fallen. Serious diplomatic talks between Montejo and Aranjuez begin.

(Source: Savage Baronies Book I, pp.21 & 47)

Detteria is born in Arogansa.

(Source: PWA I, p.135)

Jules Docerius is born in the Thyatian Empire.

(Source: PWA I, p.136)

Dogrel is born in Alphatia.

(Source: PWA I, p.136)

In summer, Myoshiman rakasta hail a Heldannic warbird traveling near Patera, Mystara's invisible moon. First contact is established. The existence of the invisible moon is discovered.

In autumn, construction of the Fortress of Freiburg is completed ten years after it was begun. The remains of Tannengrub are exhumed and moved to the Crypt of Heroes underneath the fortress of Freiburg.

(Source: B Heard, 17.8.98)

Prosper is born.

(Source: M4, pp 19-20)

Yvaughan Penhaligon is born in Thyatis. Her parents die shortly after of plague and she is raised by her uncle Arturus.

(Source: Tainted Sword, pp. 83-84)

AC 964

Stefan Karameikos Begins Adventuring, Haldemar Crews the Princess Ark, Myoshima Expels Heldannic Knights, Ganto Crowned King of Ghyr

Births: Jeddarin Corran, Edoard, Quint Bostitch, Corwyn Rand, Hupti, Maldinius Kerendas, Lodun, Zandor, Lornce N'Jozee, Tulasi, Chandra ul Nervi, Manfred Himmelbrand, Leahra?, Karllag, Mafka, Darick

Jeddarin Corran is born in a fishing family, on the northern shores of Lake Amsorak.

(Source: WoI Book 2 p.12)

Stefan Karameikos begins adventuring, accomplishing many heroic deeds. His deeds brings him to the attention of Emperor Thincol I Torion and they strike up a friendship. Stefan meets a mercenary officer, Lucius Hyraksos, who becomes Stefan's friend and yeacher.

(Source: Gaz 1, pp. 13 & 44)

Edoard is born in Threshold.

(Source: Gaz 1, p.52)

Quint Bostitch is born in Corunglain.

(Source: Gaz 11, DMG, p.61)

Corwyn Rand is born in Athenos.

(Source: Gaz 11, PG, p.2)

Hupti is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.25)

Maldinius Kerendas is born at Castle Kerendas.

(Source: DoE, Book I, p.14)

Lodun is born in Starpoint.

(Source: DoE, Book I, p.41)

Matterdy is born in Bluenose.

(Source: DoE, Book I, p.44)

Prince Zandor of Alphatia is born in Sundsvall.

(Source DoE, Book I, p.51; PWA I, p.160 notes AC 966)

Prince Lornce N'Jozee of Hillvale is born in East Portage.

(Source: DoE, Book I, p.72, PWA I, p.146 notes AC 965 and surname M'Jozee)

Tulasi is born in Khamrati.

(Source: CoM, Explorer's Book, p.21)

Crown Prince Chandra ul Nervi of Sind is born in Sayr Ulan.

(Source: CoM, Explorer's Manual, p. 24; PWA II. P.140 notes AC 965)

Prince Haldemar of Haaken recruits the crew of the Princess Ark in Starpoint. Commander Ecbashur Talasar of the Imperial Navy enlists as First Officer and Ship's Chaplain. Nabonidus Raman enlists as First Engineer. The House of Arogansa arranges for Tarias to join the Imperial Sky Navy and the Princess Ark as midshipman to teach him some discipline. Ashari Sunlil is transferred to the Princess Ark as Ist Class Navigator & Yeoman. Ramissur Zumrulim joins as 1st Class Boltman. Naduk-Sim Xerdon joins as Chief of the Guard.

(Sources: Dragon Magazine #164, VPA, pp.44-45, Dragon Magazine #165, VPA, p.45, Dragon Magazine #167 VPA, p.45, Dragon Magazine #171 VPA, p.44)

Heldannic knights seize some land on Patera, outside the Myoshiman Empire. The rakastan emperor is offended and the knights are expelled. Both sides suffer heavy losses.

Manfred Himmelbrand is born in either Hattias or the Heldannic Territories.

(Source: B Heard, 17.8.98)

Prince Ganto is crowned King of Ghyr.

Leahra is born in Ghyr.

(Source: XL1, p.2)

Karllag is born in Traladara.

(Source: B10, Pull-out Sheet V)

Mafka is born in Traladara.

(Source: B10, Pull-out Sheet V)

Darick is born in Farstead.

(Source: PC1, Adv, p. 20)

B/W AC 964 & AC 968 Eriadna Changes Lovers

Empress Eriadna "the Wise" and king Zyndryl of Aquas end their relationship. Torenal has caught Eriadna's eye and they begin an affair.

(Source: DoE, Book I, p.44)

**AC 965 Stefan Karameikos Commissioned in Thyatian Cavalry,
Kitrina Meditor Assassinated, Princess Ark**

Re-Commissioned & Construction of Notre Dame Begins

Births: Boris “Beerthumb”, Constans Hyraksos, Huaji, Dromedon, Pallantia Bonifacius, Fain Flinn, Theobold

Stefan Karameikos is commissioned as a cavalry officer in the Thyatian Imperial Legions after graduating from West Reach Academy.

(Source: Gaz 1, p. 13)

Boris “Beerthumb” is born in the small farming village of Knosht, east of Threshold in Traladara.

(Source: Gaz 5, p.41)

Constans Hyraksos is born in Thyatis.

(Source: Gaz 6, p68)

Ruling Guildmistress Kitrina Meditor is assassinated by a member of a foreign thieves’ guild. Council of Minrothad Guild Leaders act as regent during the infancy of Kitrina’s son Oran Meditor. The Death to Thieves decree is issued. The guildmasters slacken quality standards and raise taxes to enrich themselves.

(Source: Gaz 9, DM, pp 5-6 & 9)

Huaji is born in the Kaeruts Tribe of the Khanates.

(Source: Gaz 12, DMG, p.26)

Prince Dromedon is born in Aegopoli.

(Source: PWA I, p. 136)

Pallatia Bonifacius is born in Thyatis.

(Source: Joshuan’s Almanac, p.212)

Nuwmont 11: Prince Haldemar of Haaken flies on the Princess Ark to Sundsvall and presents his vessel to Empress Eriadna of Alphatia. She reinstates him as Admiral in the Sky Navy and gives him the mission of exploring distant lands for the benefit of the empire. She also gave him a Writ of Endorsement bestowing the power of plenipotentiary and 1% excise on new trade agreements made for 10 years.

(Sources: Dragon Magazine #153, VPA, p.68, Dragon Magazine #164, VPA, p.44)

Thaumont 15: After over 2 months work by 35 master crafters and 300 slaves, the Princess Ark has been re-fitted and made air-worthy again. The Princess Ark takes off from Sundsvall and heads south.

(Source: Dragon Magazine #153, VPA, p.68)

Flaurmont 10: The Princess Ark reaches the Jungle Coast of Davania, SW of the Pearl Islands.

(Source: Dragon Magazine #153, VPA, p.68)

Yarthmont 3: The Princess Ark discovers a Manacapuru town inland on the Jungle Coast on the Sundsvall Meridian. The Manacapuru attack and kill 2 crew before the Princess Ark flies away.

(Source: Dragon Magazine #153, VPA, p.70)

Yarthmont 25: Prince Haldemar of Haaken names the Davanian Cape to the west of the tip of Cestia as Cape Eriadna.

(Source: Dragon Magazine #153, VPA, p.68)

Yarthmont 26: The food and water for the Princess Ark's crew that the cleric Talasar produces is spoilt. Prince Haldemar of Haaken sends an away team to gather food around Cape Eriadna.

(Source: Dragon Magazine #153, VPA, p.68)

Klarmont 1: Xerdon Naduk-Sim, Captain of the Princess Ark Guard leads a team to rescue the away team who have been gone 3 days. They find 2 alive but mentally unstable, victims of strange plants called Cestian Gobblers by Prince Haldemar of Haaken. The remains of the Dispel Warden Azoth are found, a victim of a gobbler.

(Source: Dragon Magazine #153, VPA, p.70)

Klarmont 4: Prince Haldemar of Haaken animates the remains of Azoth and commands him to tend to the Cestian gobbler specimens in the ship's hold.

(Source: Dragon Magazine #153, VPA, p.70)

Klarmont 17: The Princess Ark reaches Cestia. Prince Haldemar of Haaken names the northern cape of the island, Cape Andor.

(Source: Dragon Magazine #154, VPA, p.91)

Felmont 8: The Princess Ark reaches a large island northeast of Cestia. The crew name it Oceania. They also find an island to the south of Oceania which Prince Haldemar of Haaken names Everfeed.

(Source: Dragon Magazine #154, VPA, p.91)

Felmont 16: Midshipman Tarias of the House of Arogansa is captured from the deck of the Princess Ark by the night dragons of Oceania. A rescue party journeys to the

ruined citadel, but they are confronted by the night dragon Synn. Synn gives Haldemar, an ultimatum – he could save either Tarias or boltman Ramissur Zumrulim, but the other's soul would be taken by Synn. Reluctantly, Haldemar chose to save Tarias. The rescue party took the unconscious Tarias back to the Princess Ark and sailed away, escaping from an attack of 3 lesser night dragons.

(Source: Dragon Magazine #154, VPA, pp.91-92)

Felmont 24: Prince Haldemar of Haaken names Ramissur Bay of NE Cestia after the boltman taken by Synn on Oceania.

(Source: Dragon Magazine #155, VPA, p.52)

Felmont 25: The Princess Ark lands on Cestia for repairs. Talasar leads an away team to scout for suitable wood, but they are captured by Cestians.

(Source: Dragon Magazine #155, VPA, p.52)

Felmont 26: The Princess Ark crew with the aid of the Cestians fights off Synn's attack. Several crew are lost to the night dragon.

(Source: Dragon Magazine #155, VPA, p.52)

Felmont 28: Talasar and the away team return to the Princess Ark with hundreds of Cestians who released them after they realised they also hated the night dragons.

(Source: Dragon Magazine #155, VPA, pp.52-53)

Fyrmont 4: Princess Abovombe of Manakara and other Cestians join the Princess Ark crew.

(Source: Dragon Magazine #155, VPA, pp.53-4)

Fyrmont 7: The Princess Ark journeys to Tulear, the capital of the Kingdom of Manakara. Prince Haldemar of Haaken meets King Mananjary and establishes formal relations between Manakara & Alphatia.

(Source: Dragon Magazine #155, VPA, p.54)

Fyrmont 26: The Princess Ark reaches the Heldannic citadel of Vanya's Rest in Arypt after weathering a violent storm in crossing the Pass of Cestia. A bat comes to Prince Haldemar of Haaken's window and he takes it in and puts it in a cage (this is the polymorphed Ramissur). The Heldannic Knights use their artifact to capture the Princess Ark. Prince Haldemar of Haaken uses magic to escape and explore the citadel. He finds the mortal remains of Vanya and takes them to an outer plane. He then successfully bargains the ship's freedom for the return of Vanya's remains with the High Priestess.

(Source: Dragon Magazine #156, VPA, pp.97-98)

Ambyrmont 10: The Princess Ark reaches the Vulture Peninsula.

(Source: Dragon Magazine #157, VPA, p.41)

Ambyrmont 24: Prince Haldemar of Haaken meets Abatu and learns the of the curse of Varelyya.

(Source: Dragon Magazine #157, VPA, p.43)

Sviftmont 8: Prince Haldemar of Haaken meets the N'djatwa.

(Source: Dragon Magazine #158, VPA, pp.41 & 43)

Sviftmont 16: Prince Haldemar of Haaken flies on a ginat pelican behind the N'djatwa druidess Ngezitwa to the city of M'banyika.

(Source: Dragon Magazine #158, VPA, p.43)

Sviftmont 17: Prince Haldemar of Haaken meets with Kitakanga, Clanmaster of the N'djatwa. They conclude a treaty between Alphatia and N'Djatwaland, precluding Alphatians from slavery and Alphatian acknowledgement of N'djatwaland's civil laws. Kitakanga offers Haldemar the Heldannic slave Herr Rolf Schwartz (actually Wulf von Klagendorf) as a sign of goodwill.

(Source: Dragon Magazine #158, VPA, p.43)

Eirmont 6: The Princess Ark breaches the skyshield through a cloud funnel in Vulcania.

(Source: Dragon Magazine #160, VPA, p.43)

Eirmont 12: Princess Ark is captured by rakasta of the Empire of Myoshima.

(Source: Dragon Magazine #160, VPA, p.43)

Eirmont 14: Princess Ark is taken to Myoshima, Mystara's second, invisible moon. Lord Katayama of Ichiyoda Province agrees to release the Princess Ark in exchange for their Heldannic prisoner Herr Rolf Schwartz (aka Wulf von Klagendorf). Katayama and Haldemar agree to open ties between Myoshima and Alphatia. Katayama gives Haldemar a 10' tall magical monolith as a gift.

(Source: Dragon Magazine #160, VPA, pp.43-44)

Eirmont 16: Herr Rolf Schwartz (aka Wulf von Klagendorf) escapes from Ichiyodan custody on a flying sabre-tooth tiger and heads for Mystara. Lord Katayama sends henchmen to seize Princess Abovombe of Cestia as a hostage while Katayama's vassal Lord Kenju Fuirifesu and his henchmen Myojo Katamura and Jiro Tomokato journey with the Princess Ark to re-capture Rolf.

(Sources: Dragon Magazine #160, VPA, p.44, Dragon Magazine #165, VPA, p.44)

Eirmont 16: The Princess Ark has its first encounter with Heldannic warbirds in the void, but they ignore the ship because the Myoshiman monolith renders it invisible.

(Source: Dragon Magazine #161, VPA, pp.42-43)

Eirmonth 24: Herr Rolf Schwartz (aka Wulf von Klagendorf) on his winged sabre-tooth tiger lands in the anti-magic zone of the south pole darklands. The Princess Ark makes a hard landing also in the anti-magic zone of the south pole darklands. Herr Rolf continues on foot after his mount dies of the cold.

(Source: Dragon Magazine #161, VPA, p.43)

Eirmont 26: Prince Haldemar of Haaken, Lord Kenju and Myojo ride sabre-tooth tigers north from the Princess Ark to seek help.

(Source: Dragon Magazine #161, VPA, p.43)

Kaldmont 1: Prince Haldemar of Haaken, Lord Kenju and Myojo find Herr Rolf Schwartz's (aka Wulf von Klagendorf) dead winged sabre-tooth tiger. They notice recent tracks showing a fight (with elven barbarians) and footsteps heading back toward the Princess Ark. During the night Myojo attempts to kill Haldemar, but the wizard instinctively cast a fire ball and remarkably it works, killing Myojo's mount and singeing him. The rakasta back off and reluctantly obey Haldemar. Haldemar realises they have left the anti-magic zone.

(Source: Dragon Magazine #161, VPA, p.44)

Kaldmont 3: Prince Haldemar of Haaken, Lord Kenju and Myojo are attacked by wild elves who they had been inadvertently tracking. The rakasta were hard pressed in the fighting until a Vulcanian sloth suddenly attacked the elves and drove them off. Haldemar and the sloth communicate through empathy and the sloth allows Haldemar to ride on its back. When they camp, Myojo bows deeply and offers his katana to Haldemar, a sign of loyalty out of respect at how Haldemar befriended the sloth.

(Source: Dragon Magazine #161, VPA, p.44)

Kaldmont 4: Prince Haldemar of Haaken, Lord Kenju and Myojo finally make it back to the Princess Ark. Lord Kenju is sent to the brig and Jiro placed under guard in his quarters.

(Source: Dragon Magazine #161, VPA, pp.44-45)

Kaldmont 5: The Princess Ark is rigged up with outrigger skis and via empathy the Vulcanian sloth is harnessed to the ship which it starts to pull toward warmth.

(Source: Dragon Magazine #161, VPA, p.45)

Kaldmont 19: 2 sailors of the Princess Ark are flogged and thrown in the brig for attempting to burn part of the ship's rigging for warmth.

(Source: Dragon Magazine #161, VPA, p.45)

Kaldmont 26: The crew of the Princess Ark are becoming sick. A large amount of food is stolen by the stowaway Herr Rolf Schwartzen (aka Wulf von Klagendorf), but he is not caught.

(Source: Dragon Magazine #161, VPA, p.45)

In spring, construction of the Notre Dame of Vanya's Cathedral begins in Freiburg.

(Source: B Heard, 17.8.98)

Fain Flinn is born.

(Source: Tainted Sword, p.20)

Theobold is born in Alphatia.

(Source: M4, pp 19-20)

B/W AC 965 & AC 969 Births: Fagtorx & Shalkmog (hatched)

The red dragons, Fagtorx and Shalkmog, hatch in Khordarg's Lair, Misty Hills, Orclands.

(Source: O2, p.26)

B/W AC 965 & AC 999 Balthazar Visits Sundsvall

Baron Balthazar de Montejo y Aranjuez travels to the Alphatian Imperial Court in Sundsvall where he learns of Haldemar of Haaken's sky ship and his commercial arrangement with the empire.

(Source: Dragon 175, p. 44)

AC 966 Births: Halmat Dovenseil, Jaya, Claransa, Kondu Paka, Gralic

Princess Ark Voyage Continues, Saragon Formed & Norwold States Ignore Heldannic Knights

Deaths: Franz Eindecker

Halmat Dovenseil is born in Aalban.

(Source: Glantri Kingdom of Magic, A Wizard's Back is Always Turned handout)

Jaya is born in Sayr Ulan.

(Source: CoM, Explorer's Manual, p. 24)

Kondu Paka is born in Yavdlom.

(Source: PWA II, p.141)

Gralic is born in Traladara.

(Source: PC2, Adventurer's Booklet, p.10)

Nuwmont 5: The Princess Ark leaves the darklands, but in the Hollow World.

(Source: Dragon Magazine #161, VPA, p.45)

Nuwmont 15: Herr Rolf Schwarzen (aka Wulf von Klagendorf) escapes from the Princess Ark on a sabre-tooth tiger and with supplies where he had been a stowaway in the Plant Hold since last month. He kills 2 guards in the process.

(Source: Dragon Magazine #161, VPA, p.45)

Nuwmont 22: The Princess Ark is airborne again in the Hollow World.

(Source: Dragon Magazine #161, VPA, p.45)

Nuwmont 23: Prince Haldemar of Haaken realises he has discovered a different world.

(Source: Dragon Magazine #161, VPA, pp.45 & 100)

Nuwmont 24: Prince Haldemar of Haaken realises he has discovered the Hollow World.

(Source: Dragon Magazine #161, VPA, p.100)

Vatermont 12: The Princess Ark captures Leopold of Le Nerviens Corporation in Oostdok.

(Source: Dragon Magazine #162, VPA, p.44)

Thaumont 23: The Princess Ark exists the Hollow World through the north polar opening and into the void.

(Source: Dragon Magazine #163, VPA, p.43)

Thaumont 24: The Princess Ark is confronted by a Heldannic warbird commanded by Herr Rolf Schwarzen (aka Wulf von Klagendorf) who demands the Princess Ark surrender. Suddenly Leopold of Le Nerviens Corporation pops up, sees the warbird and blasts it with a contraption. The warbird is all but destroyed. The Ark's boltmen board the warbird and battle the Heldannic Knights. Myojo tracks Khufiri who suddenly turns into Synn the night dragon and attacks him. Myojo is defeated by her and near death. Prince Haldemar of Haaken confronts Herr Rolf in the ship's temple,

but as they battle, Khufiri the Nithian lady appears and knocks Herr Rolf unconscious. She then transforms into her true night dragon form and reveals her identity as Synn. She then takes Herr Rolf and disappears. The battle on the ruined warbird ceases at the sight of the shadowy dragon. With their leader captured, the remaining Heldannic Knights yield and were taken to the Ark's brig. The knights' booty (including alien coins) is transferred to the Ark. The wrecked warbird was then destroyed by fire.

(Source: Dragon Magazine #163, VPA, pp.43-44)

Thaumont 25: The Princess Ark enters a nebular storm that rips the fabric of time and hurls it 34 years into the future (to Thaumont 25 AC 1000).

(Source: Dragon Magazine #163, VPA, p.44)

The Baronies of Montejo & Aranjuez unite to form the Barony of Saragon.

(Source: Savage Baronies Book I, p.21)

Claransa is born in Threshold.

(Source: PWA I, p.134)

The Alphatian Empire pretends not to notice Heldannic Knights overtures to Norwold states such as the Free Town of Landfall and the Kingdom of Oceanscend.

Franz Eindecker, at the age of 42, is assassinated in obscure conditions in Freiburg. His navigator's log is stolen. Franz is buried in the Crypt of Heroes. An investigation begins.

(Source: B Heard, 17.8.98)

B/W AC 966 & AC 968 Births: Leni Narayan

Leni Narayan is born.

(Source: PC2, DM's, p.54)

**AC 967 Births: Gratia, Teskilion, Ottavio Giacomo, Golthar,
Glaundro Valkner, Yuschiev?, Anne Challott, Siegfried
Meinhard**

**Heldannic Knights-Ostland Treaty, Rangers of Altenwald
Formed & Essuria Sacked?**

Princess Gratia is born in Spearpoint.

(Source: PWA I, p. 141)

Prince Teskilion of Dawnrim is born in Alinquin.

(Source: PWA I, p.155)

Ottavio Giacomo is born in the Thyatis City

(Source: PWA II, p. 130)

In summer, the Kingdom of Ostland and the Heldannic Order sign a treaty of non-aggression.

In autumn, Halvard Gudmundson takes over the Haldis partisans at age 17. He forms the Rangers of Altenwald from the native woodsmen.

Sigfried Meinhard is born in Hattias.

(Source: B Heard, 17.8.98, 19.8.98)

Lord Henadin of the Northern Wildlands leads 2 gold dragons and his barbarian warriors to attack Essuria. One gold dragon and Henadin are killed in the Battle of Drax Tallen before the tide turns and King Landryn Teriak of Essuria flees. Teriak's steward, Mando is killed in the battle.

(Source: X11, pp 39-40, 53)

Landryn Teriak flees Essuria, pursued across the Plains of Avien by a gold dragon. The gold dragon breathes fire, killing Teriak, then leaves. 2 days later a passing pilgrim raises Teriak thinking him the victim of an evil dragon. Teriak magic jars into the pilgrim's body and easily defeats him in his own charred corpse. Teriak then collects his own corpse and heads to Denagoth. There he quickly establishes himself in Gereth Minar, but discovers his body is degenerating. He is unable to find a cure.

(Source: X11, p.38)

Golthar is born.

(Source: B10, Pull-out Sheet V)

Glaundro Valkner is born in Glantri City.

(Source: Dungeon Magazine Vol VIII No 2, p.27)

Yuschiev is born in Specularum.

(Source: Dark Knight of Karameikos, pp. 19, 38, 49)

Anne Challott is born in Nouvelle Averoigne.

(Source: Mark of Amber, p. 61)

B/W AC 967 & AC 982 Births: Elowyn

Elowyn is born.

(Dragon's Tomb, p. 106)

AC 968

Deaths: Victor Karameikos Dies

Births: Retameron Antonic, Urmahid Krinigar, Boris Staffleheim, Jamal, Vijay Niranjana, Naravipa Dagger Tooth, Powakuan Sleeps-With-Eyes-Open, Yasir al-Achmed, Yegor Ponomarenko, Theodoric Demetravarius

Torreon Attacks Its Neighbours, Heldannic Knights Land on Matera, Heldannic Coastal Towns Raided & Eindecker's Assassins Revealed

Duke Victor Karameikos of Machetos dies. He is succeeded by his son, Stefan III.

(Source: Gaz 1, p.13 & Kingdom of Karameikos Explorers Guide p. 53)

Retameron Antonic is born in Thyatis.

(Source: Gaz 1, p.58)

Urmahid Krinigar is born in Krondahar.

(Source: Joshuan's Almanac, p.146)

Boris Staffleheim is born in Akesoli.

(Source: Gaz 11, DMG, p.64)

Jamal is born in Clan Atikai in the Murkit Khanate.

(Source: Gaz 12, DMG, p.26-27)

Vijay Niranjana is born in Sambay.

(Source: CoM, Explorer's Manual, p.20)

Estado de Torreón conquers the Baronies of Morales and Alcazar, and weakens the Baronies of Cristobal and Los Elegidos. Elite Torreón warriors use red steel swords.

(Source: Savage Baronies Book I, p.21)

Naravipa Dagger Tooth is born amongst the Children of the Tiger.

(Source: PWA I, p.149)

Powakuan Sleeps-With-Eyes-Open is born amongst the Children of the Bear.

(Source: PWA I, p.151)

Yasir al-Achmed is born in the Northern Highlands of Nithia.

(Source: PWA II, p. 151)

Yegor Ponomarenko is born in Boldavia.

(Source: PC2, Adventurer's Booklet, p.17)

In spring, the warbird, Adler, lands on Mystara's visible moon, Matera, staying for seven days of geological exploration. Finding absolutely nothing of value or interest, although proud to have been the first, the Heldannic Knights make no further forays to the moon.

In summer, sea raiders pillage coastal towns in the Heldannic Territories. The Kingdom of Ostland claims no involvement.

In summer, the investigation into Franz Eindecker's death reveals the involvement of Landfall thieves.

(Source: B Heard, 17.8.98)

Theodoric Demetravarius is born in Thyatis City.

(Source: DDA2, p.27)

AC 969 **Births: Anders Pounder, Eleya Moonstalker, Callastian Retebius, Anaxibius, Lareth Kubek, Ericall, Trention Lycostorion, Deitica Baralius, Broderick, Joam Astlar, Yuri?, Alexei Schelepin, Jolenta, Sebastien Moncrieff**

Treaty of Tampaicos, Heldannic Order Navy & Eindecker's Assassin Captured

Anders Pounder is born in Athenos.

(Source: Gaz 11, DMG, p.60)

Eleya Moonstalker is born into the Horse Clan.

(Source: Gaz 14, DMG, p.22)

Callastian Retebius is born in Retebius.

(Source: DoE Book 1. p. 17)

Anaxibius is born in Machetos Town.

(Source: DoE, Book I, p.27)

Lareth Kubek is born in West Portage.

(Source: DoE, Book I, p.73)

Prince Ericall of Alphatia is born in Sundsvall.

(Source: DoE, Book I, p.76; PWA I, p.138 notes AC 972)

Trention Lycostorion is born in Machetos Town.

(Source: DoE, Book I, p.121)

Torreon discovers cinnabyl in the Terra Vermelha and moves to conquer the badlands. Diplomatic efforts avoid a war as forces from Hule, Vilaverde and Texeiras were preparing for a land grab. The 4 powers sign the Treaty of Tampaicos which governs mining rights in Terra Vermelha.

(Source: Savage Baronies Book I, p.21)

Deitica Balarius is born in the Empire of Thyatis.

(Source: PWA I, p.133)

Broderick is born in Seashield.

(Source: PWA III, p.87)

Joam Astlar is born in Seashire.

(Source: Joshuan's Almanac, p.117)

Yuri is born in Traladara.

(Source: PC3, Sea Peoples Book, p.10)

In spring, the Heldannic Order starts building a fleet of war galleys with the intent to defend its coastlines.

In summer, bounty-hunters apprehend Franz Eindecker's killer in Landfall, and bring him back to Freiburg. During the interrogation, the suspect reveals the involvement of anonymous wizards who left Landfall after they acquired the navigator's log. The suspect is missing from his cell the next morning; a pool of acid is found in the cell. Freiburg suspects Alphatian involvement.

(Source: B Heard, 17.8.98)

Alexei Schelepin is born in the Village of Ryania on the Rugalov River.

(Source: DDA3, p.6)

Jolenta is born.

(Source: B10, Pull-out Sheet V)

Sebastien Moncrieff is born in Nouvelle Averoigne.

(Source: Mark of Amber, p. 64)

B/W AC 969 & AC 984 Births: Fritha

Fritha is born.

(Dragon's Tomb, p. 106)

AC 970

Stefan Karameikos III Engaged, Karameikos Founded, Aleksyev Nikelnevich Joins Church of Traladara, Emilio's Career Begins, Duris Everast & Balin Torkrest Join the Dengar Army, Belfin Kurutar Becomes Head of the Wyrwarf Clan, Trollheim Homesteading Acts Passed, Longflask Founded, Larandia Lymianoporus Joins the Foresters, Triella Tien-Tang Discovers the Censer of the Mists, Westrouрке Made a Grand Duchy, Los Elegidos Disappears, Helskir Rebuffs Heldannic Order, The Wizards' War & Rurtifus Becomes a Wererat

Births: Stefania Torion, Arteris Penhaligon, Barris?, Sebastian Moncrieff, Temur, Theodosius Kantinomeiros, Rohit, Eyela Moonstalker, Santarian Keltander, Anaxibius, Eugen Pfefferlind, Alkin, Hakra (hatched), Theona, Dalgaard Gustavsson

Deaths: Marchioness of Berrym, Huptai Khan, Rory Barbarossa

Princess Stefania Torion of Thyatis is born. Thincol names her after his friend Duke Stefan Karameikos III of Machetos.

(Source: DoE, Book 1, p.25)

Duke Stefan Karameikos III of Machetos is betrothed to Lady Olivia Prothemian.

Aleksyev Nikelnevich joins the Church of Traladara.

Duke Stefan Karameikos III of Machetos trades his ancestral lands, the Duchy of Machetos, for independent rule of Traladara with his good friend Emperor Thincol Torion of Thyatis. Thyatis & Karameikos sign decrees of eternal friendship and mutual defense. Thincol strips Machetos of its wealth to fund the rebuilding of the

military which was devastated by the Alphatian Spike. Thincol awards the Duchy of Machetos to Callastian Jowdynites for his military service. The new duke renames Castle Karameikos, Castle Jowdynites.

Karameikos sells his remaining estates to buy ships and other goods and sails to Traladara, without his betrothed, presents his articles and orders to the Thyatian governor in Marilenev and renames the land the Grand Duchy of Karameikos after himself. The Thyatians withdraw.

Some of the followers of Stefan were, Desmond Kelvin I, Sherlane Halaran, Arturus Penhaligon (with his niece Yvaughan), Lucius Hyraksos, Philip Vorloi, Ludwig von Hendriks, Alexius Korrigan, Bartran Cordelius, Olliver Jowett, Teldon, Teranon Antonic.

Desmond Kelvin I, was awarded a Barony in central Karameikos which he named after himself. At the fork of the Highreach & Hillfollow Rivers he founded the settlement of Kelvin on the ruins of the village of Lavv. Construction of Castle Kelvin and the city wall commences.

Ludwig von Hendriks, Duke Stefan's first cousin, was awarded a Barony on the east coast of the Gulf of Halag. Ludwig named his fief the Black Eagle Barony and seized the village of Halag by force, renaming it Fort Doom. He pressed many locals into construction of Fort Doom on Duumtor overlooking the village. He stripped Traladaran landowners of their properties and gave them to his own followers. Guards were stationed on the Barony's roads to stop people trying to leave. Ludwig's actions were reported to Duke Stefan, but he dismissed them as exaggerations.

Duke Stefan, assisted by his cousin Lord Alexius Korrigan, begins building roads (Duke's, Westron, Easton and Windrush) to connect the isolated communities of the land. Construction of the Duke's Wall around outer Specularum begins.

Philip Vorloi was responsible for improving Karameikos' trade and a large number of the Vorloi Clan migrated from Thyatis. For his contribution, Duke Stefan awarded Vorloi a Barony on the SE peninsula of the Gulf of Marilenev. Vorloi named his Barony after himself. However, Vorloi earned the ire of Traladaran merchants in Specularum by undercutting their prices and taking their market share.

Patriarch Sherlane Halaran of the Temple of Asterius in Thyatis was awarded the Barony of Threshold in the Lake Windrush region of the northern Wufwolde Hills. His Barony included the village of Threshold. Construction of the new town wall and Tarnskeep commences. Sherlane also became Patriarch of the Threshold in the Church of Karameikos.

Lord Arturus Penhaligon was awarded an estate in the northwestern Wufwolde Hills. He founded a settlement named after himself and also named his estate after himself.

Duke Stefan was assisted by Lucius Hyraksos and Philip Vorloi in building up the army and navy. Hyraksos assists in projects for the construction of garrison keeps (Radlebb, Riverfork, Duke's Rd, Castellan and Rugalov).

Batran Cordelius appointed Minister of Trade. Zogrev Yarol offers his services to as Batran's secretary and Traladarans branded him a traitor for doing this.

Patriarch Olliver Jowett of the Temple of Asterius is persuaded by Duke Stefan to move to Specularum and start up the Church of Karameikos and the Order of the Griffon. Jowett agrees and becomes Patriarch of Specularum.

Teldon moves from Thyatis to Specularum to be Duke Stefan's court magist.

Teranon Antonic, an adventurer, follows Duke Stefan to Specularum with his young son Retameron.

Alfric Oderbry moves with his parents from Hattias to Specularum.

Mallek migrates from Thyatis to Specularum.

The newly formed Church of Karameiokos incorporates the Order of Chardastes into its church.

(Sources: Hollow World DM's Sourcebook p.17 & Gaz1 pp.14, 15, 24, 36, 39, 49-52 & 56-58 & Kingdom of Karameikos Explorers Guide pp. 63, 79, 80, DoE, Book II, p.5, Book I, p.14, X12, p.45, B1-9, p.30)

Lady Arteris Penhaligon is born in Penhaligon, Karameikos.

(Source: Gaz 1, p.39)

Village and Estate of Rugalov are founded to support the Sword of Halav garrison at Rugalov Keep.

(Source: Gaz 1, p.39)

Emilio, a Darokinian thespian, begins performing from town to town.

(Source: Gaz 1, p.54)

Barris is born in Specularum.

(Source: Hail the Heroes, p.9)

Lady Mariana Terlagand the Marchioness of Berrym dies. Meister Rannigar Budulug, Guildmaster of Spokesmen decided to conceal Mariana's death and continued to represent her interests at the parliament. Rannigar uses loyal members to impersonate the lat Marchioness to assist his fraud.

(Source: Gaz 3, p.29)

Sebastian Moncrieff is born in the former lands of Nouvelle Averoigne.

(Source: Mark of Amber, p.64)

Princess Duris Everast of Dengar, Daughter of Nais, and Balin Torkrest , Son of Korin, come of age and join the Dengar Army.

(Source: Gaz 6, pp.62 & 66)

Belfin “Elf-Friend” Kurutar, Son of Dorfin, becomes Head of the Wyrwarf Clan with his wife Gilia “Songsmith” Stronghollow, Daughter of Toris, after his mother dies.

(Source: Gaz 6, p.67)

The King and the Royal Council of Vestland attempts to encourage settlement of the Trollheim hills through the Trollheim Homesteading Acts.

(Source: Gaz 7, p.16)

The Village of Longflask is founded in northern Highshire to support new mines opened in the area.

(Source: Gaz 8 DM’s, p.38)

Huptai Khan of the Murkits dies. The tribe refuses to recognise his 12 year old son Moglai as Khan. Instead his uncle Atikai became Khan and tried to enslave Moglai. Moglai ran away, living as a fugitive on the Sea of Grass.

(Source: Gaz 12, DMG, pp 4-5)

Temur is born in the Khanate of Yugatai.

(Source: Gaz 12, DMG, p.30)

Larandia Lymianoporus joins the Foresters and begins adventuring throughout the world.

(Source: DoE, Book I, p.12)

Triella Tien-Tang decides to do some travelling away from her estate on the island of Sclaras. She heads north to the island of Mositius to investigate the volcano Mt Mositius and the strange mists that drastically affected people’s behaviour. Triella discovered an artifact, the Censer of the Mists in the crater of Mt Mositius which was extinct. The artifact was responsible for the strange mists. Triella decided to build a hideaway in the volcano’s crater and a device to allow her to control the release of the mists. Triella then went to Thyatis City and petitioned her former comrade in the Alphatian Spike, Emperor Thincol, to award the island of Mositius to her as a dominion with wealth to be generated by transforming the island into a tourist resort. Thincol made her provisional Baroness of Mositius and she started implementing her plan.

(Source: DoE Book 1. p. 23)

Theodosius Kantinomeiros is born in Thyatis, but abandoned by his parents. He is taken in by an orphanage run by the Order of Grey Lady.

(Source: DoE, Book I, p.31)

The Empire of Thyatis elevates the dominion of Westrouрке to a Grand Duchy.

(Source: DoE, Book I, p.72)

Rohit is born in Sambay.

(Source: CoM, Explorer's Manual, p.20)

The Barony of Los Eledigos disappears without a trace.

(Source: Savage Baronies Book I, p.21)

Eyela "Moonstalker" is born amongst the Children of the Horse.

(Source: PWA I, p.138)

Anaxibius is born in Machetos.

(Source: PWA I, p.156)

The Alphantian-controlled Kingdom of Helskir ignores Heldannic diplomatic overtures. Instead they accuse the Order of plotting to invade Helskir, judging from the growing Heldannic fleet.

Eugen Pfefferlind is born in either Hattias or the Heldannic Territories.

Dalgaard Gustavsson is born in Hockstein.

(Source: B Heard, 17.8.98)

The Thyatian sea captain and adventurer, Rory Barbarossa, is killed by a powerful wizard over a lost wager whilst recruiting an adventuring party in Specularum to explore the Isle of Dread.

(Source: X1, p.5)

Denagoth invades Wendar which commences the Wizards' War. The Wendarian border castle is overrun and ruined except for 1 tower. The Wendarian captain and cleric Qarnt is killed in the battle. King Gylharen of Wendar appealed to the sage Bensarian of Kevlar for assistance against the dark magicks of the Denagothian necromancer Landryn Teriak. Bensarian gifts the Elvenstar to Gylharen who uses it to defeat the invasion.

(Source: X11, pp.3 & 9)

Alkin is born in Specularum.

(Source: X12, p.42)

The black dragon Hakra is hatched.

(Source: Dragon's Den Wanted Notice, Wild Dragon Den pp 12 & 16)

Theona is born in the Heldannic Territories.

(M4, pp 19-20)

B/W AC 970 & AC 972 Births: Leethila Barburgh, John Cimarron

Leethila Barburgh is born in Ierendi.

(Source: Gaz 8 DM's Booklet, p.24)

John Cimarron is born in Nueva Esperanza.

(Source: Savage Baronies Book I, p 59)

Sentarian Keltander is born in Serraine.

(Source: PWA I, p.153)

Rurtifus contracts wererat lycanthropy during gladiator initiation under the coliseum of Thyatis City. He discovers his disease after he is initiated into the Order of the Sands – he then flees under the coliseum in shame.

(Source: DDA1, p. 19)

B/W AC 970 & AC 974 Births: Nefastus (hatched)

The green dragon, Nefastus, hatches.

(Source: Dragon's Den Wanted Notice, Wyrmhaven, p.11)

B/W AC 970 – AC 975 Thyatian Settlement of Karameikos

A number of Thyatian settlers spread out among Karameikan lands to settle. Many treat the Traladarans harshly or fraudulently claim noble title. Traladaran resentment to the Duke and the Thyatians grows. The Duke is preoccupied with building his military and road network, and does not manage the Thyatian settlement.

(Source: Gaz 1, p. 14)

B/W AC 970 & AC 979 Caetros Appointed Guild Agent to Specularum

Harmon Caetros is appointed Minrothad Guilds' Port Agent to Specularum.

(Source: Gaz 9, DM, p.56)

B/W AC 970 – AC 1000 Vestland Fails to Settle Ttollheim

Despite numerous expeditions and attempts, Vestlanders have not succeeded in settling the Trollheim region, mainly due to the hostile troll clans there.

(Source: Gaz 7, p.16)

AC 971 Chancellor Vardon Kalimi Resigns, Angelarian Canolocarius Enters Thyatian Government, Alphaks' Volcano Discovered, Hule Conquers Babosas, Rangers of Altenwald Seek Wendarian Aid, Helenites Osteropolus Elected Senator of Thyatis City & the Marilenev Rebellion

Births: Wesley Arorat, Dyark Graycloak, Tristilia, Sakar Radhas, Kasi, Villiun, Broknag, Alexene Cloudmantle, Elemaledai, Vald

Deaths: Valor Marilenev, Octavon Marilenev, Sebastian Marilenev, Dmetros Marilenev, Britan Marilenev, Caspar Marilenev

Chancellor Vardon Kalimi of Darokin retires due to failing health. Corwyn Hoff is elected Chancellor of Darokin.

(Source: Gaz 11, DMG, pp.6 & 10)

Wesley Arorat is born in Akorros.

(Source: Gaz 11, DMG, p.61)

Dyark Graycloak is born into the Mountain Lion Tribe of the Bear Clan.

(Source: Gaz 14, DMG, p.23)

Angelarian Canolocarius enters the Thyatian government in a minor ministerial post.

(Source: DoE, Book I, p.30)

Alphaks' Volcano is discovered by Alphatia off the coast of southern Frisland.

(Source: DoE, Book III, p.9)

Princess Tristilia of Gaity is born in Rainbow Park.

(Source: DoE, Book I, p.63)

Sankar Radhas is born in Baratpur.

(Source: CoM, Explorer's Manual, p.20)

Kasi is born in Latehar.

(Source: CoM, Explorer's Manual, p.22)

Hule conquers the Barony of Babosas.

(Source: Savage Baronies Book I, p.21)

Prince Villiun of Horken is born in Horken.

(Source: PWA I, p.158)

Broknag is born in the Broken Lands.

(Source: PWA III, p.88)

Alexene Cloudmantle is born in Serraine.

(Source: PC2, DM's, p.52)

Halvard Gudmundson, leader of the Rangers of Altenwald, visits Wendar in hope of getting military support from King Gylharen. He fails, but gets tacit cooperation from the king. Antalian sympathizers and some elves join him and quietly travel to the Altenwald.

(Source: B Heard, 17.8.98)

Elemaledai is born in Sundsvall.

(Source: DDA1, p.7)

Helenites Osteropolus succeeds his father as Senator of Thyatis City upon his retirement.

(Source: DDA, p.8)

Guri-ben-Kaal is born in Ronkan, Lost Valley of Hutaaka.

(Source: B10, Pull-out Sheet VI)

Vald is born in the Heldannic Territories.

(Source: Rogues to Riches, pp. 17 & 25)

The Traladarans lead by Lord Valor Marilenev stage an armed insurrection in Specularum which is decisively put down by the new Duke's Guard Phorsis. Captain Desmond Kelvin I's leadership was instrumental in the victory. The loss of so many

Marilenev men irrevocably weakened the clan. Among those killed were Lord Valor Marilenev, Octavon Marilenev, Sebastian Marilenev, Dmetros Marilenev and the parents of Alksyev Nikelnevich both clerics of the Church of Ttraladara. Arkan Sulanov survived and swore allegiance to the Duke. The young Britan & Caspar Marilenev were captured by the Duke's forces. Melanie Marilenev disappears. The Duke then carefully watched the other powerful Traladaran clans, the Radu and Torenescu, for trouble. Hooded assassins sent by the Radu Clan were slain by the Duke in his bedchamber. Later when tensions had eased somewhat, Stefan began luring young nobles with little prospect of inheriting land, trusted advisors to serve him and common Thyatian settlers. Thyatis sends an ambassador to Specularum.

Duke's forces escorting the imprisoned young sons of Lady Magda Marilenev, Britan and Caspar Marilenev, are ambushed by orcs. Britan and Caspar are killed by the orcs.

(Source: Kingdom of Adventure, Explorer's Guide, pp. 19, 58 & 80)

AC 972

**Thoric Buhrodar Begins Adventuring, Balis
Torkrest Enters the Military, Wheel-Lock Pistol Project
Begins, Battle of Nordmanvik Marches & Rangers of
Altenwald Raids**

**Births: Sascia, Tomas Hundley, Mitasula Nuar, Dharjee
Ashupta, Luis de Manzanas, Norlan, Reston, Tarisco
Highnose, Tristilia, Anna von Hendriks, Richter von
Manthofen, Friedrich Feuergeist, Gregor, Bernal**

Sascia is born in Luln.

(Source: Gaz 1, p.56)

Thoric "Redhand" Buhrodar, Son of Dorto, leaves Dengar to adventure in the outside world.

(Source: Gaz 6, p.59)

Balis Torkrest, Daughter of Bali, comes of age and joins the Dengar Military.

(Source: Gaz 6, p.67)

Tomas Hundley born in Akesoli.

(Source: Gaz 11, PG, p.2)

Mitasula Nuar is born in Seagirt.

(Source: DoE Book 1. p. 17)

Crown Prince Dharjee Ashupta of Putnabad is born in Jahore. His mother dies during his birth.

(Source: CoM, Explorer's Manual, p. 23)

A Smithy Clan dwarf and Westron, a hin jeweller, begin a project in Nueva Esperanza to make a wheel-lock pistol.

(Source: Savage Baronies Book I, p 55)

Don Luis de Manzanos is born in Torre de Manzanos, Saragon.

(Source: Savage Baronies Book II, p 30)

Lord Norlan is born in Farend.

(Source: PWA I, p.149)

Reston is born in Akesoli.

(Source: PWA I, p.152)

Tarisco Highnose is born in Highshire.

(Source: PWA I, p.154)

Tristilia is born in Rainbow Park.

(Source: PWA I, p.157)

Anna von Hendriks is born in Hattias.

(Source: PWA I, p.159)

Goblin raiders are defeated by forces of the Grand Duchy of Westrourke at the Battle of Nordmanvik Marches, south of Finnegar's Watch.

(Source: TM2, Map)

Richter von Manthofen is born in the Republic of Darokin.

(Source: PC2, DM's, p.58)

Halvard Gudmundson and his Rangers of Altenwald conduct several raids into open Heldannic Order territory. Several large abbeys are raided and put to the torch. The Haldis partisans withdraw to the Altenwald with considerable booty, having outmaneuvered the Order.

Friedrich Feuergeist is born in either Hattias or the Heldannic Territories.

(Source: B Heard, 19.8.98)

Gregor is born in Traladara.

(Source: B10, Pull-out Sheet IV)

Bernal is born in Karameikos.

(Source: B12, p.18)

AC 973

Olivia Prothemian Keeps Her Engagement, Altenwald-Helskir Agreement & Hakra Lairs in Blight Swamp

Births: Desmond Kelvin II?, Halia Vorloi, Oktai, Sarojun Sur, Drisana Madhar, Rachlann, Fritz Hauerfang, Kaerin, Erian, Karl von Schnorkelmeister

Olivia Prothemian's father disapproved of Stefan Karameikos' move to Traladara in AC 970 and now gives his daughter the option of breaking off her engagement. Olivia decides not to break the engagement and to give Stefan more time to prove himself.

(Source: Gaz1, p. 42)

Lord Desmond Kelvin II is born in Kelvin.

(Source: Gaz 1, p.56)

Halia Vorloi is born in Specularum.

(Sources: Gaz 1, p.57; X12, p.43)

Oktai is born in the Khanate of Taijit.

(Source: Gaz 12, DMG, p.29)

Crown Prince Sarojun Sur of Gunjab is born in Raneshwar.

(Source: CoM, Explorer's Manual, p.20)

Crown Princess Drisana Madhar of Jalawar is born in Sambay.

(Source: CoM, Explorer's Manual, p.20)

Rachlann is born in Karameikos.

(Source: PC2, Adventurer's Booklet, p.8)

Halvard Gudmundson, leader of the Altenwald Rangers, visits Helskir where he spends much of his share of the previous year's booty buying off the Helskir. He earns a secret promise of an intervention from Helskir should he attack Freiburg.

Fritz Hauerfang is born either in Hattias or the Heldannic Territories.

Karl von Schnorkelmeister is born in northern Hattias.

(Source: B Heard, 17.8.98)

Kaerin is born in Penhaligon.

(Source: B12, p.18)

Hakra, a black dragon, moves into the Wild Dragon Den in Black Swamp and chases the lizard men out. The lizard man shaman Gresst convinces Hakra to let them stay and worship her. She agrees to protect them and they take the name of the Great Dragon Tribe. Hakra gives Gresst some dragonscales which he uses as a breastplate and becomes the first Dragonscale Cleric.

(Source: Wild Dragon Den, p.12)

Prince Erian of the Shadow Elves is born in the City of Stars.

(Source: Son of Dawn, pp. 40,42)

AC 974

Alphatian Spy to Glantri, Gastenoo's World of Adventure Opens, Wyllem Merrik Missing & Notre Dame Complete

Births: Alya?, Aleksander Torenescu, Yrsa Svalasdottir, Anton Schwarznase, Rolane, Ashgarth, Zira, Mustafa

Empress Eriadna of Alphatia send a Shiye elf, Troikithus to Glantri City, to spy on the rival magocracy. Troikithus claimed to be from the Karameikan Callarii Clan and made connections with Clan Ellerovyn.

(Source: WoI Book 2, p. 73)

Alya is born in Specularum.

(Source: Gaz 1, p.52)

Aleksander Torenescu is born in Specularum.

(Source: Gaz 1, p.52)

A wealthy fighter, Gastenoo Longblade, and a retired wizard, Simon Saint-Pierre, pool their skills and resources and open up Gastenoo's World of Adventure on Safari Island, Ierendi. This is the world's first park for adventurers.

(Source: Gaz 4, p. 39)

Yrsa Svalasdottir is born in Suddpont, Ostland.

(Source: Gaz 7, p.33, PWA I, p.154 notes AC 975)

Anton Schwarznase is born in the Heldannic Territories.

(Source: PWA II, p.151)

Wyllem Merrik is missing and his estate near Kantridae is abandoned.

(Source: Joshuan's Almanac, p.239)

Rolane is born in the Altan Tepe Mountains.

(Source: PC2, Adventurer's Booklet, p.4)

Nine years after construction started, Notre Dame of Vanya's Cathedral is completed in Freiburg and stands as a glorious monument to Vanya's Glory and the triumph of Heldannic art and architecture. In awe, a thousand townspeople convert to Vanya's faith in great ceremony.

(Source: B Heard, 17.8.98)

Ashgarth is born in Lumm (a few miles NE of Kelvin).

(Source: X12, p.17)

Zira is born in Kelvin.

(Source: X12. p.46)

Mustafa is born in Tel Akbir.

(Source: DDA, p.7)

AC 975

Zogrev Yarol Marries, Lucius Hyraksos Appointed Karameikan Minsiter of War, Ierendian Academy of Naval Science Founded, Balin Torkrest Promoted to Dar, King Thar Unites Broken Lands, Chagatai Becomes Khan of the Yakkas, Wheel-Lock Pistol Developed, Eruul Zaar Governor of Helskir, Igor Gorevitch-Wozzlany Betrays Morphail's Pawns, Notre Dame Razed & Angelarian Canolacarius' Fortune

Births: Hoolg "Red Mane", Maggie Tremontaine, Batu, Lernal, Asha, Delune Darkeyes, Tulabal Shadowfall, Elenitsa, Lucianna Walerian, Justinica, Angus McDuff

Deaths: Chancellor Corwyn Hoff, Myra McDuff

Zogrev Yarol, Karameikan Secretary in the Ministry of Finance, marries Nichola Torenescu.

(Source: Gaz 1, p.44 & Kingdom of Karameikos Explorers Guide p. 62)

Duke Stefan Karameikos creates the Ministry of War and confirms his existing military advisor Admiral Lucius Hyraksos as minister.

(Source: Gaz 1, p.44)

The Ierendian Academy of Naval Science is founded on the site of the existing naval school in Ierendi City

(Source: Gaz 4, p. 5)

Balin Torkrest, Son of Korin, is promoted to the rank of Dar (sergeant) in the Dengar Military.

(Source: Gaz 6, p.66)

King Thar of Orcus Rex liberates Red Orcland from High Goblinian occupation. Thar makes an amorous advance to Queen Yazar of High Goblony, but Yazar was able to intimidate Thar so much that he agreed that High Goblony could ally with him, rather than become a dominion. Thar conquers Bugburbia, forcing Chief Ohr'r to release Nizam Pasha. Thar unites the Broken Lands and after finding a Thyatian military tactics book on a slain caravan guard captain, institutes the Tharian Code of Conduct and the Tharian Legion. Darokinian commerce and Thyatian military power are threatened. Through the shrewd politicking of High Doge Kol XIV, the Republic of Kol allies with Thar to avoid being conquered. Kol's military caste, lead by Generalissimo Zar, resents Kol XIV for making the alliance.

(Source: Gaz 10, DMG, pp.4, 13, 18, 19, PG, pp.11,12,22)

Hoolg "Red Mane" is born in Red Orcland.

(Source: Gaz 10, PG, p.48)

Chancellor Corwyn Hoff of Darokin dies. Rypien Hallonica is elected Chancellor of Darokin.

(Source: Gaz 11, DMG, p.6)

Maggie Tremontaine is born in Corunglain.

(Source: Gaz 11, DMG, p.63)

Chagatai becomes Khan of the Yakkas.

(Source: Gaz 12, DMG, p.25)

Batu is born in the Bortaks Tribe, Ethengar.

(Source: Gaz 12, DMG, p.24)

Lernal is born in Sundsvall.

(Source: DoE, Book I, p.76)

Asha is born in Latehar.

(Source: CoM, Explorer's Manual, p.22)

The wheel-lock pistol is developed in Nueva Esperanza by a Smithy Clan dwarf and Westron, a hin jeweller. They demonstrated their weapon to resistance leader Cimarron who was impressed and dubbed the weapon the S&W after its inventors. Cimarron encouraged secret production of the weapon to assist in the planned armed rebellion against Almarron.

(Source: Savage Baronies Book I, pp.21, 55-56)

In summer, a renowned warrior, Eruul Zaar, proclaims Helskir's independence from Alphatia. Helskir becomes a political satellite of the Empire of Thyatis.

(Sources: PWA I, p.41, B Heard, 17.8.98)

Delune Darkeyes is born in the Shires.

(Source: PWA I, p.135)

Tulabal Shadowfall is born amongst the Children of the Elk.

(Source: PWA I, p.158)

Elenitsa is born in Blueside.

(Source: PWA III, p.90)

Lady Lucianna Walerian is born in Kerendas City.

(Source: Joshuan's Almanac, p.137)

Igor Gorevitch-Wozzlany betrays a number of his cousin Prince Morphail Gorevitch-Wozzlany's vampire pawns to a pair of paladin vampire-hunters, Erik Helsing and his companion. Igor is forced to flee Glantri to escape Morphail's anger. Igor assumes the name of one of the vampire-hunters, Erik Helsing, and flees to Alphatia.

(Source: PC2, DM's, p.53)

In spring, Rangers of the Altenwald destroy Notre Dame of Vanya's Cathedral in Freiburg by fire.

(Source: B Heard, 17.8.98)

Jusitnica is born in Thyatis City.

(Source: DDA1, p.27)

Angelarian Canolacarius has amassed a fortune from taking bribes and receiving kickbacks in his ministerial post in the Thyatian government.

(Source: DDA2, p.15)

King Thar raises a horde in the Wendarian Ranges. The horde overruns the Barony of Uigmuir. Thar forces Baroness Myra McDuff to marry him and bear him a child. Myra gives birth to Angus and is then assassinated by Thar. The Fort Nordling garrison manages to drive the orcs back to the Wendarian Ranges. Thar seizes Angus and heads back to Orcus Rex. The ghost of Myra tricks the Fort Nordling viceroy into thinking she survived the orcish attack and resumes relationship of Uigmuir.

(Sources: Gaz 3, p. 27, Gaz 10, pp. 13 & 16)

**AC 976 Alexius Korrigan Appointed Seneschal of Karameikos?,
Bargle's First Kill, Moglai Leaves Sea of Grass, New Taxes
in Heldannic Territories & Vampirism Spreads in
Grauenberg**

Births: Alebane, Bhagwandas, Blackmaer, Vorchal

Lord Alexius Korrigan is appointed seneschal of Karameikos after successfully completing road construction projects for the Duke.

(Source: Gaz 1, p.44)

Bargle and his gang of toughs kill an apprentice magic user in Specularum. Bargle loots his victim and starts to learn magic. He flees Specularum to escape the city guard.

(Source: Gaz 1, p.58)

Alebane is born to a family of pariahs in Upper Ogremoor.

(Sources: Gaz 10, DMG, p.11; PWA I p.132)

After 6 years living as a fugitive on the Sea of Grass, Moglai escapes badly wounded into the mountains of Dengar. There he is rescued by the dwarven adventurer Gimluk and convinces the dwarf to accompany him on his adventures. Moglai and Gimluk then travel to Makistan where the sorcerer Akmad ibn Yussef agrees to join their adventuring band. They then set off for Thyatis, Karameikos and Darokin.

(Source: Gaz 12, DMG, pp 4-5, 24-25)

Bhagwandas is born in Sambay.

(Source: CoM, Explorer's Manual, p.20)

In summer, new taxes are raised to rebuild Notre Dame of Vanya's Cathedral in Freiburg.

In winter, an outbreak of vampirism shakes the Province of Grauenberg. All evidence leads to visitors from Glantrian Boldavia. Clerics of the Order hunt down the dangerous undead.

(Source: B Heard, 17.8.98)

Blackmaer is born in Karameikos.

(Source: B12, p.28)

Vorchal is born.

(Source: Son of Dawn, p. 38)

B/W AC 976 – AC 977 Births: Isabel de Torreon y Morales

Dona Isabel de Torreon y Morales is born in Ciudad de Leon.

(Source: Savage Baronies Book I, p.35)

B/W AC 976 & 978 Births: Ursula Bremen

Ursula Bremen is born in Darokin.

(Source: Joshuan's Almanac, p.7)

B/W AC 976 & AC 999 Nefastus Lairs in Wyrmhaven

The green dragon, Nefastus, makes his lair in the uninhabited limestone caves of Wyrmhaven in the Riverfork Woods, Karameikos.

(Source: Wyrmhaven, p.3)

AC 977 Ierendi Breakwater Construction Begins, Balis Torkrest Promoted to Dar, Almarron Conquers Escudor, Reconstruction of Notre Dame Begins

Births: Devon Hyraksos, Aud Otkelsdottir, Eelsha Spider's Kiss, Harini, Shaedrik Divotfoot, Galatio Kelophorios, Asterian Chrystatarius, Erren

Deaths: Helga Grauenberg

Devon Hyraksos is born in Specularum, 3 years before his parents are married.

(Source: Kingdom of Karameikos Explorers Guide p. 57)

Construction of the Ierendi City breakwater begins.

(Source: Gaz 4, p. 5)

Balis Torkrest, Daughter of Bali, is promoted to Dar in the Dengar Military.

(Source: Gaz 6, p.67)

Aud Otkelsdottir is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.49)

Eelsha Spider's Kiss is born into the Tiger Clan.

(Source: Gaz 14, DMG, p.26; PWA I, p.137 notes AC 978)

Harini is born in Latehar.

(Source: CoM, Explorer's Manual, p.22)

Estado de Almarron conquers the State of Escudor. Don Galvez assists the Baron of Almarron in the conquest. Almarron then attacks the Baronies of Gargona & Rivera.

(Sources: Savage Baronies Book I, p.21; Black Vessel p. 71)

Shaedrik Divotfoot is born in Leeha.

(Source: PWA I, p.153)

In spring, construction begins to replace Notre Dame of Vanya's Cathedral in Freiburg.

In winter, Rev. Mother Helga Grauenberg, at age 56, is found dead in her quarters, her life force drained from her body. In all evidence, she was bitten by several vampires. She cannot be revived. After careful precautions, her body is entombed in the Crypt of Heroes underneath the Fortress of Freiburg. The hunt goes on. Helmut Totenfuss becomes the new Landmeister of Grauenberg at the age of 51.

(Source: B Heard, 17.8.98)

Galatio Kelophorios is born in the Thyatian Empire.

(Source: DDA1, p.7)

Pulcher Osteropolus is born in Thyatis City.

(Source: DDA1, p.8)

Asterian Chrystatarius is born in Thyatis City.

(Source: DDA1, p.27)

Erren is born in Specularum.

(Source: B12, p.7)

B/W AC 977 – AC 978 Births: Rosa de Torreon y Morales

Dona Rosa Isabel de Torreon y Morales is born in Ciudad de Leon.

(Source: Savage Baronies Book I, p.35)

**AC 978 Births: Yolanda, Aleena Halaran, Dylan Son of Penn,
Anila, Sildil Seaeyes, Brigitte Magnan**

Almarron War & Heldannic Revolt

Deaths: Wilhelm Hockstein

Yolanda is born in the Black Eagle Barony. Her family attempted to escape. Her father was killed, but Yolanda and her mother made it to Luln.

(Source: Gaz 1, p.54)

Aleena Halaran is born in Thyatis.

(Source: Gaz 1, p.57)

Dylan, son of Penn, is born in Raven Scarp.

(Source: DoE, Book I, p.29)

Anila is born in Sayr Ulan.

(Source: CoM, Explorer's Manual, p. 24)

Barony of Rivera agrees to be absorbed by the Barony of Gargona to assist in the defence against Almarron. Using wheel-lock pistols, Nueva Esperanza attacks Almarron whilst its forces are occupied against Gargona.

(Source: Savage Baronies Book I, p.21)

Sildil Seaeyes is born in Southshire.

(Source: PWA I, p.153)

In spring, famine, oppression, and over taxation spark a revolt in the Heldannic Territories. Altenwald Rangers supporting Haldis partisans ambush and massacre a major Heldannic Knights force near the Altenwald. Altendorf townspeople immediately revolt, followed several days later with the townspeople of Grauenberg and Hockstein. Wilhelm Hockstein dies in combat, at age 46, while Helmut Totenfuss is besieged in his own bastion. Violence spreads through the Heldannic Territories like wildfire. Barricades appear in the streets with mobs defending them. The revolt later degenerates into banditry and wanton destruction.

(Source: B Heard, 17.8.98)

Brigitte Magnan is born in Nouvelle Averoigne.

(Source: Mark of Amber, p. 62)

AC 979

Duke Stefan Karameikos Marries, d'Ambrevilles Reappear, Moglai Khan of the Murkits, Eusebius Joins West Reach, Wulf von Klagendorf Becomes High Priest of the Heldannic Order, Almarron-Gargona Truce, Nueva Esperanza Revolution Continues, Devilfish Attacks on Sunlit Sea Resume & Heldannic Revolt Crushed

Births: Galatia Allatrian, Kori "Fire-Eye", Asteriela Torion, Hara Rudraksha. Bel Valin, Thrainkell Firestorm, Karl Hundkopf, Taras, Sarrah, Sarala, Kano "Arrow's-Whisper"

Galatia Allatrian is born in Kendach.

(Source: WoI Book 2, pp. 75-6)

Lady Olivia Prothemian is finally convinced that her betrothed Duke Stefan Karameikos of Karameikos is a capable man. She sails to Specularum and marries him.

(Source: Gaz1, pp.14 & 15)

Adventurers lift the curse of Chateau d'Ambreville. Etienne d'Ambreville is released from his dormant state. Chateau d'Ambreville crumbles to ruins. Everyone except Etienne withers and dies. Etienne travels to Averoigne on the world of Laterre. There he meets Dame Genevieve de Sephora and convinces her to travel with him to Mystara with her spacious tower of Sylaire. They re-appear in Nouvelle Averoigne and then Etienne wishes everyone back to life and sets about restoring Nouvelle Averoigne to its former state. The d'Ambrevilles use the Tower of Sylaire as their new siege. The teleported tower crushes the home of a shepherd, Emile Revenu. Etienne promises to look after Emile and hires him as his doorwarden.

Malachie du Marais follows Etienne d'Ambreville from Laterre to Nouvelle Averoine. A new outbreak of lycanthropy hits Glantri.

(Source: Kingdom of Magic Grimoire, pp.15, 59 & 63 and Mark of Amber, Timeline of Events & Adventure Book p.62)

Kori "Fire-Eye" Nordenshield, Daughter of Filia' is born in Smaggeft.

(Source: Gaz 6, p.64)

Moglai returns to the Sea of Grass with Akmad ibn Yussef from Darokin and declares himself Khan of the Murkits. Gimluk left Moglai to return to Dengar when he left Darokin. Some warriors side with him whilst others side with his uncle Atikai. The twins, Kadei & Koja both brataks and Kaunch the shaman, join Moglai. Moglai again flees with his followers.

(Source: Gaz 12, DMG, pp.5, 24, 26-28)

Prince Eusebius Torion enters West Reach Academy in Kerendas for cavalry training.

(Source: DoE, Book 1, p.24)

Princess Asteriela Torion of Thyatis is born in Thyatis City.

(Source DoE, Book I, p.54)

Crown Prince Hara Rudraksha of Kadesh is born in Latehar.

(Source: CoM, Explorer's Manual, p. 22)

Bel Valin is born in Karakandar.

(Source: CoM, Explorer's Manual, p. 23)

Wulf von Klagendorf becomes High Priest of the Heldannic Order upon the death of the previous High Priest. Wulf sends an envoy to Sundsvall to complain of an assassination attempt on his life by Prince Haldemar of Haaken.

(Source: Dragon Magazine #164, VPA, p.43)

Hard pressed by Nueva Esperanza's revolt lead by General Cimarron, Almarron comes to terms with Gargona. Almarron and Gargona both ratify the Treaty of Tampaicos. Almarron then turns its full attention to Nueva Esperanza, winning the Battle of the Old Fort through superior numbers.

(Source: Savage Baronies Book I, pp.21 & 56)

Lord Thrainkell Firestorm is born in Newkirk.

(Source: PWA I, p.139)

Karl Hundkopf is born in the Heldannic Territories.

(Note: B Heard 17.8.98 notes he was born either in AC 967 or AC 968)

(Source: PWA II, p. 133)

The devilfish resume their attacks on the merrow and tritns of the Sunlit Sea.

(Source: PC3, Sea Peoples Book, pp 42-43)

In winter, the Heldnnic revolt is brutally put down by the Heldannic Knights. Thousands of native Freeholders are executed as bandits. Many more flee to neighboring kingdoms. Altendorf townspeople are deported to Vanya's Rest in Davania, and replaced with Hattian settlers.

The remains of Wilhelm Hockstein are buried in the Crypt of Heroes under the fortress of Freiburg. Otto Morgenhammer becomes the new Landmeister of Hockstein at age 38.

(Source: B Heard, 17.8.98)

Taras is born at Sukiskyn Homestead, Dymrak Forest.

(Source: B10, Pull-out Sheet III)

Grisha and Grishkal are born twins in Traladara.

(Source: B10, Pull-out Sheet IV)

Sarrah is born in Specularum.

(Source: B12, p.7)

Sarala is born in Karamaikos.

(Source: B12, p.29)

Kano "Arrow's-Whisper" is born at Fort Akrass, High Gobliny, illegitimate son of Queen Yazar.

(Source: HWA1, p.60)

AC 980

Benekander Immortal?, Lucius Hyraksos Marries, Lady Jerbat Sent to Glantri, Etienne d'Ambreville Reconfirmed as Prince of Nouvelle Averoine & Founds Brotherhood of the Radiance, Catharine d'Ambreville sent to Thyatis, Lycanthropy Outbreak, Vilette les Ruines Abandoned, Ierendi Tribunal Replaces the Council of Lords, Constans Hyraksos Moves to Specularum, Hord Crowned King of

Ostland, Bolotobi and Tanarobi Travel to Thyatis City, Angelarian Canolocarius Elected Senator, Eldrethila Crowned Queen of Theranderol, Sigismund III Crowned King of Eusdria, Battle of Hondo, Battle of the Sea Powers, Jargnir Battles Druuwor, Weresharks Attack Undersea, New Heldannic Order Leaders Elected, Mallek Finds a Mirror Artifact, Osteropolus Travels to Alphatia. Barleycorn Monastery Destroyed, Mazrooth Makes Improvements, Disease in Hsiao Complex & Malachie Arrives in la Vallee des Loups

Births: Kelter Zerben, Adriana Karameikos, Andros Levinik?, Mariella, Tulasi Radhas, Miles Killian O'Kayne, Zynnia, Anand Brishnapur, Andyra, Alfana

Deaths: Queen Nais Everast is Killed, Gulduph Slowleaf, Klaus Stamhoffer Assassinated, Algahund, Priest of Fenhold, Lord Vandevic, Godegesil

Rheddrian Benekander awakens trapped in a mirror-shield in a cave beneath Corran Keep in the Amsorak Mountains. The mirror-shield begins emitting a strange substance that effects all living and dead creatures in the vicinity.

(Source: WoI Book 2, p. 8)

Kelter Zerben born in Corunglain.

(Source: WoI Book 2, p. 39)

Lady Adriana Karameikos is born in Specularum.

(Source: Gaz1, p.15)

Admiral Lucius Hyraksos of Karameikos, marries the Traladaran singer Katarina Gaddis.

(Source: Gaz 1, p.44 & Kingdom of Karameikos Explorers Guide p. 53)

Andros Levinik is born in Specularum.

(Source: Hail the Heroes, p.10)

Empress Eriadna of Alphatia sends Lady Arbana Jerbat to Glantri to spy on Prince Volospin Aendyr and learn of the Radiance.

(Source: Gaz 3, p.26)

Glantri's Council of Princes reconfirms Etienne d'Ambreville as Prince of Nouvelle Averoigne and Grand Master of the Great School of Magic.

Catharine d'Ambreville is appointed Glantrian Ambassador to Thyatis.

(Source: Mark of Amber, Timeline of Events)

Etienne d'Ambreville founds the Brotherhood of the Radiance.

(Source: Mark of Amber, History Handout 1, p.5)

Magdelene d'Ambreville founds the Lycanthropic Society in Glantri and is elected Presidente.

(Source: Mark of Amber, p.54)

Simon d'Ambreville escapes to the Glantrian Alps as a hermit after Etienne wished him back to life.

(Source: Mark of Amber, History Handout III)

Devil Swine, wererats and some other lycanthropes plague the Minrothad Guilds. Weresharks reappear in Undersea.

(Source: PC4 DM'S GUIDE, p.5)

Villette Les Ruines in NW Glantri is abandoned.

(Source: PC4 DM'S GUIDE, p.5)

The Ierendi Tribunal replaces the Council of Lords, consisting of both elected officials and those appointed by the King & Queen (4 each).

(Source: Gaz 4, pp. 5 & 10)

Nais Everast, Queen of Dengar, is killed whilst inspecting a Skarrad experimental engine that exploded.

(Source: Gaz 6, p. 60)

Constans Hyraksos is sent from Thyatis to live with his uncle Admiral Lucius in Specularum.

(Source: Gaz 6, p.68)

Hord "Dark-Eye" is crowned King of Ostland.

(Source: Gaz 7, p. 32)

The famous pipesmoke mixer, Gulduph Slowleaf of Shireton dies.

(Source: Gaz 8, Player' Booklet, p.17)

Bolotobi Nuar leaves Nuar to see the big wide world on a ship bound for Thyatis City. On arriving in Thyatis City, Borotobi was tricked by a criminal gang to climb a tower and let a rope down for them to win a bet. Bolotobi decided to help out but it was a robbery attempt. He was spotted by the city guard and shot with a crossbow, falling to his death.

Several months after Bolotobi's death, his family received a letter from the Thyatis City Guard telling of Bolotobi's death whilst committing a crime. His eldest brother, Tanarobi, travels to Thyatis City to investigate what happened to his brother and found the truth. Tanarobi was horrified with the ease with which his brother was fatally tricked and learnt that a number of Pearl Islanders had been taken advantage of. He then applied to work for the Pearl Islands Consulate in Thyatis City to assist Pearl Islanders in the city. He was successful and brought his family to Thyatis City.

(Source: DoE Book I, pp 28-29)

Angelarian Canolocarius is elected as 1 of the 2 senators representing Thyatis City.

(Source: DoE, Book I, p.30)

Princess Eldrethila of Alphatia comes of age and proposes to her mother Empress Eriadna and brother Prince Zandor that she does not wish to rule Alphatia, just the family's ancestral kingdom of Theranderol. Eriadna and Zandor agreed, so Eriadna abdicated as Queen of Theranderol in favour of Eldrethila.

(Source: DoE, Book I, p.47)

Princess Mariella of Alphatia is born in Sundsvall.

(Source DoE, Book I, p.52, PWA I, p, 147 notes AC 983)

Tulasi Radhas is born in Baratpur.

(Source: CoM, Explorer's Manual, p.20)

Anand Brishnapur is born in Sind.

(Source: CoM, Explorer's Manual, p.62)

Sigismund III succeeds his father Godegesil as King of Eusdria.

(Source: Dragon Magazine #178, VPA, p.44)

Nueva Esperanza led by the self-appointed General Cimarron defeat the forces of Almarron at the Battle of Hondo. Nueva Esperanza is renamed Smokestone City and becomes the capital of the independent County of Cimarron with the general given the title of Earl. Nueva Esperanza Penitentiary is renamed New Hope Penitentiary. The people of Almarron revolt and set up a democracy. The Braon of Almarron flees to Ciudad Matacan in Saragon.

(Source: Savage Baronies Book I, pp.21, 46, 56, 59)

The navies of Vilaverde and Texeiras clash 16 miles off the coast of Porto Preto. More than 40 ships were sunk that day.

(Source: Savage Baronies Book I, p.26)

Miles Killian O'Kayne is born in Cimarron County.

(Source: Savage Baronies Handouts)

Princess Zynnia of Aquas is born in Seashield.

(Source: PWA I, p.160)

Anand Brishnapur is born in Sind.

(Source: PWA II, p.126)

White Draconic King Druuwor of Druuwmet travels to the Great Marsh in Soderfjord where he enters Jargnir's lair and slays her young while she is away at a draconic gathering. When Black Draconic Queen Jargnir of Jagnara discovers Druuwor's crime, she battles him, burning off the right side of his head with her acid breath.

(Source: Dragon Magazine #171, Who's Who Among Dragons, pp.10-11)

Weresharks ally with the devilfish to attack Undersea.

(Source: PC3, Sea Peoples Book, pp 42-43)

In spring, a Ranger of Altenwald fires an arrow of slaying at Hochmeister Karl Stamhoffer of the Heldannic Order during a parade in Freiburg. Clerics fail to revive the old master. The Hochmeister dies at the age of seventy. He is buried in the Crypt of Heroes, underneath the fortress of Freiburg, alongside the illustrious Tannengrub.

In summer, Wulf von Klagendorf is elected new Hochmeister of the Heldannic Order. It is also decided that the Province of Freiburg also needs a separate Landmeister. Utha Scharnheim is elected at the age 41.

In winter, the Heldannic Charter is rewritten and voted for by the Grand Council. The Order now has three autonomous branches: The Voice, the Heart, and the Hammer. Rev. Mother Maude Erstenlicht is voted Primate of the Heart, at age 49. Rev. Father Max Einaugen becomes the Primate of the Hammer, at age 42.

(Source: B Heard, 17.8.98)

Algahund "the Mighty", the great mage "Cheiromar" dies of old age. In accordance with a pact he made with the magist Halazar, Algahund was laid to rest in the Seat of Power. Halazar set many traps and guardians (especially an eater-of-magic) to protect the Seat of Power and the Endless Stair that leads to it. Halazar also sealed a false

tomb to fool plunderers. Halazar gave each of Algahund's apprentices (Lathkoon, Zelazel, Ultorn, Shaleen) a new spell from Algahund's library and a minor protective device from his treasures. Halazar himself, as agreed, inherited all of Algahund's magic research and certain powerful magic items.

(Source: CM8, p.2)

The Priest of Fenhold dies.

(Source: CM9, p.10)

Mallek of the Specularum Magician's Guild finds a magical mirror which he believes is a Mirror of Life Trapping, but is actually an artifact with a pocket dimension. Mallek eventually enters the mirror by accident and is turned into a power hungry meglamaniac by the rebounding thoughts of the immortal who created it. He establishes the identity of Skarda "the Unseen" and begins recruiting, enslaving and raiding lands throughout SE Brun (especially Karameikos, Black Eagle Barony, Ierendi, Minrothad, Thyatis and Emirates) to build a force capable of conquering the world.

(Source: X12, pp.4, 16, 17)

Andyra is born in Specularum.

(Source: X12, p.42)

Senator Helenites Osteropolus and his wife Fabia travel to Alphatia. Helenites buys his wife a pair of magical earrings.

(Source: DDA, p.8)

Alfana is born in Traladara.

(Source: B10, Pull-out Sheet III)

Goblins from High Goblony overrun Barleycorn Monastery, slaying all the monks.

(Source: HWA1, p.18)

The Herathian mage Mazrooth al Yedom starts making major additions to his simple limestone shelter in the Sierra Borgosa.

(Black Vessel, p.108)

Lord Vandevic of Vandevicsny, Karameikos dies. He is succeeded by his eldest son, Gustav.

(Source: Kingdom of Adventure Explorer's Guide p. 91)

Disease strikes a Hsiao complex in the Dreamlands which has about a dozen members.

(Source: PC1, Adv, p. 7)

Malachie du Marais arrives in la Vallee des Loups to seek a dominion.

(Source: PC4 DMs p. 40)

B/W AC 980 & AC 986 Roderick von Drachenfels Born

Roderick von Drachenfels is born in Ritterburg, Aalban.

(Source: Gaz 3, p.22)

AC 981 Births: Desmik, Juliana Vlaardoen, “Young” Michel d’Ambreville, Yriss Ghuth, Erling Otkelson, Manghai, Maimiliano de Almarron y Escudor, Helena Daphnotarthius, Holva, Qirklin, Misha Mananov, Sarion, Dora Riesenstein, Ludwig Hohenhaus, Kraigg, Masha, Udan “Axe-Thrower”

Fort Runnels Attacked, Cristobal Relinquishes Territory, Aegyptus Polydorius Imprisoned, Heldannic-Vestland Treaty, Halvard Gudmundson Marries, Skarda Captures Lumm & Papillon Jailed

Desmik is born in Specularum.

(Source: Hail the Heroes, p.8)

Juliana Vlaardoen is born in Linden, Bergdhovern.

(Source: Gaz 3, p.30, PWA I, p.158 notes AC 982)

Michel d’Ambreville “Young Michel” born in Nouvelle Averoine.

(Source: Mark of Amber, Timeline of Events)

Yriss Ghuth born in Glantri.

(Source: Glantri Kingdom of Magic, Test of Darkness, p.12)

Erling Otkelson is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.48)

Fort Runnels is successfully defended by the garrison from thousands of orcs and goblins before reinforcements arrived to drive the humanoids back to the Broken Lands.

(Source: Gaz 11, DMG, p.41)

Manghai is born in the Khanates.

(Source: Gaz 12, DMG, p.29)

The Baron of Cristobal relinquishes his title (becoming a lord) and all territory except for a few miles surrounding Torre Cristobal.

(Source: Savage Baronies Book I, p.21)

Don Maximiliano de Almarron y Escudor is born in Ciudad Matacan.

(Source: Savage Baronies Book I, p.46)

Helena Daphnotarthius is born in Seagirt.

(Source: PWA I, p.134)

Holva is born in Norwold.

(Source: PWA I, p.138)

Prince Qirklin is born in Floating Ar.

(Source: PWA I, p.151)

Misha Mananov is born in the Black Eagle Barony.

(Source: Joshuan's Almanac, p.156)

Thyatian Senator Aegyptus Polydorius is imprisoned in Blackrock Prison after being found guilty of treason.

(Source: Joshuan's Almanac, p.216)

Sarion I born in Karameikos.

(Source: PC2, Adventurer's Booklet, p.8)

In spring, the Heldannic Order stations massive numbers of troops near the Kingdom of Vestland border and initiates new diplomatic overtures toward Norrvik.

In summer, the Kingdom of Vestland signs a treaty of goodwill with their northern neighbour, recognising the legitimacy of the Heldannic Order as a nation, and defining trade agreements. Heldannic troops return to Freiburg.

In winter, Halvard Gudmundson marries Elsa Ragnisdottir.

Dora Riesenstein is born in Grauenburg.

Ludwig Hohenhaus is born in the Heldannic Territories.

(Source: B Heard, 17.8.98)

Skarda's Raiders overrun the village Lumm (3 miles NE of Kelvin) where all the villagers (including Ashgarth) are captured and enslaved in the mirror dimension.

(Source: X12. p.42)

Kraig is born in Threshold.

(Source: X12. p.44)

Masha is born Traladara.

(Source: B10, Pull-out Sheet IV)

Udan "Axe-Thrower" is born at Fort Akross, High Gobliny, illegitimate son of Queen Yazar.

(Source: HWA1, p.60)

Papillon is wrongly deported from Renardie to the penitentiary at Fort Boa Vista on the Colony of the Horn.

(Source: Dragon Mag #237, p.80)

B/W AC 981 & AC 983 Leni Narayan Stowsaway

Leni Narayan stowsaway on a skygnome cloudclipper to the Flying City of Serraine. She survives by busking as a minstrel.

(Source: PC2, DM's, p.54)

AC 982

**Births: Justin Karameikos, Jenna?, Brefrick?,
Monique d'Ambreville, Bakai, Junna, Timalta, Devlin
Yakov, Irina, Nillas diNietha**

**Malachie du Marais Baron of Morlay, Serraine Skychair
Accident, Heldannic Order Reforms, Helenites
Osteropolus Inherits His Family's Wealth & Phaedra
Daphnorakenzes' Dream, Fain Flinn Knighted & Ierendian
Volcanic Eruption**

Lord Justin Karameikos is born in Specularum.

(Source: Gaz1, p.15)

Jenna and Brefrick born in Specularum.

(Source: Hail the Heroes, p.9)

Monique d'Ambreville born in Nouvelle Averoigne.

(Source: Mark of Amber, Timeline of Events)

Prince Malachie du Marais becomes Baron of Morlay.

(Source: PC4 DM'S GUIDE, p.5)

Bakai is born in the Khanates.

(Source: Gaz 12, DMG, p.29)

Princess Junna is born in Rardish.

(Source: PWA I, p. 143)

Timalta of Gaity is born in Rainbow Park.

(Source: PWA I, p.156)

Devlin Yakov is born in Karameikos.

(Source: Joshuan's Almanac, p.159)

There is a skychair accident on the Flying City of Serraine.

(Source: PC2, DM's, p.48)

In winter, Hochmeister Wulf von Klagendorf of the Heldannic Order summons a Grand Council of Priests and proposes a series of reforms. Arguments flare up. The Code of Conduct is rewritten and accepted with a very narrow voting margin.

(Source: B Heard, 17.8.98)

Senator Helenites Osteropolus fully inherits his family's wealth upon the death of his father. He builds an ampitheatre at his villa.

(Source: DDA1, p.15)

Phaedra Daphnokenzes is influenced by a dream sent by her patron Vanya, to leave the monastic estate in Thyatis City of the Wings of Vanya and become an itinerant cleric.

(Source: DDA2, p.26)

Irina is born at Sukiskyn Homestead, Dymrak Forest.

(Source: B10, Pull-out Sheet III)

Nillas diNietha is born in Glantri.

(Source: Glantri Kingdom of Magic, Temple Takeover handout)

In Spring, Fain Flinn is knighted by Lord Arturus Penhaligon and enters the Order of the Three Suns.

(Source: Tainted Sword, pp.188 & 274)

Ierendi suffers a serious volcanic eruption.

(Source: AC1012, p. 164)

B/W AC 982 & AC 988 Eleya Moonstalker Visits Darokin

Eleya Moonstalker leaves the Children of the Horse on a quest to find new ways of fighting. She travelled to the Republic of Darokin and learnt their tongue, however returned to her people a few months later, concluding that all foreigners are soft and weak.

(Source: Gaz 14 DM's p. 22)

B/W AC 982 & AC 988 Deaths: Elowyn & Fritha

Baron Arturus Penhaligon organises a winter hunt to the south of Penhaligon. A wild boar kills three men and the nieces of Castellan Lile Graybow, Elowyn & Fritha drown trying to escape the boar in Kelvin Moor.

(Source: Dragon's Tomb, pp 106-109)

AC 983 Births: Zandra Sulanov?, Subatai, Arant, Tredorian, Jibada Yavswano, Igor Balazar, Christina Marie Alanira, Angelica Chrystatarius, Johauna Menhir, Farthom Gillian

Deaths: Prince Morgaithe von Drachenfels Dies

Snow Falls in Southern Karameikos, Heldannic Order Trade Agreements & Battle of Altendorf

Zandra Sulanov is born in Specularum.

(Source: Kingdom of Karameikos Explorers Guide p. 63)

Prince Morgaithe von Drachenfels of Aalban dies. He is succeeded by his son Jaggar.

(Source: Glantri Grimoire, p.27)

Sabatai and Arant are born in the Khanates.

(Source: Gaz 12, DMG, p.29)

Prince Tredorian of Alphatia is born in Sundsvall.

(Source: DoE, Book 1, p.26)

Jibada Yavswano is born in Yavdlom.

(Source: CoM, Explorer's Manual, p.63, PWA II, p.149 notes AC 984)

Igor Balazar is born in Hojah.

(Source: Savage Baronies Book II, p 31)

Snow falls in southern Karameikos this winter.

(Source: Joshuan's Almanac, p.215)

In spring, Darokinian and Minrothaddan emissaries sign trade agreements with the Heldannic Order, de facto recognising the Heldannic Territories as a lawful and legitimate nation.

In summer, Rangers of Altenwald raid the town of Altendorf. Spies among the Haldis partisans warned Landmeister Georg Löwenstern of Altendorf of the coming attack. Heldannic Knights are waiting in ambush and slaughter many of the Haldis partisans. Remnants retreat back into the Altenwald.

(Source: B Heard, 17.8.98)

Christina Marie Alanira is born in Alphatia.

(Source: CM1, p.14)

Angelica Chrystatarius is born in Thyatis City.

(Source: DDA1, p.27)

Johauna Menhir is born.

(Source: Tainted Sword, pp.1 & 33)

Farthom Gillian is born in Fenswick, Glantri.

(Source: Glantri Kingdom of Magic, For Love Not Money handout)

B/W AC 983 & AC 985 Sathres Rotterdam Born

Sathres Rotterdam is born in Glantri.

(Source: Glantri Kingdom of Magic, Dust of the Crater handout)

AC 984

Ierendi Breakwater Completed, Corwyn Rand Joins the Darokinian Army, Moglai Unites Murkits, Stefania Torion Betrothed to Prince of Ostland, Abiade Abdicates, Saragon Ratifies Treaty of Tampaicos, Thyatis Recognises Heldannic Order & Heldannic Order Hires Lupin Mercenaries

Births: Sigmund Otkelson, Hatakia, Inder, Easwar Nandin, Almiron Kalkiin, Morris Cimarron, Bridget O'Kayne, Nina Alhabashi, Tirumila Nuar, Jasmine, Haron

Construction of the Ierendi City breakwater is completed.

(Source: Gaz 4, p. 5)

Sigmund Otkelson is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.48)

Corwyn Rand joins the First Darokinian Army "Sword of Darokin".

(Source: Gaz 11, PG, p.2)

After 5 years on the run evading his uncle Atikai's attacks, Moglai catches Atikai and offers him his life in return for his service. Atikai refused and was strangled by bowstring. Moglai was shot in the arm during the battle. Moglai asks of Atikai's warriors (who he has captured) who shot him? The woman that admitted this, Jamal, was invited to join Moglai's bodyguard. Moglai was now undisputed Khan of the Murkits. His shamans consulted the spirits who revealed he was destined to rule over all Ethengars.

(Source: Gaz 12, DMG, pp.5 & 27)

Hatakia is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

To strengthen the alliance with Ostland, Emperor Thincol arranges for his daughter Princess Stefania Torion of Thyatis to be betrothed to a Prince Of Ostland.

(Source: DoE, Book 1, p.25)

Twins, Inder & Easwar Nandin are born in Khamrati.

(Source: CoM, Explorer's Book, p.21)

Almiron Kalkiin is born in Mahasabad.

(Source: CoM, Explorer's Manual, p. 22)

Abiade abdicates as Tayma of the Karimari due to old age. Yetunde is elected as the new Tayma.

(Source: CoM, Explorer's Manual, p.63)

Barony of Saragon ratifies the Treaty of Tampaicos.

(Source: Savage Baronies Book I, p.21)

Morris Cimarron is born in Smokestone City.

(Source: Savage Baronies Book I, p 59)

Bridget O'Kayne is born in Cimarron County.

(Source: Savage Baronies Handouts)

Nina Alhabashi is born in Saragon.

(Source: Savage Baronies Handouts)

Tirumila Nuar is born in Seagirt.

(Source: PWA I, p.218)

In spring, under pressure from senators and pro-Hattian politicians, Thyatis recognises the Heldannic Order and normalises relations.

In autumn, the Heldannic Order hires a troop of Renardois lupins from the Savage Coast. Their curse is treated and the lupin mercenaries swear loyalty to their new overlords.

(Source: B Heard, 17.8.98)

Jasmine is born.

(Source: DDA1, p.13)

Haron is born in the Kingdom of Ierendi.

(Source: Gaz 4, p. 12)

AC 985

Alpha Built, Bemarris to Norwold , Specularum Census, Threshold's Mill Ruined, Estella Whitehall Appointed Ambassador to Karameikos, Canine Protection Agency Founded in Glantri, Balin Torkrest Promoted to Evedar, Constans Hyraksos Becomes a Ministerial Aide, Murkits

Destroy the Maghurs, Theodosius Kantinomeiros Runs Away, Guadalante Formed, Skirmishes in Altenwald, Heldannic Order Widely Recognised, Baralidu Nuar Appointed Senator & Barony of Morlay Founded

Births: Sahlynda Chossum, Kikiana, Ramenhotep, Karolek, Hernan Costa, Diego, Claudette Grenier

Empress Eriadna “the Wise” of Alphatia decides to colonise Norwold and orders a fortress be built on the ruins of Cape Alpha. The fortress/city is to be called Alpha. Construction of the fortress is delayed.

(Source: DoE, Book I, pp.7 & 74)

The Alphatian soldier Bemarris joins the expedition to colonise Norwold.

(Source: WoI Book 1 p.39)

A census is conducted in Specularum which places the city’s population at 50,000.

(Source: Gaz 1, p.36)

Threshold’s mill at the northern end of Fogor Isle is ruined by a fire.

(Source: Gaz 1, p.40)

Estella Whitehall is posted to Karameikos as chief diplomat by the Darokinian Diplomatic Corps.

(Source: Gaz 1, p.49)

The Canine Protection Agency is founded in Glantri.

(Source: PC4 DM’S GUIDE, p.5)

Balin Torkrest, Son of Korin, is promoted to Evedar in the Dengar Military.

(Source: Gaz 6, p. 66)

Constans Hyraksos becomes a ministerial aide in the Karameikan government.

(Source: Gaz 6, p.68)

A Chossum Clan merchant visiting Fort Doom has a liaison with a local Traladaran woman. The woman gives birth to a boy, Sahlynda.

(Source: Gaz 11, DMG, p.57)

The Murkits defeat the warring Maghur clans and put all males to the sword.

(Source: Gaz 12, DMG, p.5)

Theodosius Kantinomeiros runs away from the orphanage of the Order of the Grey Lady. He survives by conning people.

(Source: DoE, Book I, p.29)

Dona Maria de Copetez marries Don Guilermo de Bigotillos. Their parents step down from rulership, allowing the newlyweds to become the joint rulers of the united States of Copetez & Bigotillos which form the Estado de Guadalante. Guadalante ratifies the Treaty of Tambaicos.

(Source: Savage Baronies Book I, pp.21 & 52)

Lady Kikiana is born in Foresthome.

(Source: PWA I, p.144)

Prince Ramenhotep of Thothia is born in Eairo.

(Source: PWA I, p.151)

In spring, the Heldannic Order's infantry probes the Altenwald to destroy Haldis camps, led by spies and Renardois lupins. Several camps are destroyed. Altenwald Rangers rally and ambush the Heldannic Order's raiders. Thanks to their lupin guides, a handful Heldannic knights escape and report back to Freiburg.

By the end of the year, all other nations of the Known World, except Ethengar, Glantri, and Alphatia formerly recognise the Heldannic Order. Relations with Wendar remain frosty and distant. Ethengar and Glantri display suspicion of the clerical order. Alphatians are downright hostile.

(Source: B Heard, 17.8.98)

Baralidu Nuar is appointed Senator of the Pearl Islands by the Archduke.

(Source: DDA2, p.15)

Karolek is born in Alphatia.

(Source: AC1014, Infamous Villains)

Hernan Costa is born in Ciudad Tejillos, Almarron.

(Source: Black Vessel, p.9)

Diego is born in Almarron.

(Source: Black Vessel, p.249)

Claudette Grenier is born in Fausseflames.

(Source: Mark of Amber, p. 62)

Malachie du Marais is awarded the Barony of Moralay after performing a great service for the Glantrian Council of Princes.

(Source: PC4 DMs p. 40)

AC 986

**Desmond Kelvin II Joins Church of Karameikos?,
Retameron Antonic Leaves for Threshold, Malachie
Awarded Barony of Morlay, Murkits Destroy Hajiks,
King Osh III of the Gator Men Slain, Esperanza de Sotto
y Rivera Becomes Baroness of Gargona, Harald
Gudmundson Crowned King of Vestland, Battle of the
Sidhe, Notre Dame Reconstructed & Heldannic Order
Reforms**

**Births: Valen Karameikos, Klas Jorga?, Helga & Thorunn
Otkelsdottir, Jurta, Mitra Rudraksha, Ramanan Venkat,
Chander ul Nervi, Miosz, Mara**

Lord Valen Karameikos is born in Specularum.

(Source: Gaz1, p.15)

Lord Desmond Kelvin II joins the Church of Karameikos at age 13, so he may one day join the Order of the Griffon.

(Source: Gaz 1, p. 56)

Retameron Antonic leaves Specularum for the Threshold, to begin his adventuring career.

(Source: Gaz 1, p.57)

Klas Jorga is born in Specularum.

(Source: Hail the Heroes, p.10)

Malachie du Marais is awarded the Barony of Morlay in Glantri.

(Source: Joshuan's Almanac, p.147)

Twin sisters Helga & Thorunn Otkelson are born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p. 48)

The Murkits destroy the Hajiks at the Battle of Hajiktai in SW Murkit lands.

(Source: Gaz 12, DMG, p.5)

Jurta is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

Mitra Rudraksha is born in Latehar.

(Source: CoM, Explorer's Manual, p. 22)

Crown Prince Ramanan Venkat of Shajarkand is born in Naral.

(Source: CoM, Explorer's Manual, p. 24)

Crown Prince Chander ul Nervi of Sind is born in Sayr Ulan.

(Source: CoM, Explorer's Manual, p. 24)

Miosz is born in Slagovich.

(Source: Dragon Magazine #171, VPA, pp.42-3)

Ator challenges and slays King Osh III of the Gator Men. She becomes Queen Ator I of Ator.

(Source: Dragon Magazine #185, VPA, p.52)

The Baron of Gargona dies. Dona Esperanza "La Gata" de Rivera is chosen as his successor.

(Sources: Dragon Magazine #175, VPA, p.44, Savage Baronies Book I, pp.21 & 43)

King Gudmund of Vestland dies. He is succeeded by his son Harald Gudmundson.

(Source: Joshuan's Almanac, p.117)

Thyatian Imperial forces clash with a force of sidhe at the Battle of the Sidhe, SW of Redstone Castle.

(Source: TM2 Map)

In autumn, ten years after beginning reconstruction, Notre Dame of Vanya Cathedral is completed in Freiburg, with adequate defenses added.

In winter, Hochmeister Wulf von Klagendorf of the Heldannic Order pushes through new amendments to the Code of Conduct. The first three amendments are voted in.

(Source: B Heard, 17.8.98)

Lady Mara is born in Oceansend.

(Source: Rogues to Riches, p. 134)

AC 987

Justin Karameikos Gravely Ill, Balis Torkrest Promoted to Evedar, Ethengarian Clans Unite into Tribes, Stefania Torion Kills Her Husband, Stonehaven Founded & Minrothad Imports Red Steel

Births: Lathan Aendyr, Bartolomeo di Malapietra, Erika Gjaflaugsdottir, Kaveri Nandin, Francisco del Carrascal

Lord Justin Karameikos becomes gravely ill with fever.

(Source: Gaz 1, p.43)

Lathan Aendyr is born at Silverston, Blackhill.

(Source: Gaz 3, p.22)

Bartolomeo di Malapietra is born in Sirecchia, Caurenze.

(Source: Gaz 3, p.27)

Balis Torkrest, Daughter of Bali, is promoted to Evedar in the Dengar Military.

(Source: Gaz 6, p. 67)

Erika Gjaflaugsdottir born in Rollag, Jarldom of Vastergard.

(Source: Gaz 7, p.52)

Faced by the rising power of the Murkits, the warring clans of Ethengar begin to unite into tribes for protection. The tribes then fight each other.

(Source: Gaz 12, DMG, p.5)

Princess Stefania Torion of Thyatis is forcibly wed to Prince Alfgeir of Ostland (younger brother of King Hord) at the Imperial Thyatian Palace. On her wedding night, she stabs her husband to death. This weakened Thyatian-Ostland relations. Emperor Thincol flies into a rage and refuses to speak to Stefana, but he protects her from the law. Stefana turns to Demetrion who advises her to run away. This she did, taking the name Demetria, dying her hair black and becoming an adventurer of Mchetos.

(Sources: DoE, Book 1, p.25, Joshuan's Almanac, p.196)

Kaveri Nandin is born in Khumrati.

(Source: CoM, Explorer's Book, p.21)

Francisco del Carrascal is born in Guadalante.

(Source: Savage Baronies Handouts)

The Heldannic Order founds the colony of Stonehaven in the Hollow World.

(Source: B Heard, 17.8.98)

A Minrothad merchant buys red steel from Slagovich.

(Source: VPA Part 20, Dragon 173, p. 430)

B/W AC 987 & AC 994 Yrsa Svalasdottir Imprisoned

Jarl Gunnhild Svalasdottir of Suddmore takes her half-sister Yrsa hostage for a year on grounds of doubtful loyalty. Gunnhild charges Yrsa with treason, but soon retracts the charge and frees Yrsa with apologies and gifts.

(Source: Gaz 7 DMs, p. 33)

AC 988

**Births: Noriad Corran?, Tariana, Rolf Otkelson,
Gutarsan, Catalina de Narvaez y Montoya, Hermann
Adalard, Lucien Talvard, Yssa, Xavier Tanos**

**Duro Nordenshield Marries Thrais, Thrildor Blackhammer
Appointed Dengar Ambassador to the Shires, Corwyn
Rand Leaves the Army, Thyatis Invades the Hinterlands,
Halvard Gudmundson Flees to Norwold, Cutter Found,
Fain Flinn Battles Verdilith & Imperial Thyatian Travelers
Advisory Published**

Deaths: Rypien Hallonica, Othual

Noriad Corran is born near Fort Lakeside, Darokin.

(Source: WoI Book 2 p.13)

Tariana born in Desnae, Alfheim.

(Source: Mark of Amber, Timeline of Events)

Duro Nordenshield, Head of Clan Skarrad, marries Thrais, daughter of Thori in Smaggeft.

(Source: Gaz 6, p. 64)

Rolf Otkelson is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.48)

Thrildor Blackhamer is appointed Dengar ambassador to the Shires.

(Source: Gaz 8 DM's Booklet, p. 25)

Chancellor Rypien Hallonica of Darokin dies. Corwyn Mauntea is elected Chancellor of Darokin. Betram Halonica succeeds his father as head of Hallonica Merchant House.

(Source: Gaz 11, DMG, pp.6 & 24)

Corwyn Rand leaves the Darokinian Army and settles in Ansimont, working at the Ansimont forge.

(Source: Gaz 11, PG, p.2)

Gutarsan is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

Thyatis invades the Hinterlands of Northern Davania, enslaving the Thratian tribes there. They overrun and capture Raven-Meet, camp of the Raven Tribe. Bran, Chieftain of the Raven Clan, was killed in battle and his son Penn surrendered to the Thyatians. Penn's younger brother Brian flees into the jungle with some warriors and starts a resistance movement against the Thyatians. The Thyatians build the settlement of Raven Scarp on the site of Raven-Meet and Fire-Height, a military fortress.

(Source: DoE, Book II, p.5, Book I, pp.29 & 67)

Dona Catalina de Narvaez y Montoya is born in Puerto Moriilos.

(Source: Savage Baronies Book I, p.39)

Halvard Gudmundson, leader of the Haldis partisans, leaves the Heldannic Territories to the relative safety of Norwold. The Heldannic Order posts rewards for Halvard's head. Halvard begins a campaign to rally Heldann refugees and Norwold natives to his cause.

Hermann Adalard is born in Grunturm, Heldannic Territories.

(Source: B Heard, 17.8.98, 19.8.98)

Korse finds an abandoned baby on his doorstep in a village near Sabre River, Norwold. He adopts the baby and calls him Erbas, nickname Cutter. Cutter is actually a sword blade polymorphed into a human by a curse.

(Source: CM3, pp.3 & 22)

Xavier Tanos is born in Darokin.

(Source: AC1014, Infamous Villains)

In late winter, Penhaligon is plagued by giants to the west and the green dragon Verdilith to the NE. Lord Arturus Penhaligon sends Sir Fain Flinn “the Mighty” and his 2 squires to hunt the dragon.

Flinn battles the green dragon Verdilith in the northern Wufwolde Hills, in response to Verdilith’s raids in the Penhaligon region. Both are seriously wounded, Verdilith flies away and Flinn collapses. Flinn is carried from the field by some fellow knights returning from battling hill giants on the Hillfollow River to the east.

(Source: Tainted Sword, pp. 196-198, 301)

Lucien Talvard is born in Nouvelle Averoigne.

(Mark of Amber, p. 63)

Yssa is born in Farstead.

(Source: PC1, Adv, p. 20)

The Imperial Office of Transportation published the Imperial Thyatian Travelers Advisory with quotes from gourmet critic and explorer extraordinaire, Rufus Omnibus.

(Source: TM1)

King Othual of the Confederated Kingdom of Robrenn dies. He is succeeded by his son Edwix I “the Night Harrow”.

(Source: Dragon 177, p. 44)

AC 989

Black Eagle Invades Shires, Jaggar Marries Gertrud, Battle of Fool’s Ford, Oran Meditor Ruling Guildmaster, Alebane Leaves His Horde, Jerem Rhody Becomes King of Emerond, Maeragh Littlelaughs Appointed Sheriff of Eastshire, Battle of Koom’s Fight & Haldis Partisans Army Grows

Births: Sancho de Belcadiz, Angus McGregor, Sigmund von Drachenfels?, Lucien Talvard, Nortai, Lais Kalkiin, Monte de Narvaez y Montoya, Qinn, Flavia, Matvey, Sharel, Byn

Forces of the Black Eagle Barony invade the Five Shires, but are repulsed.

(Source: Kingdom of Karameikos Explorers Guide p. 58)

Sancho de Belcadiz is born in Alhambra, Belcadiz.

(Source: Gaz 3, p.24)

Angus McGregor is born in Crownguard, Klantyre.

(Source: Gaz 3, p.27)

Prince Jaggar von Drachenfels of Aalban marries his cousin, the Alphatian Gertude in Ritterburg, Aalban.

Herr Sigmund von Drachenfels is born in Ritterburg, Aalban.

(Source: Glantri Grimoire, p.27)

Lucien Talvard is born in Glantri.

(Source: Mark of Amber, p.63)

Many Traladarans flee the Black Eagle Barony to the Shires. Angered by this, Baron Ludwig von Hendriks sends a small force to conquer the Shires. The Baron's men are all slain by him at the Battle of Fools' Ford north of Rollston Keep. His Clanmasters delivered the bodies of the Baron's men in crates to the Fort Doom docks with the message "fresh meat for the Baron". The enraged Baron who sent 2 more armies against him, but both were annihilated.

(Source: Gaz 8, p.8)

Oran Meditor completes his mandatory water elf guild craft training and takes office as Ruling Guildmaster of the Minrothad Guilds. The Minrothad guildmasters relinquish power reluctantly. He outlaws the practice of torture in Minrothad dungeons. Meditor removes the family guild puppet leaders of the political guilds and replaced them with guildmasters loyal to himself. Meditor employs the mercenary guild to deal with the lycanthropy problem that has spread to all islands due to the poor response of the Council of Guild Leaders. The mercenary guild wipes out the lycanthropes more or less.

(Source: Gaz 9, DM, pp 5-7, Gaz 9 players, p.8)

Alebane comes of age and leaves his horde to wander the Broken Lands. He is captured by a Darokinian caravan and then sold to Prince Innocenti di Malapietra of Caurenze. Innocenti trains Alebane to fight as a gladiator in the Lizzieni Coliseum.

(Source: Gaz 10, DMG, p.11)

Nortai is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

Lais Kalkiin is born in Mahasabad.

(Source: CoM, Explorer's Manual, p. 22)

Don Monte de Narvaez y Montoya is born in Puerto Morillos.

(Source: Savage Baronies Book I, p.39)

Lord Qinn is born in Ar.

(Source: PWA I, p.151)

Jerem Rhody becomes King of Emerond.

(Source: PWA II, p.143)

Maeragh Littlelaughs is appointed Sheriff of Eastshire.

(Source: Joshuan's Almanac, p.117)

The underwater Battle of Koom's Fight occurs NE of Koom's Castle.

(Source: PC3 Map)

Norwold recruits secretly travel to the Altenwald to form a new army of Haldis partisans. The Heldannic Hammer captures enough rebels to get wind of Halvard Gudmundson's plans.

(Source: B Heard, 17.8.98)

Flavia is born in Thyatis City.

(Source DDA1, p.26)

Matvey is born at Sukiskyn Homestead, Dymrak Forest.

(Source: B10, Pull-out Sheet III)

Sharel is born in Achelos Woods.

(Source: Wild Dragon Den p.11)

Byln is born in Farstead.

(Source: PC1, Adv, p. 20)

B/W AC 989 – AC 992 Deaths: Baron de Torreon y Morales

The Baron of Torreon dies. He is succeeded by his teenage daughter Isabel de Torreon y Morales.

(Source: Savage Baronies Book I, p.35)

B/W AC 989 & AC 996 Birth: Mirn Krollnar

Mirn Krollnar is born in Bergen.

(Source: Kingdom of Magic, p. 35)

AC 990 **Bemarris Seeks Immortality, Dengar Mine Collapse, Alya Forms the Kingdom of Thieves, Estella Whitehall Sponsors Emilio the Great, Mr Coarke Moves to Fletcher Island, Boris “Beerthumb” Buys the Silver Chalice, Orcs Invade Alfheim, Noris Appointed Everast Family Senator, Constans Hyraksos Appointed Palace Contact, Minrothad Thieves Guild Reorganised, Piracy Increases in the Sea of Dread, Akorros Thieves’ Guild Power Grows, Geraldan Actavius Becomes Count of Actius, Larandia Lymianoporus Retires to Foreston, Elshethara Crowned Queen of Ambur, Julia Kendasius Becomes Countess of Kendach, General Harantius Lycrandonion Appointed to Redstone Castle, Construction of the Alpha Fortress Begins, Jalil Ashupta Adopts Khan Title, Jaibul Poisons the Lower Asanda River, Thyatian Explorers Meet Emerondians, Cinnabryl Found at South Gulch, Gildesh Returns to Rule Eshu, Cimarron Ratifies Treaty of Tampaicos, Anna von Hendriks Joins Heldannic Knights, Mohammed al-Kalim Crowned Sultan of the Emirates, Brennan becomes Lord of Farstead, Heldannic Knights Enter Southern Norwold, Johauna Menhir Travels to Specularum, Bartolome Moreno Becomes a Miner & Hsiao Complex Abandoned**

Births: Georges d’Ambreville, Roderick von Drachenfels, Kedar ul Nervi, Julio de Narvaez y Montoya, Marie Kendach, Lodrig, Grygory

Deaths: Podaris, Queen of Ostland

The Alphatian soldier Bemarris embarks on the Path of the Paragon in the Sphere of Energy.

(Source: WoI Book 1 p.39)

Bolto Nordenshiel’s arm is crushed in a mine collapse in the Makkres Mountains south of Smaggeft. His arm is amputated. His brother, Duro, Clan Head of the Skarrads is killed in the disaster. Bolto successfully pleads with Gardar Everast XV for a posting to a foreign land to ease his suffering. He is appointed ambassador to Karameikos. Thrais Nordenshiel, daughter of Thori, succeeds her husband Duro as Head of the Skarrad Clan, despite pressure from rivals.

(Source: Gaz 1, p.47, Gaz 6, p.64)

Alya forms the Kingdom of Thieves in the Nest District of Specularum with her street-urchin friends as Thief-Princes and Thief-Princesses. She takes the title of the Thief-King Flameflicker and operates as a palm reader at the House of Alya in the Street of Dreams.

(Source: Gaz 1, p.52)

After seeing a play in Specularum, Estella Whitehall sponsors Emilio the Great's theatrical troupe. Emilio becomes based in Specularum.

(Source: Gaz 1, p.54)

Geroge d'Ambreville born in Nouvelle Averoigne.

(Source: Mark of Amber, Timeline of Events)

Herr Roderick von Drachenfels is born in Ritterburg, Aalban.

(Source: Glantri Grimoire, p.27)

The wizard Podaris dies. His children sell his tower near Les Hiboux in Nouvelle Averoigne to the wizard Ligeire Sattoir and his wife Verise.

(Source: Glantri Kingdom of Magic, Rat Problem handout)

Mr Coarke, a Belcadizan wizard, moves from Belcadiz to a large estate west of Vlaad, Fletcher Island, Ierendi. He rents out his residence as a fantasy theme destination to tourists.

(Source: Gaz 4, p. 59)

The fighter Boris "Beerthumb" and his adventuring companions defeat a small army of trolls in the Altan Tepe Mountains of Dengar. Boris heads to Alfheim Town and from the troll's treasure buys the Silver Chalice.

(Source: Gaz 5, p.41)

Orcish invasion of Alfheim is defeated. An orcish force lead by Urgham "the Quiet" is captured and enslaved in Alfheim Town.

(Source: Gaz 5, pp. 27 & 61)

Bifin Everast XV, Son of Bofin, Gardar of Dengar, steps down as Senator of the Everast Family. He appoints his daughter, Princess Noris, Daughter of Nais, as the new senator.

(Source: Gaz 6, p.61)

Constans Hyraksos is appointed palace contact for the new Dengar ambassador, Bolto Nordenshield.

(Source: Gaz 6, p.68)

Queen Rhora Anlafsdottir of Ostland and her new child die during childbirth. King Hord "Dark-Eye" is devastated and begins losing interest in rulership. The Godar of Odin lead by their High Priest Asgim "the Bowed" begin increasing their influence on the king.

(Source: Gaz 7, pp.10 & 32)

The Guildmaster of the Minrothad Thieves Guild approaches Ruling Guildmaster Oran Meditor to strike a deal, whereby the thieves guild is secretly tolerated and in return the thieves will act on the Ruling Guildmaster's behalf against the plotting family guilds. Meditor rejects the deal. Shortly after, the thieves guildmaster dies of natural causes. The hin Alf Shadower is promoted from Master Thief to Thieves Guildmaster. Meditor approaches Shadower and the 2 agree that the thieves guild should only operate outside Minrothad (including the Privateers), but can use the Minrothad trade network to assist their activities. In return, the thieves would secretly work for the Ruling Guildmaster. Lerri Cagliari is promoted to the position of Master Thief and moves to Specularum.

(Source: Gaz 9, DM, pp 9 & 11)

Ierendian and Thyatian pirates increase activity in the Sea of Dread. The Minrothad Privateers' Guild steps up its activities in response.

(Source: Gaz 9, DM, p.12)

The Akorros Thieves' Guild has become so powerful, that nothing major happens in the city without the guild's consent or effective opposition. Toney Merchany House begins its slide from the 6th greatest merchant house due to the growing influence of the Thieves' Guild.

(Source: Gaz 11, DMG, p.33)

Count Actavius of Actius is lost at sea. Geraldan Actavius resigns his commission in the Imperial Thyatian Navy to succeed his father as Count of Actius.

(Source: DoE, Book I, p.9)

Dame Larandia Lymanoporus retires from an adventuring career to Foreston where she becomes active in the Foresters' Guild.

(Source: DoE, Book I, p.9)

The King & Queen of Ambur abdicate. Their daughter Elshethara has to abandon her acting career to rule the kingdom.

(Source: DoE, Book I, p.41)

Julia Kendasius becomes Countess of Kendach.

(Source: DoE, Book I, p.73)

Emperor Thincol I Torion “the Brave” of Thyatis selects General Harantius Lycrandonion to command Redstone Castle.

(Source: DoE, Book I, p.73)

After 5 years delay, construction of the royal fortress at Alpha begins.

(Source: DoE, Book I, p.74)

Maharaja Jalil Ashupta of Putnabad is visited by an Ethengarian diplomat. After the visit, Jalil adds the title of Khan to be known as Jalil Ashupta Khan.

(Source: CoM, Explorer’s Manual, p. 23)

Jaibul agents poison the lower reaches of the Asanda River, effecting the drinkin water of Jahore. Construction in Jahore starts to become crooked as a result of the contamination.

(Source: CoM, Explorer’s Manual, p. 24)

Kedar ul Nervi is born in Sayr Ulan.

(Source: CoM, Explorer’s Manual, p. 24)

Thyatian explorers meet the Emerondians.

(Source: Dragon Magazine #166, VPA, p.43)

Cinnabryl is found in the Cougars Bluff near South Gulch. Cinnabryl miners from Smokestone City overrun the Turtle’s village of South Gulch.

(Source: Dragon Magazine #176, VPA, p.35)

Gildesh returns to rule Eshu in his second incarnation as Priest-King Gildesh II.

(Source: Dragon Magazine #200, KWG, p.60)

Cimarron County ratifies the Treaty of Tampaicos.

(Source: Savage Baronies Book I, p.21)

Lady Marie Kendach (Kendasius?) is born in Kendach.

(Source: PWA I, p.144)

Prince Lodrig of Notrion is born in Aaslin.

(Source: PWA I, p.146)

Scorned by her family for being illegitimate, Anna von Hendriks leaves Hattias to join the Heldannic Knights in Freiburg.

(Source: PWA I, p.159)

The Council of Preceptors confirm Mohammed Al-Kalim as the new Sultan of the Emirates of Ylaruam.

(Source: Joshuan's Almanac, p.117)

The Border Magistrate of Farstead dies. He is succeeded by his son Lord Brennan, an adventuring warrior.

(Source, PC1, Adventurers Booklet, p.18)

The Heldannic Order launches a raid into Norwold as a preemptive strike against Halvard Gudmundson's forces. No evidence of an army is found and the raid fails miserably among Alphatian protests and demands for reparations. Hochmeister Wulf von Klagendorf of the Heldannic Order responds in diplomatic terms amounting to an obscene gesture. The knights withdraw to the Heldannic Territories.

(Source: B Heard, 17.8.98)

Johauna Menhir is sold by her parents to a sweat shop in Specularum. She boards a boat for Specularum.

(Sources: Tainted Sword, pp.1 & 45, Dragon's Tomb, pp112-115)

Grygory is born in a forested village near the Foamfire River, Karameikos.

(Dark Knight of Karameikos, pp. 2, 3 & 38)

A diseased Hsiao complex in teh Dreamlands is abandoned by the last 4 members.

(Source: PC1, Adv, p.7)

Don Julio de Narvaez y Montoya is born in Puerto Morillos.

(Source: Savage Baronies Book I, p.39)

Bartolome Moreno becomes a miner for Don Galvez in the Sierra del Plata mines, Almarron.

(Black Vessel, p.218)

**B/W AC 990 & AC 999 Ostmans Court Support, Redstone Castle
Withstands Siege & Construction Starts on Great
Wall of Louvines**

The Ostman Clan sends delegates several times to enlist the support of Vestland and Soderfjord if they rebel against Ostland. Their approaches are rejected.

(Source: Gaz 7, p.13)

Redstone Castle withstands 2 sieges by Alphatian forces from the Confederacy of Dunadale.

(Source: DoE, Book I, p.73)

King Gaston de Clairvault commissions the construction of the Grand Mur of Louvines to protect against goblin attacks.

(Source: VPA Part 26, Dragon 179, p. 99)

**AC 991 Desmond Kelvin II Joins Order of the Griffon, Carnelia
Becomes Princess of Belcadiz, Minrothad Isolation Act
Rescinded, Bortaks and Kiyats Join Moglai Khan, Eusebius
Resigns His Commission, Balthazar Becomes Baron of
Saragon?, Battle of Lurben Forest, Haldis Patrisans Raid
Altendorf, Alkin Joins Guard Phorsis & Andyra admitted
to Specularum Magicians' Guild, Brigitte Magnan
Appointed Sylaire's Scribe**

**Births: Hlif Otkelsdottir, Frederick Halvardson, Noren,
Darick jnr**

Deaths: Georg Lowenstern, Krollan

Lord Desmond Kelvin II is admitted as a Member of the Order of the Griffon.

(Source: Gaz 1, p.56)

The Prince of Belcadiz dies. Princess Leontina Fedorias de Belcadiz abdicates and retires to a convent, not wishing to rule. Carnelia's husband is killed on an expedition to a hidden ruin in the Colossus Mountains. As a result, Carnelia succeeded her father as the Princess of Belcadiz.

(Source: Joshuan's Almanac, p.141)

Hlif Otkelsdottir is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.48)

Ruling Guildmaster Oran Meditor of Minrothad rescinds the Isolation Act to reinvigorate Minrothad creativity through immigration of foreign craftsmen.

(Source: Gaz 9, pp 5-6)

Moglai Khan aids the Boryats to defeat the Kiyats at the Battle of Kiyatida (E of Chagon-Nah). In return the Boryats acknowledge Moglai as their overlord. The defeated Kiyats also swear allegiance to Moglai Khan and lose the territory around the Lakes of Chagon-Nah to the Murkits

(Source: Gaz 12, DMG, p.5; PG, p.21)

Having attained the rank of Centurion in the Imperial Cavalry, Prince Eusebius Torion returns to the Imperial Palace in Thyatis City at his father's request to groom him for succession to the throne.

(Source: DoE, Book 1, p.24)

Balthazar de Montejo y Aranjuez becomes Baron of Saragon.

(Source: Savage Baronies Book I, p.43)

In summer, Frederick Halvardson is born in the Altenwald.

(Sources: PWA II, p. 133, B Heard, 17.8.98)

Thyatian Imperial forces defeat a horde of ogres NW of Lurben Forest in eastern Restone Province.

(Source: TM2 Map)

In winter, Halvard Gudmundson's army has successfully regrouped inside the Altenwald. It begins a series of armed reconnaissance missions in the open. Altendorf is briefly captured. Halvard withdraws to the Altenwald with a few hundred Hattian settlers kept as hostages. Landmeister Georg Löwenstern of Altendorf dies of a stroke moments before his capture, at the age of 74. His body's ashes are scattered in the Altenwald. A statue of Georg is erected in an alcove in the Crypt of Heroes in Freiburg. Fritz Hauerfang, a young knight of 18 years old, saves the day by retaking Altendorf with remnants of Georg's garrison. He becomes the new Landmeister of Altendorf.

(Source: B Heard, 17.8.98)

Alkin joins Guard Phorsis in Specularum.

(Source: X12, p.42)

Andyra is admitted to the Magicians' Guild of Specularum as an apprentice.

(Source: X12, p.42)

Duke Stefan Karameikos' advisor, Krollan, is strangled by his magical scarlet hood.

(Source: DM's Survival Kit Cards)

Brigitte Magnan at age 13 is hired by Etienne d'Amberville to be his scribe at Sylaire.

(Source: Mark of Amber, p. 62)

Darick jnr is born in Farstead.

(Source: PC1, Adv, p. 20)

B/W AC 991 & AC 993 Jaggar Becomes High Master of Dracology

Prince Jaggar von Drachenfels challenges the dracologists at the Great School of Magic. His knowledge of dragons exceeds the current High Master's, so the school appoints Jaggar as High Master of Dracologists.

(Source: Kingdom of Magic Grimoire, p.27)

Noren is born in the Heldannic Territories.

(Source: Rogues to Riches, pp. 17-18)

B/W AC 991 & AC 996 Births: Damita de Narvaez y Montoya

Dona Damita de Narvaez y Montoya is born in Puerto Morillos.

(Source: Savage Baronies Book I, p.39)

B/W AC 991 & AC 999 Genevieve's New Lair

Genevieve, a woodrake, establishes her new lair in an abandoned Hsiao complex in the Dreamlands.

(Source: PC1, Adv, p. 7)

AC 992

Cornel Osteric Appointed Thyatian Ambassador to Karameikos, Halia Vorloi Begins Adventuring, Ericall Crowned King of Norwold, Theobald "Redbeard" Finds Lighthall, Battle & Treaty of Cortesillas, Careta de la Barrera Found & Miles Killian O'Kayne Becomes a Cabin Boy, Hockstein Captured, Tristan Medina Takes Custody of Hernan Costa & Attacks on Verge Begin

Deaths: King of Highforge, Kapil ul Nervi, Gaspar Costa

Births: Cartoas, Lila Kalkiin

Lord Cornel Osteric is appointed Thyatian Ambassador to Karameikos.

(Source: Gaz 1, p.45)

Halia Vorloi runs away from home to avoid being used in a marriage of convenience. Halia begins adventuring.

(Source: Gaz 1, p.57)

Thaumont: Goblins raid the Annual Gnome Caravan from Highforge, killing King Hilltopper. His son, Dorfus, succeeds him as King of Highforge, the 23rd in the Hilltopper line.

(Source: Kingdom of Karameikos Explorers Guide p. 84)

Cartoas is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

Empress Eriadna “the Wise” of Alphatia accedes to the demands of her son Ericall and grants him the Kingdom of Norwold. She also cedes to him the town of Helskir which greatly angered the town’s governor, Lord Eruul Zaar. Ericall moves to the city of Alpha to rule his land.

(Source: DoE, Book I, pp.7 & 72)

King Ericall of Norwold grants a dominion to the Alphatian officer, Sir Theobold “Redbeard” which he names Lighthall.

(Source: M4, pp 20 & 22)

Rajadhiraja Kapil ul Nervi dies of injuries sustained whilst battling a blue dragon that had been plaguing Baratkand. He is succeeded by his grandson Chandra who is crowned on the 9th of Ambyrmont.

(Source: CoM, Explorer’s Manual, pp.9 & 18)

Lilia Kalkiin is born in Mahasabad.

(Source: CoM, Explorer’s Manual, p. 22)

The former Baron de Almarron y Escudor’s stablehand, Gaspar Costa, is killed by supporters of the Almarronan democracy. Hernan Costa is given over by his mother to Tristan Medina to look after him.

(Source: Black Vessel, pp.58, 209)

Gauchos from Estado de Guadalante and Barony of Saragon fight the Battle of Cortesillas over watering rights with no clear winner. Diplomacy results in the 2

states signing the Treaty of Cortesillas which governs watering rights for cattle between the 2 states.

Tristan Medina loans Hernan Costa as a page to Commander Haffi, a Saragon Honourbound during the Battle of Cortesillas.

(Sources: Savage Baronies Book I, pp.21 & 47; Black Vessel, pp 133-134)

Saragon adventurers discover the careta de la barrera (the barrier mask) and return it to their baron.

(Source: Savage Baronies Book I, p.47)

Miles Killian O'Kayne becomes a cabin boy on a Vilaverdan ship.

(Source: Savage Baronies Handouts)

Halvard Gudmundson launches a surprise assault on Hockstein and with the help of Alphantian wizards liberates the city. Halvard calls for a new mass revolt, but many of the native Freeholders, out of fear from the knights, fail to show up. Since the revolt of AC 978, many key Freehold clans and families have been decimated, run out of the country, converted to Vanya's faith, bought out, or coerced into submission. Most large families have been forced to provide some of their younger members to serve the Order and receive Heldannic indoctrination (they also are hostages to the knights, which helps the Order control their families).

(Source: B Heard, 17.8.98)

Goblin and groll attacks on Verge begin.

(Source: Kingdom of Adventure Explorer's Guide, p. 11)

B/W AC 992 & AC 996 Gyda Otkelsdottir Born

Gyda Otkelsdottir is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.48)

B/W AC 992 & AC 1011 Verge Sacked

The Village of Verge is burnt to the ground twice by humanoids.

(Source: Kingdom of Adventure Explorer's Guide, p. 11)

AC 993

Baron Desomnd Kelvin I Abdicates?, Kelvin Campgrounds Walled, Aladan Voll Retires, Sergei Torenescu Appointed Karameikan Ambassador to Glantri?, Abbashan Annexes Jaboor & Fabia, Buzurg the Whiner Becomes a Beggar in Kirkuk, Throic Kurpuhn Joins the Thorns, Eusebius Marries, Robinson Becomes Lost, Heldannic Revolt,

Battle of Castle Qain, Shadowgate Winery Established & Robison Becomes Lost

Births: Thylera Aendyr, Sean McAllister, Meena Rudraksha, Sitara Rohini, Dayin Kline, Davonin Curan, Tooles, Rengie

Deaths: Halvard Gudmundson, Mrs Chrystatrius, Reddican, Melina, Orvan, Easir

Baron Desmond Kelvin I of Kelvin abdicates in favour of his eldest son, Desmond Kelvin II.

(Source: Gaz 1, p.56)

Baron Desmond Kelvin II of Kelvin commissions a wooden palisade to be built around the trade caravan campgrounds outside Kelvin City.

(Source: Gaz 1, p. 38)

After 40 years service, Aladan Voll retires as a merchant officer for the Minrothad Guilds.

(Source: Gaz 1, p.47)

Thylera Aendyr is born in Silverston, Blackhill.

(Source: Gaz 3, p.22)

Sean McAllister is born in Glenargyll, Klantyre.

(Source: Gaz 3, p.28)

Sergei Torenescu helps his cousin Boris eliminate a rival. To avoid the murder investigation, Boris succeeds in having Sergei appointed as Karameikan ambassador to Glantri.

(Source: Gaz 3, p.31)

Through various treaties with local tribal sheiks, the Emirate of Abbashan annexes the coastal plain containing the ports of Jaboor & Fabia.

(Source: Gaz 2, p.11)

Buzurg “the Whiner” arrives in the village of Kirkuk, Dythestia as a caravan labourer, but is cast off by his employer. He turns to begging.

(Source: Gaz 2, p.41)

Throic Kurpuhn, Son of Oic, leaves Dengar City and secretly joins the Thorns.

(Source: Gaz 6, p.69)

A merchant of Ylaruam marries a daughter of House Al-Azrad instead of an army captain's daughter. The army captain then tips off bandits on the merchant's goods. Bandits then begin attacking the merchant's caravans, burning his shops and robbing his warehouse. The Darokin Diplomatic Corps discovers the issue and sets up the army captain's daughter with a wealthier husband then negotiates for the bandits to return a portion of the loot.

(Source: Gaz 11, DMG, p.13)

Prince Eusebius Torion of Thyatis marries Lady Lucianna Walerian of Kerendas.

(Sources: DoE, Book 1, p.24, Joshuan's Almanac, p.136)

Meena Rudraksha is born in Latehar.

(Source: CoM, Explorer's Manual, p. 22)

Robinson "the Crusader" loses his way during a holy war. He wanders the Savage Coast and befriends a native Yadirf.

(Source: Dungeon #6, Tortles of the Purple Sage Part 1, p. 51)

Alphatian wizards teleport to Freiburg and wreak havoc on the warbirds and the surface fleet. The docks, warehouses, and the entire Freiburg fleet are engulfed in flames when the Alphatians depart. The illustrious "Adler" is among the destroyed skyships. On this signal, Halvard crosses the Eiber River and launches his invasion of the Province of Freiburg with such audacity that the knights retreat to the capital. Halvard's army includes Freehold loyalists, volunteers from Wendar, and many Norworld warriors. He assaults the Great Fortress of Freiburg but fails as the Helskir fleet fails to show up at all. Halvard is captured and his army routed. Haldis partisans offer to trade their Hattian hostages with Halvard. The Heldannic Order refuses, tortures Halvard for information, and then executes him in public. Halvard dies at the age of 43. Hattians in the Altenwald are put to the sword. The Order blames the Haldis partisans for this shameful and evil massacre of innocent civilians. An even more brutal repression follows. Halvard's followers not yet captured flee to Ethengar with their families, into Uighur territory.

(Sources: PWA II, p. 133, B Heard, 17.8.98)

Sitara Rohini is born in Sayr Ulan.

(Source: PWA II, pp. 143 & 175)

Maximitus Chrystatarius' first wife dies.

(Source: DDA1, p.27)

Dayon Kline is born.

(Source: Tainted Sword, p.41)

In Thaumont, a gathering of 12 mages at Reddican's Castle Qain in Blackheart to plot the conquest of Mystara by draining other magic-users' spells through pendants turns into a deadly battle of power when the conspirators discover the ringleader Reddican had deceived them by draining their magic for his own use. 7 died, then 4 combined their attacks against Reddican. Chalmis and Orvan killed Reddican. Chalmis removed Reddican's jeweled pendant and left with Orvan to search for the other 2 mages. Melina stuns Lavar. Chalmis and Orvan slay Melina with a shrinking spell and her 5 pendants fall to the ground. Orvan raced after the pendants, but was slain by a spell from Chalmis in the back. Orvan then collected 5 pendants from Melina's corpse and 2 pendants from Orvan's corpse, and then fled the castle. Reddican's bond-servant and to be mother of his unborn child, Easir, discovers his body, weeps then takes the master pendant and leaves. The battle is watched by immortals who are shocked when Easir dons the pendant and disappears from their view. The immortals begin searching Castle Cain then Alpathia for Easir. Easir makes her way to Trikelios where she is taken in by the old cripple Withis Curan.

(Source: Son of Dawn, pp.2-11)

On the last day of the Thyatian year, Davonin Curan is born, but his mother Easir dies during the birth. His step father Withis Coran takes Reddican's Pendant from Easir and places it on Davonin.

(Source: Son of Dawn, p.11)

Tooles and Rengie are born in Landfall.

(Source: Rogues to Riches, p. 54)

A winery opens in Shadowgate.

(Source: Gaz 8, DM's, p. 47)

During a holy war, Robison "the Crusader" becomes lost on the Savage Coast. He is rescued by Yadirf.

(Source: Dungeon 6, p. 51)

AC 994

Aladan Voll Appointed Minrothaddan Ambassador to Karameikos, Jaggar Appointed Glantrian Warden of the Marches, Lord Caine Malaric Appointed Thyatian Ambassador to the Shires, Ethengarians Slaughter Heldannic Settlers, Almarron Dictatorship & Altan Tepes' Troll Shrine Desecrated?

Births: Lamak, Coltius Torion, Bergthor Mordson

Aladan Voll is appointed Minrothaddan ambassador to Karameikos.

(Source: Gaz 1, p.48)

Prinz Jaggar von Drachenfels of Aalban wins a series of decisive victories over raiding orcs from the Broken Lands. As a result of his performance, the Council appoints him with Warden of the Marches.

(Source: Kingdom of Magic Grimoire, p.27)

The Thyatian ambassador to the Shires is sent home in disgrace after attempting to bribe and poison Elders at a party. Lord Caine Malaric is sent to Shireton as his replacement.

(Source: Gaz 8, DM's Booklet, p.24)

The Uighurs appeal to Moglai Khan for assistance against Heldannic settlers. The combined Ethengarian forces slaughter the Heldanners and allied Ostland mercenaries in the 5 Battles of Heldanntai. Moglai Khan leads a major raid into the Heldannic Territories. The Heldann settlers are massacred. Their mutilated corpses are dragged back to Hayavik, a village near Grauenberg. Hayavik is razed and Moglai Khan withdraws to Ethengar before the Grauenberg garrison can engage his army. The Ostlander mercenary, Rori Erikson, escapes back to Ostland via his magic ring.

(Sources: Gaz 12, DMG, p.5; Gaz 12 Players, p. 3; B Heard, 17.8.98)

Lamak is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

Estado de Almarron faces troubled times. Don Estaban "El Salvador", Senor Alcade, the mayor of Ciudad Tejillas, uses the city garrison to seize power. He installs himself as dictator, seizing the silver mines of Sierra del Plata and heavily taxing coffee & tobacco exports. Insurgencies begin against the dictatorship.

(Source: Savage Baronies Book I, pp.21 & 44)

Prince Coltius Torion is born in Thyatis City.

(Source: PWA I, p.156)

Adventurers from Biazzan desecrate a troll shrine in the Altan Tepe Mountains. King Grazzik begins trying to unite all 15 troll clans to attack Biazzan for revenge.

(Source: IM3, p.36)

Bergthor Mordson is born in the Oberbeck Clan of the Soderfjord Jarldoms.

(Source: AC1014, Famous Folk)

AC 995

Zogrev Yarol Appointed Karameikan Minister of State, Jenkin Flintfoot Appointed Shires Ambassador to Karameikos, Gunter Schonberg Appointed Ierenian Ambassador to Karameikos, Cult of Halav Founded, Abdallah Hazarkan Flees to Alfheim Town, Princess Duris Appointed Rasdar of the Stahl Garrison , Balin Torkrest Appointed Rasdar of Dengar Garrison, Constans Hyraksos Appointed Karameikan Ambassador to Dengar, Flosi Becomes Advisor to Jarl Harek, 1st Assassination Attempt on Oran Meditor, Lernal Appointed Governor of Landfall, Stefania Torion Returns to the Palace, Anaxibius Becomes a Gladiator, Elshethara Theatre Built, Sildil Seaeyes Appointed Sheriff of Southshire, Santarian Keltander Appointed Pegataur Captain, Richter von Manthofen Joins Top Ballista, Helskir Recognises Heldannic Order, Heldannic Order Reforms, Royal Fortress Completed, Andyra Apprenticed to Halia, Maximitus Chrystatarius Marries & Phaedra Daphnorakenzes Joins Domus Osteropolus

Births: Nahhar, Finn Hordson, Alexandrinetta Marcinius, Olivia Chrystatarius, Chukri, Leanna, Merienne, Leanna

Deaths: Anna Vorloi, Elsa Ragnisdottir

Zogrev Yarol is made a Court Lord and appointed Karameikan Minister of State for his outstanding service in the Karameikan government.

(Source: Gaz 1, p.44)

Jenkin Flintfoot retires as Sheriff of Southshire and takes up the post of Ambassador to Karameikos.

(Source: Gaz 1, p.47)

The Ierendian ambassador to Karameikos retires and is replaced by Gunter Schonberg.

(Source: Gaz 1, p.48)

Sergyev dreams that Duke Stefan is Halav reincarnated. He speaks to Patriarch Aleksyev Nikelnevich of the Church of Traladara about the dream, however the Patriarch is dismissive. Disillusioned and a little crazy, Sergyev abandons the Church of Traladara and forms the Cult of Halav with himself as Patriarch.

(Source: Gaz 1, p.51)

The Baroness Anna Vorloi of Vorloi dies of illness.

(Source: Gaz 1, p.54 &: Kingdom of Karameikos Explorers Guide p.81)

The merchant, Abdallah Hazarkan, flees Ylaruam chased by a cabal of Kin faction merchants and settles in Alhheim Town.

(Source: Gaz5, p.39)

Princess Duris of Dengar, Daughter of Nais, is appointed Rasdar of the Stahl Garrison.

(Source: Gaz 6, p.62)

Balin Torkrest, Son of Korin, is appointed Rasdar of the Dengar Garrison.

(Source: Gaz 6, p.66)

Lord Constans Hyraksos is appointed Karameikan ambassador to Dengar.

(Source: Gaz 6, p.68)

Flosi, a priest of Loki, comes to Jarl Harek “Hard-Sailer’s Hall at Rollag, pretending to be an advisor.

(Source: Gaz 7, p.53)

Clan Kasan’s (instigated by Guildmaster Linias Kasan) attempt to assassinate Ruling Guildmaster Oran Meditor fails. The assassin’s shot misses and kills the seneschal of the City of Minrothad instead. The hin Hastin Smoothtongue is appointed as the new seneschal of the City of Minrothd by Meditor to bind the support of Guild Quickhand to him and punish Guild Corser for plotting against him. The appointment further upset Guild Corser who had supplied the seneschal for the over 100 years. Eluna Kelar of Clan Elsan is nominated to replace Liniar Kasan of Clan Kasan as head of the water elf guild.

(Source: Gaz 9, DM pp.6-7 & 57, Gaz 9, Players, p.21)

Nahhar is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

King Ericall of Norwold appoints his half-brother Lernal “the Swill” as Governor of Landfall. The thieves who run the town are amused by the appointment and quickly ensure Lernal knows who is boss.

(Source: DoE, Book I, p.7)

Emperor Thincol I Torion “The Brave” recognises the swordswoman Demetria as his daughter Stefana, as she was winning a public duel. Thincol confronted her and asked her to return to the palace on her own terms – which she did.

(Source: DoE, Book 1, p.25)

Anaxibius uses his adventuring wealth to buy properties in Thyatis City to move with his family into. However, a clever Thyatian banker cheated him out of his fortune before he could buy the properties and left town. Anaxibius becomes a gladiator to buy his passage home to Machetos. He wins several fights and is able to return home in style.

(Source: DoE, Book I, p.27)

Queen Elshethara of Ambur builds a theatre in Starpoint at a cost of 1 million gp which she names after herself.

(Source: DoE, Book I, p.41)

On Thaumont 13, Prince Finn Hordson is born in Zeaburg (out of wedlock – scandal!)

(Sources: PWA I, p.138; AC1013, p. 217)

Sildil Seaeyes is appointed Sheriff of Southshire.

(Source: Joshuan's Almanac, p.117)

Alexandrinetta Marcinius is born in Thyatis City.

(Source: Joshuan's Almanac, p.169)

Santarian Keltander is appointed Captain of the pegataur defence guard of Serraine.

(Source: PC2, DM's, p.55)

Richter von Manthofen flees Darokinian political intrigue to join the Top Ballista Academy in Serraine.

(Source: PC2, DM's, p.58)

In spring, Elsa Ragnisdottir dies of despair in Vestland. Her four-year-old son, Frederik Halvardson remains in the care of a herdsman loyal to the old Haldis regime. His identity and existence remain unknown to the Heldannic Order.

In spring, King Erul Zaar of Helskir officially recognizes the legitimacy of the Heldannic Order.

In winter, Hochmeister Wulf von Klagendorf of the Heldannic Order supports further alterations of the Code of Conduct. The Grand Council votes the next two amendments.

(Source: B Heard, 17.8.98)

The Royal Fortress in Alpha is completed.

(Source: CM1, p.7)

Andyra is apprenticed to Halia Vorloi in the Magicians' Guild.

(Source: X12, p.42)

Maximitus Chrystatarius marries Justincia in Thyatis City.

Olivia Chrystatarius is born in Thyatis City.

(Source: DDA1, p.27)

After 13 years of spreading the word of Vanya from village to village, Phaedra Daphnorakenzes becomes the resident cleric of Domus Osteropolus in Thyatis City.

(Source: DDA2, p.26)

Elwyn "the Ardent" is accused of using edged weapons and studying sorcerous magic by the Church of Karameikos. Elwyn flees with the bell of Chardastes to the Wufwolde Hills. The disappearance of the bell causes the followers of the Order of Chardastes to star to dwindle.

(Source: B1-9, p.30)

Chukri is born in the Manasir Tribe of Makistan.

(Source: AC1014, Famous Folk)

Leanna is born in Vorloi.

(Source: Son of Dawn, pp 39, 46, 60, 308)

Merienne is born in Farstead.

(Source: PC1, Adv, p. 20)

B/W AC 995 & AC 998 Births: Hakra's Young (hatched)

Hakra produces 2 hatchlings in the Wild Dragon Den, Blight Swamp.

(Source: Wild Dragon Den, p.16)

AC 996 Deaths: Arturus Penhaligon

Justin & Adriana Karameikos Sheared, Yolanda Moves to Specularum, Tormandros Saves Duchess Olivia Karameikos, King Hord Remarries, Moglai Named Khan of Khans, Batu Becomes Khan of the Bortaks, Anaxibius Settles in Thyatis City, Norlan Inherits Barony of Qeodhar, Misha Mananov Flees Black Eagle Barony, Heldann

Freeholder Resistance Wanes, Thanatos Impersonates Heinrich Oesterhaus, Retameron Marries Halia and is awarded Verge & Fain Finn Banished From Order of the Three Suns

Births: Hurkati, High-Diver, Geir Hordson, Thrugg

Lord Arturus Penhaligon of Penhaligon dies in the winter. Sir Fain Flinn stands in vigil over his pyre for 4 days and 4 nights. Flinn slays 2 hill giants, 3 bugbears, 1 ogre and 1 goblin over the 4 nights who came to defile Arturus' pyre. Arturus is succeeded by his daughter Arteris.

(Sources: Gaz 1, p.39, Tainted Sword, pp.35-36)

Lord Justin Karameikos goes through the Shearing Ceremony. He assumes a false name and hires on as a simple seaman on a Thyatian merchant vessel that trades with the Minrothad Guilds.

(Source: Gaz 1, p. 43)

Lady Adriana Karameikos is reluctantly permitted to undergo the Shearing Ceremony by her father over the strong protests of her mother who wants her to marry Baron Desmond Kelvin II. Under an assumed identity, Adriana travels to the city of Kerendas where she joins the town guard.

(Source: Gaz 1, p.42)

Yolanda of Luhn moves to Specularum to further her singing career.

(Source: Gaz 1, p.54)

Lucas Tormandros rescues Duchess Olivia Karameikos' caravan from an orc raid. Lucas refused a reward, but was later summoned to Specularum, made a court lord and townmaster of Specularum.

(Source: Kingdom of Karameikos Explorers Guide p.72)

King Hord "Dark-Eye" of Ostland marries Yrsa "the Young" Svalasdottir.

(Source: Gaz 7, p.33)

The Yakkas treacherously kill the Taijit Khan at a banquet. The Taijits attack the Yakkas but are defeated at the Battle of Tajitida in NW Yakkas territory. The Taijits appeal to Moglai Khan for protection and he agrees if they will become his vassals. The Taijits agree. Oktai is named Khan of the Taijits. Fearing defeat, Chagatai Khan of the Yakkas reluctantly joins Moglai Khan. Soon after the Uighurs, Kaeruts and finally the Yugatais on 7 Vaternont also come over to Moglai and acknowledge him as Khan of Khans. The merchant caravan of Ahiktos from Specularum interrupts Moglai's ceremony. The Ethengarians attack the caravan, killing many guards and

bring Ahiktos before Moglai. Ahiktos offers Moglai some magical items and is let go with his goods. Ahiktos heads for Dengar.

(Sources: Gaz 12, DMG, pp.5 & 22; PG, pp.1-2, 22-23)

Batu succeeds his father as Khan of the Bortaks.

(Source: Gaz 12, DMG, p.24)

Hurkati is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

Anaxibius buys a large manor in the Estates of Thyatis City and settles with his family there.

(Source: DoE, Book I, p.27)

The pegasus High-Diver is born.

(Source: DoE, Book I, p.127)

Prince Geir Hordson is born in Zeaburg.

(Source: PWA I, p.141)

Norlan inherits the Barony of Qeodhar on the death of his father.

(Source: PWA I, p.149)

Misha Mananov flees the Black Eagle Barony and takes refuge with the Church of Traladara.

(Source: Joshuan's Almanac, p.156)

Forty six years after the initial invasion, organized resistance of the Freeholders to the Heldannic Order has waned. Old Freehold values have wilted away under the brutal Heldannic repression. Conversion efforts are accelerated.

In winter, Thanatos slays Count Heinrich Oesterhaus of Hattias whilst he is adventuring and takes on his identity. Heinrich was the master of the Hattian Storm Soldiers. The Immortal manipulates the Storm Soldiers himself, for his own amusement.

(Sources: B Heard, 17.8.98, DoE I, p.9)

Retameron Antonic is knighted by Duke Stefan Karameikos and awarded the Estate of Verge. Sir Retameron marries his adventuring companion Halia Vorloi. Sir Retameron employs Alkin as his sergeant. Alkin leaves Guard Phorsis in Specularum to take up his post.

(Sources: X12, pp.2 & 42)

Thrugg is born in the Dark Fangs orcish clan of the Black Mountains.

(Source: AC1014, Famous Folk)

Knights of the Order of the Three Suns kill some raiding ogres in the Wufwolde Hills. They return to the Castle of the Three Suns and Sir Brisbois accuses Sir Fain Flinn “the Mighty” of denying a yielding ogre mercy. Flinn denies the charge, but Sir Maldrake (polymorphed Verdilith) backs Sir Brisbois up. Flinn’s wife, Lady Yvaughan, believes the accusations and banishes Flinn from the Order of the Three Suns. Flinn drifts from town to town for many months. He brawls with mercenaries in the Flickertail Inn in Rifllian and is badly beaten. The dwarven mercenary, Braddoc Briarblood, buys him an ale and meal and asks Flinn to join their band – to which he agrees.

(Source: Tainted Sword, pp 56-57, 149-150)

AC 997

Aline Sigbertsdatter Immortal, Valdo Tisza Appointed Karameikan Minister of Finance, Marianita Appointed Glantrian Ambassador to Karameikos, Magdel Appointed Patriarch’s Assistant, Seamus Greenfields Sent to Glantri, Thoric Buhrodar Returns to Dengar, Balis Torkrest Appointed Rasdar of Rak Denwarf, Temur Khan Spies on Glantri, Quanafel’s Wife Becomes a Wanderer, Tylon Joins the Grand Council, Chandbali’s Water Contaminated, Cinnabryl Discovered in Slagovich, Heldannic Knights Raid Uighurs, Kraigg a Squire & Zira Moves to Threshold?

Deaths: Halarans?, Abasi

Births: Herdis Otkelsdottir, Katais, Valerias Torion, Thincol Chystatarius, Ealic, Misha

Aline Sigbertsdatter attains immortality, taking the name of Liena and gaining a small group of followers in Oceanscend.

(Source: WoI Book 1, p. 40)

The Karameikan Minister of Finance retires. On the recommendation of Lord Zogrev Yarol Minister of State, Duke Stefan Karameikos III appoints Yarol’s secretary Valdo Tisza as Minister of Finance.

(Source: Gaz 1, p.45)

Dona Marianita Lucia de Leon y Valdez and Dona Carmina de Belcadiz vie for the affection of an elf lord in Belcadiz. Carmina complains to Princess Carnelia of

Belcadiz about Marianita. Carnelia solves the issue by appointing Marianita to be Glantri's ambassador to Karameikos.

(Source: Gaz 1, p.46)

Patriarch Olliver Jowett of Specularum appoints Magdel to assist him in running the Church of Karameikos.

(Source: Gaz 1, p.50)

Merrick Halaran and his wife die of disease in Thyatis. Their daughter Aleena is sent to the Threshold, Karameikos to live with her uncle Sherlane in Tarnskeep. Once in Threshold, Aleena joins the Church of Karameikos.

(Source: Gaz 1, p.57)

Seaumus Greenfields, a cleric of Rohan Hammersmith (Ruaidhri Hawkbane), is sent by the Order of the Silver Hammer in Minrothad to monitor lycanthropy in la Vallee des Loups in Glantri to prevent another epidemic.

(Source: PC4 DM's Guide p.45)

Thoric "Redhand" Buhrodar, Son of Dorto, finishes his adventuring career and returns to Dengar. Gardar Everast XV of Dengar appoints him Minister of Histories.

(Source: Gaz 6, p.59)

Balis Torkrest, Daughter of Bali, is appointed Rasdar of Rak Denwarf.

(Source: Gaz 6, p.67)

Herdis Otkelsdottir is born in Fjallsen Valley, the Jarldoms.

(Source: Gaz 7, p.48)

Katais is born in the Murkit Khanate.

(Source: Gaz 12, DMG, p.29)

Temur Khan of the Yugatais goes to Glantri in disguise and spies on their military strength which he reports to the Golden Khan.

(Source: Gaz 12, DMG, p.30)

Quanafel's wife turns 800 years old and so leaves the City of Stars to become a Wanderer.

(Source: Gaz 13, DMG, p.49)

Tylion is invited to join the Alphatian Grand Council and he accepts.

(Source DoE, Book I, p.53)

Crown Prince Rohan Kalkiin of Nagpuri builds a tower in the mountains north of Chanbali to conduct magical research. One of his experiments goes awry, contaminating Chandbali's water supply. Rohan is pretending the incident never happened to avoid his father's wrath.

(Source: CoM, Explorer's Manual, p. 22)

Abadi, Mokuba of Yavdlom, dies of wounds sustained in foiling a plot by doppelgangers to kill and replace Yavdlom's most important seers and nobles. Bwana Ramla Yarani declares Jibada Yavswano (aged 13) to be the new Mokuba after foreseeing that it is his destiny to affect the lives of more than 500,000.

(Source: CoM, Explorer's Manual, p.63)

Cinnabryl is discovered in Slagovich. It is mined and traded to Torreon, Texeiras and Cimarron for red steel.

(Source: Savage Baronies Book I, p.21)

Valerias Torion is born in Thyatis City.

(Source: Joshuan's Almanac, p.169)

A Heldannic Knights punitive raid into Ethengar fails as the Uighur clans ride to safety, away from the invading knights. The knights set fire to the high grasses, and withdraw to the Heldannic Territories after reports of a large Ethengarian army on the move.

(Source: B Heard, 17.8.98)

Kraig leaves his home in Threshold to become a squire of Sir Retameron Antonic of Verge.

(Source: X12. p.42)

The adventurer, Zira, moves from Kelvin to Threshold.

(Source: X12. p.46)

Thincol Chrystatarius is born in Thyatis City.

(Source: DDA1, p.27)

Ealic is born in Farstead.

(Source: PC1, Adv, p. 20)

Misha is born in the Foamfire River Valley.

(Dark Knight of Karameikos p. 6)

AC 998 **Kelter Zerben Joins the Army of Darokin, Aleena Halaran becomes a Member of the Order of the Griffon?, Mustapha Appointed Provincial Secretary of the SE Highlands of the Emirates, Gherynid Rejects Octavian, 2nd Assassination Attempt on Oran Meditor, Huaji Khan Charmed, Battle of Darkness, Farstead Suffers Ill Fortune, Undead Attack Undersea, Heldannic Order Fortifies Southern Border, Retameron Battles Skarda, Roorgh Becomes a Shepherdess & Batu Khan Marries Bakai**

Births: Sita ul Nervi, Misha

Deaths: Max Einaugen

Kelter Zerben joins the Army of Darokin and is posted to Fort Nell.

Aleena Halaran is admitted as a Member of the Order of the Griffon.

(Source: Gaz 1, p.57)

Mustapha ibn-Ibrahim appointed Provincial Secretary of the Southeastern Highlands of the Emirates.

(Source: Gaz 2, p.41)

Gherynid, the Honor Island Plenipotentiary to Ierendi, rejects the advances of Hector Octavian, Ambassador Extraordinaire of Thyatis. Hector becomes very bitter toward Gherynid.

(Source: Gaz 4, p.9)

Oran Meditor survives a 2nd assassination attempt when the assassin's shot misses, killing the Seneschal of the City of Minrothad (a member of Guild Corser) instead. The assassin is thought to be a Glantrian wizard hired by Guildmaster Hildric Vendor of Guild Corser. First Advisor Ginol Meditor acts as Ruling Guildmaster whilst his nephew Oran recovers. The Merchant-Princes and Tutorial Guilds supply guards to protect Oran Meditor. Hastin Smoothtongue is appointed Seneschal of the City of Minrothad.

(Source: Gaz 9, DM, pp.6-8 & 58)

To ensure the loyalty of the Kaeruts, Moglai Khan orders his hakomon Bakalgu "the Destroyer" to charm Huaji Khan of the Kaeruts. Bakaglu is successful and gradually

steers Huaji away from the idea of invading the Heldannic Territories with the Uighurs.

(Source: Gaz 12, DMG, p.11)

Tiger & Turtle Clans fight the Battle of Darkness on their border.

(Source: Gaz 14, Map)

Sita ul Nervi si born in Sayr Ulan.

(Source: CoM, Explorer's Manual, p. 24)

Farstead Freehold in Darokin begins large scale logging. Farstead soon falls on hard times, suffering drought, disease and poor harvests caused by woodland beings angry at the scale of deforestation. Many farmers leave the Freehold.

(Source, PC1, Adventurers Booklet, pp.16,18)

Devilfish animate the dead of the sea floor to assist their attacks on Undersea.

(Source: PC3, Sea Peoples Book, pp 42-43)

In spring, the Heldannic Order begins the construction of fortified commanderies in the hills along the Ethengarian border. Grauenberg's fortifications are reinforced.

In summer, Max Einaugen, Primate of the Heldannic Order's Hammer dies at the age of 60. He is replaced with Konrad Blutfelden, age 49.

(Source: B Heard, 17.8.98)

Sir Retameron and Lady Halia Antonic of the Verge visit Retameron's father Teranon in Specularum. Retameron spots a suspicious fellow wearing a brooch that belonged to a lady whose estate was overrun by Skarda's Raiders in the previous year or so. Retameron followed the fellow to Mallek's house, a member of the Magician's Guild. He decided to investigate with some companions that night and broke into Mallek's house where he found he was Skarda and was plotting against the Duke. A fight broke out and spilled onto the street. Many died, Mallek's house was burned down and there were no survivors. The Karamaikan authorities concluded that Mallek/Skarda had perished in the fire. A mirror was found in the house which was thought to be a Mirror of Life Trapping. Retameron covered it and took it back to his tower in Verge.

However, Skarda/Mallek and some of his henchmen survived by entering the mirror, but were trapped in the pocket dimension as the mirror had been covered.

(Source: X12, p.2)

Roorgh begins shepherding bighorn sheep in High Goblony.

(Source: HWA1. p.15)

Misha is born in a forested village near the Foamfire River, Karameikos.

(Dark Knight of Karameikos, pp. 2, 6 & 38)

B/W AC 998 & AC 999 Nefastus Steals His Mate's Egg

The green dragon, Nefastus, steals his mate's egg and takes it back to his lair at Wyrmhaven, Riverfork Woods, Karameikos.

(Source: Wild Dragon Den, p.11)

Batu Khan of the Bortaks marries Bakai (Moglai Khan's eldest daughter).

(Source: Gaz 12, Players, p. 20)

AC 999

Adriana & Justin Karameikos Return to Specularum, Lord Rejladan Imprisoned, New Bergdhovern Law, Sire Galladin Enrols in Great School of Magic?, Don Carlo Marries Dona Maria de Belcadiz, Angus McGregor Joins the Brotherhood of the Radiance, Nizam Rescued in Dythestia, Ionian Gem Stolen, Palfrit & Marianne Win the Ierendian Royal Tournament, Arloen Treelife Promoted to Snr Representative of Grunalfs in Alfheim Town, Kori "Fire-Eye" Begins Adventuring, Irena Piotrev Moves to Dengar, Ostmans Deal with Ragnar, Haverfjord Crime Wave, Morphail Assails Thar?, Attleson's Axe Handles Attacks, Ethengar Invades Heldannic Territory, Halfalen's Daughter a Shaman, Battle of Storms, Thyatis and Alphatia Exchange Royal Hostages, Anaxibius Buys an Estate in the Hightop District, Dylan Son of Penn Journeys to Thyatis City, Tylion Seeks Immortality, Helskir Declares Independence, Heldannic Knights Establish Ties with Eusdria & Crimson Essence, First Inheritors, Delune Darkeyes Appointed Sheriff of Heartshire, Brass Kitchen Machine Wins Gemeye Medal, Sea of Dread Typhoon, Heldannic Order Reforms, Gareth Ironhand Captured, Halyk's Tribe's New Lair, Gnolls Threaten Magden, Old Antilles Castle Sold, Ierendi Promotes Immigration

Deaths: Christoph Torenescu, Rajah Venkat of Shajarkand, Johan Goldzig, Diego

Births: Deidre, Gabrionus Torion, Sula

Lady Adriana Karameikos completes her 3 year stint in the town guard of Kerendas and returns home to Specularum.

(Source: Gaz 1, p.42)

Lord Justin Karameikos returns to Specularum on 1 Sviftmont with gold and letters of commendation from his merchant-captain employer.

(Source: Gaz 1, p.43)

Christoph Torenescu, head of the Torenescu Clan, is secretly poisoned by his younger brother Boris. Christoph is succeeded by his son Aleksander.

(Source: Gaz 1, pp.52-53)

Lady Sinaria Verlien, the Countess of High Sonden, scried Lord Rejladan Virayana reading an old tome about the Radiance. She had him captured whilst on hunting in the Colossus Mountains, to learn of the Radiance. When he refused to cooperate, Sinaria imprisoned him in a 5 mile long pocket plane where magic does not work and an attach stalks him, until he is prepared to talk.

(Source: Gaz 3, pp.29 & 30)

Prince Vanserie Vlaardoen XI of Bergdhovern decrees that any man who touches or speaks to his daughter Juliana will be executed.

(Source: Gaz 3, p.30)

Sire Galladin (Alheim Ambassador to Glantri) enrolls in the Great School of Magic in the field of Dracology (jade dragons).

(Source: Gaz 3, p.31)

Don Carlo the constable of New Alvar marries Dona Maria de Belcadiz in New Alvar.

(Source: Joshuan's Almanac, p.141)

Angus McGregor joins the Brotherhood of the Radiance as Brother Morning Child.

(Source: Glantri Grimoire p.50)

Deidre is born in Podaris's Tower, near Les Hiboux, Nouvelle Averoigne.

(Source: Glantri Kingdom of Magic, Rat Problem handout)

Faris Nizam al Babrak is brought to the Kirkuk village Sanctuary for healing after being found in the desert suffering from a disease or curse. He has no recollection of the attack.

(Source: Gaz 2, p.41)

Polybius the Thyatian Minister for Sorcery traces the master Ionian Gem to the imperial treasury then steals it. He begins experimenting with it to try to reassert the gem's power over the 6 lesser gems.

(Source: Gaz 2, p. 60)

Arloen Treelife is appointed Grunalf Clan representative in Alfheim Town.

(Source: Gaz 5, p.39)

Kori "Fire-Eye" Nordenshield, Daughter of Filia comes of age and leaves Smaggeft for an adventuring career.

(Source: Gaz 6, p.64)

At the urging of her tutor Teldon, Irena Piotrev leaves Specularum for Dengar to further her magical studies.

(Source: Gaz 6, p.70)

Ragnar the Stout, War Leader of Soderfjord, agrees in principle to assist the Ostman Clans if they rebel against the Kingdom of Ostland.

(Source: Gaz 7, p.13)

Jarl Leif the Lean of Haverhold offers his daughter for marriage to a young scion of the Ostman Clan in order to promote closer ties between the 2 clans. Following the proposal, Ostman criminals and pirates begin operating in Haversfjord, leading to a crime wave. The town's merchants and populace call on the Mayor Bifurr Mim and the Council to protect them.

(Source: Gaz 7, pp 16-17)

King Thar of the Broken Lands gains a spellbook of Prince Morphail Gorevitch-Wozlany of Boldavia from a raid. Morphail magically located his missing spellbook, caught Thar alone and defeated him – turning Thar into a nosferatu.

(Source: Gaz 10, DMG, pp 15-16)

Darokin's 5th Army, Attleson;s Axe, defeats during the year a small tribe of ogres, goblin bands, a nest of spiders and a lizard man army.

(Source: Gaz 11, DMG, p.40)

Ethengarian forces are repulsed after skirmishing with Heldannic forces in the borderland hills.

(Source: Gaz 12 Map)

Halfalen's (the Shadow Elf proprietor of Halfalen's Haulage House in the City of Stars) only daughter becomes an acolyte of the Temple of Rafiel.

(Source: Gaz 13, DMG, p.24)

Elk Clan invasion of the Turtle Clan is halted at the Battle of Storms.

(Source: Gaz 14, Map)

Prince Tredorian of Alphatia travels from Sundsvall to Alpha to petition his brother King Ericall of Norwold to grant him a dominion. Tredorian goes on a pub crawl in Alpha and becomes very drunk. He is captured by Thyatian agents who ship him back to Thyatis City. Emperor Thincol Torion I "The Brave" of Thyatis killed the agents as they had caused a diplomatic incident when they were to only gather intelligence. The agents heads were displayed on pikes at the city gates.

Empress Eridana "the Wise" demanded the return of Tredorian when she found out. Thincol countered by offering to send Princess Asteriela to Sundsvall in exchange for keeping Tredorian in Thyatis City. Eriadna agreed and Asteriela was sent to Sundsvall. Thincol arranges for Tredoian to be taught swordfighting and pegasus riding with a view to him joining the Knights of the Air.

(Source: DoE, Book 1, p.26)

Anaxibius has become the most popular gladiator in Thyatis City. He buys an estate in the northwest section of the exclusive Hightop District of the Emperor's Hill, Thyatis City.

(Source: DoE, Book I, p.27)

Dylan, son of Penn, turns 21 and leaves the Hinterlands for Thyatis City. He becomes a gladiator in Thyatis City.

(Source: DoE, Book I, p.29)

Tylyon embarks on the Path of the Epic Hero in the Sphere of Thought, sponsored by Koryis.

(Source DoE, Book I, p.53)

Sick of being wrestled over by the empires of Alphatia and Thyatis and snubbed by Alphatia for kingship, Lord Eruul Zaar of Helskir declares his town's independence.

(Source: DoE, Book I, p.72)

Crown Prince Hara of Kadesh marries Tulasi Radhas.

(Source: CoM, Explorer's Manual, pp.20 & 22)

Rajah Venkat of Shajarkand dies. He is succeeded by his son Ramanan Venkat. Ramanan's uncle Bharani Venkat becomes his chief advisor.

(Source: CoM, Explorer's Manual, p. 24)

In spring, the Heldannic Knights, lead by Herr Ulrich, establish diplomatic ties with the Kingdom of Eusdria. Herr Ulrich arranges the supply of cinnabryl and red steel to Eusdria through the Texeiran colony of Protectorado da Presa and begins gaining influence over the king, the royal mayor and the Knights of Harstal.

(Sources: Dragon Magazine #178, VPA, p.44, B Heard, 17.8.98)

Don Luis de Manzanos leads an adventuring group of 11 (including Audra "the Masked") which discovers a prophecy about power derived from the Red Curse. The adventurers paid a Saragon alchemist to make the first vial of crimson essence and they bought the formula from him. The adventurers imbibed the potions and become the first inheritors. Inheritors form the Brotherhood of Order (lawful) and the Friends of Freedom (chaotic). The Neutral Alliance is formed to balance the 2 competing orders.

(Source: Savage Baronies Book I, pp.21, 46 & 48)

Prince Gabrionus Torion is born in Thyatis City.

(Source: PWA I, p.157)

Delune Darkeyes is appointed Sheriff of Heartshire.

(Source: Joshuan's Almanac, p.117)

On Serraine's Crafts & Guilds Day, Eirmont 8, the Gemeye Medal is controversially awarded to a brass kitchen machine.

(Source: PC2, DM's, p.51)

A typhoon strikes the Sea of Dread south of Specularum. A Thyatian vessel transporting horses is shipwrecked. A Karameikan, Pyotr, is the sole survivor, saved by a band of nixies.

(Source: PC3, Sea Peoples Book, p.12)

In summer, Johan Goldzig, Landmeister of Oostdok dies of old age. His remains are entombed at the Crypt of Heroes underneath the Great Fortress of Freiburg. Karl Hundkopf becomes the new Landmeister at the age of 31.

In winter, the Grand Council of the Heldannic Order proposes more changes to the Code of Conduct. The next two amendments are voted in.

(Source: B Heard, 17.8.98)

The dwarf, Gareth Ironhand, is captured by the hobgoblins of The Hill in eastern Karameikos and is set to work as a smith to equip the hobgoblin forces for an invasion of Guido's Fort.

(Source: B5, p.20)

In Tristan Medina's household, Hernan Costa's fireball legacy activates for the first time when his friend Diego claims to have been with the new maid. The fireballs kill Diego. That night, Tristan told Hernan about legacies and gave him a cynnabryl talisman.

(Source: Black Vessel, pp.249-251)

Around Ambyrmon, at the prompting of the shaman Sherralil, Halyk challenges his wood imp chieftain for control of the tribe. After heavy losses, Halyk is defeated and leaves to form his own tribe with shaman Sherralil, her assistant Cohruloch and a small number of followers. Halyk discovers an abandoned Hsiao complex with treasure in the Dreamlands and the tribe moves in. However, the lair's owner, Genevieve the woodrake, returns. The wood imps agree to allow Genevieve to occupy a section of the lair in return for protecting it.

(Source: PC1, Adv, pp 7-8)

A band of 20 gnolls have been attacking a tavern and other places in Magden, as well as travellers in the surrounding countryside. The tavernkeeper makes a deal with the gnolls to supply them with captives who stay at his tavern in return for them stopping their raids.

(X5, p. 14)

Threshold merchant Clifton Caldwell buys the Old Antilles Castle 5 miles west of Threshold. He discovers it is infested with monsters and seeks adventurers to clear it for him.

(Source: AC1012, p. 112)

The Kingdom of Ierendi advertises across the Known World for new residents.

(Source: Gaz 4, p. 12)

Sula is born in the Foamfire River Valley.

(Dark Knight of Karameikos p. 6)

1 Thaumont AC 999 Jaku "the Render" Magic Jars into Kadan Khan

The evil spirit Jaku "the Render" from the Land of Black Sand magic jars into Kadan Khan of the Kaeruts' body.

(Source: Gaz 12, DMG, p.11)

1 Klarmont AC 999

The northern Darokinian fighter Palfrit and the local fighter Marianne win the Royal Ierendian Tournament and so become King & Queen respectively.

(Source: Gaz 4, p. 9)

Fall AC 999

Gnomish brothers Vissaryon and Tekaryon begin prospecting for gold with 12 dwarves in the Zargash Mountains. They strike gold, but eventually tunnel through to a cave system inhabited by the Nyy-akk Orcs and are constantly attacked.

(B10, p. 17)

28 Kaldmont AC 999

Tathenodosius (an Alphatian secret agent) hires adventurers in Thyatis City to patrol the coliseum tomorrow for Storm Soldier assassins who are plotting to kill Emperor Thincol Torion of Thyatis. He has also hired Wulf, Alois and other Storm Soldiers to kill Emperor Thincol as a diversion.

(Source: DoE, Bk I, p. 93)

AC 1000

Current Year, Suleiman Al-Kalim Immortal, Bemarris Immortal, Formation of the Fellowship of the Star, Ring of Fire and the Brotherhood of the Shadow, Alphatia Attempts to Reach Hollow World, Temple of Balthac Established, Kelter Zerben Converts to Balthac, Azlum Swith Completes Brun Map, Claransa a Dominion Ruler, Maximiliano de Almarron y Escudor Returns, Mara Begins Training to be a Knight & Glantri City Waste Disposal

Deaths: Helena Ledamiades

Births: Igrid Yrsasdottir

Suleiman Al-Kalim becomes immortal.

Bemarris becomes immortal.

(WoI Book 1 p. 39)

In the Immortal's City of Pandius, Ixion demands that the use of the Radiance be forbidden. Rad refuses to obey. Ixion forms the Ring of Fire to destroy Rad's followers, Glantri. Rad forms the Fellowship of the Star to defend the Radiance. Hel forms the Brotherhood of the Shadow to fuel the conflict between the Ring and the Fellowship.

Ixion and Valerias encourage their followers to gain power and fan anti-Glantrian sentiment. Helena Ledamiades, cleric of Valerias, is killed by a jealous lover in Thyatis City. Valerias takes on her identity and has made her estate the social centre of Thyatis City. She uses blackmail and manipulates the city's movers and shakers to fight each other or abandon their duty to passion.

Rad, Rafiel and Rathanos study ways to use the Radiance defensively.

Asterius creates mortal identities to learn of Ixion's plans.

Eiryndul stirs up civil war in Norwold and causes trouble in Alfheim.

Vanya fans anti-Alphatian sentiment in the Thyatian Empire and the Heldannic Territories.

Clerics of Alphatia stir up anti-Glantrian feelings. Alphatian wizards duel Glantrian wizards whenever possible.

(Source: WoI Book 2, pp. 8-11, 72, 73)

Hel instructs Lillian Corran to establish the Temple of Balthac in the western Orclands on the site of the battle between Balthac and Calor.

(Source: WoI, Book II, p. 55)

Whilst on a mission against raiding orcs, Kelter Zerben and his companions fight a hard battle against orcs and Kelter is the sole survivor. Following a strange voice, he wanders into the hills and becomes a cleric of Balthac (actually Hel). Kelter then returns to Fort Nell and reports to his commander. His commander does not believe him and discharges him.

(Source: WoI Book II, p. 39)

After learning of the existence of the Hollow World from Prince Haldemar of Haaken in Flaurmont, Empress Eriadna decides Alphatia should colonise the new world to stop its total domination by the Heldannic Knights. After teleports failed, Eriadna contacted the dwarves of Stoutheart and the gnomes of Serraine to dig a tunnel between Aegos and the Hollow World. They found the town of Pittstown on Aegos around the dig site. The majority of Aegos able-bodied populace is drafted into the army to work on the project. The dwarves and gnomes begin designing digging machines.

(Source: WoI Book 2, p. 44)

Azlum Swith completes his map of Brun from his Geodome Airship. He has now mapped a third of Mystara.

(Source: CoM, Geodome Airship Card)

Claransa “the Seer” is granted a dominion in Norwold.

(Source: AC1010, p. 134)

Helena Daphnotarthius joins the Imperial Thyatian Navy.

(Source: AC1010, p. 135)

Princess Igrid Yrsasdottir of Ostland is born in Zeaburg.

(Source: AC1010, p. 160)

Don Maximiliano de Almarron y Escudor returns from to Almarron from Saragon to organise a rebellion against Don Esteban.

(Source: Savage Baronies Book I, p. 46)

Lady Mara of Oceansend begins training to become a knight.

(Source: Rogues to Riches, p. 134)

Workers in Glantri City dig waste pits where charmed black puddings are placed.

(Source: Kingdom of Magic, The Grimoire, p. 96)

Nuwmont 1 New Year’s Day – Thyatian Millenium

Thyatians celebrate 1,000 years of empire. Games are held at Coliseum which is attended by Emperor Thincol Torion “the Brave” of Thyatis and his magist Demetrian Karagenteropolus. The games include minor fights between lesser gladiators, a gladiator free-for-all, a white ape v. a black bear, young gladiators v. lizard men, Anaxibius v. Alexandrius re-match. During the Anaxibius-Alexandrius fight, Storm Soldier assassins fire a poison bolt at Emperor Thincol, but it stops short due to protection from normal missiles cast on him. The Storm Soldiers are caught and arrested. Tathenodosius and his wizard assistant feed their special potion of monster control to the monsters that will fight in the Duel of the Beasts. Chief animal-trainer, Elosius, is killed by Tathenodosius under the Coliseum when he catches him tampering with monsters. Anaxibius defeats Alexandrius whom he beheaded after getting the thumbs down from the Emperor and the crowd. Duel of the Beasts – a young green dragon with tied wings (5HD), a cave bear, a sabretooth tiger, 2 owl bears, 2 minotaurs, 3 ogres are set to fight to the death. However, before the monsters are released an alarm is raised not to release them. Tathenodosius speaks the command word which enrages the monsters. The young green dragon is killed by Anaxibius after he suffers its breath, Tathenodosius’ wizard traps Demetrian with a force field, the Imperial Guardsmen kill the sabre-tooth tiger after it killed 2 of them, Demetrian disintegrates the force field and duels Tathenodosius’ wizard, Thincol crawls to the wizard and slays him, adventurers kill the cave bear. Tathenodosius is caught fleeing the Coliseum. Clerics raise the 2 dead guardsmen and heal all.

(Sources: Gaz1 p.15; DoE Bk I, pp. 93-98)

Thaumont 1 Alphatian Double Millenium

Alphatians celebrate the 2000th anniversary of their landfall on Mystara. At the urging of mortal identities of their immortal patron, Alphatia, poets and writers stir nationalistic pride and anti-Flaemish sentiment.

(Source: WoI, Book 2, p. 30)

Thaumont 7 Iron Ring Attack Kalanos, Dymrak Goblins Attack Ilyakana

The trader Kalanos sets off in his river boat from Kelvin city for Ilyakana lumber camp. A few miles from Kelvin City, the Iron Ring attack Kalanos' boat but are driven off. Kalanos continues to sail up river and arrives at Ilyakana.

(B10, pp 5-6)

At nightfall, the Gnasska and Kloss-lunk goblin tribes attack and overrun the Ilyakana lumber camp. Kalanos hid in a tree and survived, but has become mentally unhinged by the event. The lumber camp boss Gregor, blacksmith Yuri and twin brothers Grisha and Grishkal escaped. Stephan was taken prisoner and sent to Xitaqa for interrogation.

(B10, pp. 12 & 15)

Thaumont 8 Dymrak Goblins Besiege Sukisyn

At nightfall, the Gnasska, Kloss-lunk and Jaggadash goblin tribes commanded by King Vlack attack the homestead of Sukiskyn in the Dymrak Forest. Whilst the other tribes assault the homestead, the Jaggadash storm the stables, kill Novannes and Hakos and flee with 41 horses towards Fyodorll the bandit's camp. The Jaggadash lost 3 warriors in action.

(B10, p. 7)

Thaumont 9 Sukiskyn Siege Lifted

Just before dawn, the Kloss-lunk tribe abandons the siege of Sukisyn and pursues the Jaggadash. Infuriated by the withdrawal of the Jaggadash, King Gnass orders his warriors to assault the homestead. King Vlack and his retinue withdraw during the assault. The assault fails and the Gnass withdraw. Dire wolf riders of the Kloss-lunk tribe overtake the Jaggadash about 9 miles from Sukiskyn at noon. In the battle, 22 Jaggadash, 3 Kloss-lunk, 1 dire wolf and 17 horses are killed. The Jaggadash survivors flee with 24 horses to Fyodorll whilst the surviving Kloss-lunk head for their own lair.

(B10 p. 11)

Thaumont 10 Refugees Arrive at Sukiskyn

Refugees (Gregor, Yuri, Grisha & Grishkal) from the Ilyakana lumber camp arrive at Sukiskyn and bring news of the attack and Stephan's capture. That night, Pyotr hosts a muted feast to celebrate the defeat of the goblins, however his thoughts are with his brother, Stephan.

(B10, pp. 12 & 14)

Thaumont 26 Princess Ark Time Travels

The Princess Ark is hurtled 34 years into the future by a nebular storm at the Hollow World gate. Synn retrieves Lady Abovombe from a Myoshiman gaol and returns her to the Princess Ark. Talasar prevents Myojo from dying from Synn's attack.

(Source: VPA Part 11, Dragon 164, p. 43)

Thaumont 27 Myoshiman Assassins

Myoshiman assassins try to eliminate Myojo on the Princess Ark.

(Source: VPA Part 11, Dragon 164, p. 43)

Flaurmont 1 Haldemar Arrested

The Princess Ark returns to Sundsvall. The Crimson Guard arrests Haldemar of Haaken and Talasar and takes them to the Imperial Dungeon. They are charged with killing Herr Wulf von Klagendorf.

(Source: VPA Part 11, Dragon 164, p. 43)

Flaurmont 14 Princess Ark is Released

Empress Eriadna probes Haldemar's memories and acquits him. She tells him the knowledge he and his crew has gained is too dangerous to fall into the wrong hands, so the Ark can either continue its imperial mission or all its crew must be eliminated.

(Source: VPA Part 11, Dragon 164, p. 43)

Flaurmont 19-24 Princess Ark Crew Party in Starpoint

To raise morale, the Princess Ark's crew are permitted to go to Starpoint to enjoy themselves disguised as civilians.

(Source: VPA Part 11, Dragon 164, p. 44)

Flaurmont 25 Ramissur Recovered

Whilst visiting the Haaken family estate in Floating Ar, Haldemar accidentally triggers one of his devices that causes his bat to revert to the form of Ramissur.

(Source: VPA Part 11, Dragon 164, p. 44)

Flaurmont 26 Princess Ark Journeys to East Portage

A thothian assassin of King Haptuthep narrowly misses Haldemar with a poison dagger in the Silver Snake restaurant in East Portage.

(Source: VPA Part 12, Dragon 165, p. 43)

Yarthmont 25 Princess Ark Journeys to Upper Thothia

Haldemar and crew visit the tomb of Haptuthep where Raman previously worked on an archaeological mission. Haptuthep is discovered as being a lich with fanatical mortal followers. The crew plunder the tomb and Haldemar discovers there is a 2nd part to the Thothian Enchantment.

(Source: VPA Part 12, Dragon 165, p. 43)

Klarmont Black Rajah Visits Sayr Ulan

The Black Rajah of Jaibul meets with Chandra ul-Nervi in Sayr Ulan and joked about the laziness and crooked construction of Jahore. Incensed, ul-Nervi ordered the Maharaja of Putnabad to construct a great palace to be built in Jahore by the end of the year or lose his title. The Black Rajah stands to gain Putnabad if the maharaja loses his title.

(Source: VPA Part 16, Dragon 169, p. 43)

Klarmont 13 Princess Ark Arrives at Tang-Hwa

Lady Ping tours the Ark.

(Source: VPA Part 13, Dragon 166, p. 41)

Felmont 1 Princess Ark Reaches Glauqnor

Haldemar and crew are entertained by Lord Verdlin, however Haldemar hallucinates and slaps Verdlin's wife, Lady Gruneel, thinking she is an alien. Haldemar is imprisoned.

(Source: VPA Part 13, Dragon 166, p. 43)

Felmont 3 Haldemar Unlocks the 2nd Part of the Thothian Enchantment

Haldemar manages to unlock the secret of the 2nd part of the Thothian Enchantment and realises he has become a Gate of Chaos to the Plane of Nightmares.

(Source: VPA Part 13, Dragon 166, pp. 43-44)

Felmont 4 Haldemar Released From Prison

Haldemar succeeds in Glauqnor's Trial by Fear and is freed. The Ark is banished from Emerond.

(Source: VPA Part 13, Dragon 166, p. 44)

Felmont 9 Princess Ark Breaches the Skyshield

Haldemar deciphers more of the Thothian Enchantment – a whirlpool forms and the Ark dives into it on its own accord.

(Source: VPA Part 14, Dragon 167, p. 42)

Felmont 23 Princess Ark Returns to Mystara

The new Princess Ark returns to Mystara and enters through the gate at Sind. The Ark saves the caravan of Prince Dharjee of Purnabad from Jaibul raiders. Dharjee was on his way to Sayr Ulan to ask Chandra ul-Nervi for funds to assist the construction of a great palace.

(Source: VPA Part 16, Dragon 169, pp. 41 & 43)

Felmont 25 Princess Ark Reaches Jahore

In return for a trade agreement, Haldemar agrees to assist the construction of a great palace in Jahore, The Raj Tahal.

(Source: VPA Part 16, Dragon 169, pp. 43 & 45)

Felmont 28 Jahore's Abandoned Library Demolished

Berylith uses her breath weapon to demolish the abandoned city library this night to make way for the construction

(Source: VPA Part 16, Dragon 169, p. 43)

Fyrmont 12 Jahore's Curse Discovered

Haldemar traces the source of Jahore's apathetic curse to an alchemical substance added to the Asanda River. The Black Rajah of Jaibul has an agent dumping sheepskins of poisons into the river upstream.

(Source: VPA Part 16, Dragon 169, p. 43)

Fyrmont 14 Ashari Kills Black Rajah's Lackey

Ashari Sunlil locates and kills the man poisoning the Asanda River for the Black Rajah.

(Source: VPA Part 16, Dragon 169, p. 45)

Fyrmont 15 Black Rajah Executes Seer

Haldemar witnesses the Black Rajah of Jaibul execute Seseumbo, a Yavdlom seer, in the rajah's palace tower. From his Fire Jewel, the Black Rajah learns from visions of the burning seer that Alphatia will sink after a great war.

(Source: VPA Part 16, Dragon 169, p. 44)

Fyrmont 16 Black Rajah Contacts The Master

The Black Rajah uses his mirror of sending to advise The Master of Hule of what he learnt from the Yavdlom seer. The Black Rajah captures Haldemar.

(Source: VPA Part 16, Dragon 169, p. 44)

Fyrmont 17 Princess Ark Heads for Jaibul

Sensing the admiral is in danger, Berylith breaks her moorings and heads for Jaibul with the crew unable to stop her. Ashari Sunlil rescues Haldemar and the Great Prophet Yarani, a Yavdlom seer, from the Black Rajah. The Princess Ark then captures the Black Rajah.

(Source: VPA Part 16, Dragon 169, p. 45)

Fyrmont 18 Black Rajah Thrown Overboard

Ramissur throws the Black Rajah overboard.

(Source: VPA Part 16, Dragon 169, p. 46)

Fyrmont 19 Princess Ark Returns to Jahore

The effects of the poisoned water supply are diminishing and construction of the Raj Tahal is now progressing well.

Rajadhiraja Chandra ul Nervi is informed of the Princess Ark. He commands his most experienced jadugerja, Jarita Maruti, to construct a flying vessel for him.

(Sources: VPA Part 16, Dragon 169, p. 46, CoM The Flying Barge Card)

Ambyrmont Jaggar von Drachenfels Relinquishes His Role as Diamond

Jaggar von Drachenfels gives up his right to rule all lawful dragons when he discovers how dracologists are harmful to dragons and dragon souls. The Great One pardons him for becoming Diamond. Lawful dragons guardians begin competing to become Diamond. Non-lawful dragons continue to despise Glantrian dracologists. Jaggar sets about trying to reform the Dracology craft, however there is dissension amongst the 3 branches of the craft.

(Source: “From Hatchling to Guardian Immortal”, Dragon 170, p. 14)

Ambyrmont 6 Initial Research Complete

Jarita Maruti completes her initial research on a flying vessel. She meets with Rajadhiraja Chandra ul Nervi to discuss the design. She believes a flying barge will be best. Jarita discusses the design with the Salmanin family barge builders.

(Source: CoM Flying Barge Card)

Ambyrmont 8 Initial Consultation Complete

Jarita Maruti concludes the initial consultation with the Salmanins for the Flying Barge.

(Source: CoM Flying Barge Card)

Ambyrmont 11 Flying Barge First Draft

First draft plans of the Flying Barge are completed.

(Source: CoM Flying Barge Card)

Ambyrmont 12 Princess Ark Leaves Jahore, Sindhi Expedition to Burning Waste

The Raj Tahal is nearing completion.

(Source: VPA Part 17, Dragon 170, p. 39)

Jarita Maruti leads an expedition of jadugeryas and himayas bound for the Burning Waste to acquire the flame of a greater phoenix for the Flying Barge project.

(Source: CoM Flying Barge Card)

Ambyrmont 24 Princess Ark Reaches Tanakumba

Princess Ark reaches Tanakumba, delivering the Great Prophet Yarani home.

(Source: VPA Part 17, Dragon 170, p. 39)

Ambyrmont 25 Xerdon Hires Nyanga

After a long tavern duel, Swetanga Nyanga offers to hire on with Xerdon.

(Source: VPA Part 17, Dragon 170, p. 43)

Ambyrmont 26 Deaths: Yarani

Yarani, Great Prophet of Yavdlom and several high seers are assassinated by the traitor Swetanga Jio and agents of The Master of Hule. Haldemar of Haaken is falsely accused of murdering Yarani. Jio and the agents are then captured and executed by Pustek and his men. Haldemar is captured by putek's men and left there to be found by the Yavdlom guards.

(Source: VPA Part 17, Dragon 170, p. 43)

Ambrymont 28 Princess Ark Departs Tanakumba

Having been acquitted by the new Great Prophetess, the Ark leaves for Slagovich to try to track the Pustek's ruffians down.

(Source: VPA Part 17, Dragon 170, p. 44)

Sviftmont 4 Princess Ark Attacked by Red Dragonflies

Zgozod sends an insect swarm of red dragonflies to attack the Ark, but the swarm is easily defeated by the crew.

(Source: VPA Part 18, Dragon 171, p. 41)

Sviftmont 5 Princess Ark Reaches Slagovich, Sindhi Expedition Returns

The Ark reaches Slagovich where the crew wait for Pustek's men to arrive.

(Source: VPA Part 18, Dragon 171, p. 41)

Jarita Maruti and her colleagues return to Sayr Ulan with 5 vials of the flame of a greater phoenix from the Burning Waste. 5 himayas were left to guard the greater phoenix from adventurers and the like. Jarita commandeers a large building near the elephant stables, 3 jadugeryas and 12 experienced barge builders.

(Source: CoM Flying Barge Card)

Sviftmont 17 Slagovich Attacked

Deaths: Pustek

At night, the Hojah fleet blockades Slagovich's cavern entrance and bombards the city with flaming projectiles whilst the light infantry of their Zvornik allies assaulted the northern walls. They have come in an attempt to free Margrave Miosz II from Zgozod at Stavro's request (Miosz II's uncle). Zgozod lead a sortie of 20 knights and routed the Zvornik forces for the loss of only 3 knights. Slagovich archers on the wall added to Zvornik's losses.

After the battle Zgozod forced Miosz II to sign a charter giving Hule certain rights over the city in exchange for protection. Later Zgozod attempted to kill Miosz II, but

Sviftmont 27**Princess Ark Reaches Boyazka**

Haldemar and Talasar explore Boyazka posing as Heldannic Knights and learn the Heldannic Knights are dealing with The Master.

(Source: VPA Part 19, Dragon 172, p. 43)

Sviftmont 28**Haldemar Discovers Hulean-Heldannic Plot**

Haldemar and Talasar are sent through a mirror gate in the Temple of Bozdogan to Greatrealm. They meet Zgozod and tie him up. Then they learn of a Hulean-Heldannic plot to conquer SE Brun and Glantrian activities against Alphatia. They are given a red steel short sword by High Dervish Ismet Atadervis. They are discovered by The Master, capture Ismet and return to the Ark.

(Source: VPA Part 19, Dragon 172, pp. 43-45)

Eirmont 1**Princess Ark Departs Boyazka****Deaths: Ismet Atadervis**

The Ark drops the Heldannic survivors into the wilderness and then heads southwest. Talasar uses his scroll of communication to warn Empress Eriadna via the Temple of Razud in Starpoint of the plot. Likewise, Haldemar teleports a message to the maharaja of Putnabad warning of a nomad invasion.

Ismet is found dead in the brig, probably killed at the Master of Hule's whim.

(Source: VPA Part 19, Dragon 172, p. 45)

Eirmont 7**Princess Ark Reaches Porto Preto**

A ghost requests Nabodinus Raman's assistance whilst he researches Hule in the library at Porto Preto.

(Source: VPA Part 21, Dragon 174, p. 41)

Eirmont 8**Xerdon Attacked**

Nyanga returns to the Ark without Raman, a search party is sent.

Raman travels with 3 miners north toward the Tower of Mercy.

In the night, agents of The Master of Hule snuck aboard the Ark and nearly kill Xerdon in the sick bay. They steal his cinnabryl.

(Source: VPA Part 21, Dragon 174, p. 43)

Eirmont 9**Search for Raman Continues**

Eirmont 15

Haldemar discovers Baron Balthazar in his secret library where he explains how he used him to flush out spies and traitors in his court. Haldemar is not impressed, but the Baron offers a trade agreement with Alphatia and use of the Grande Plaza for skyships.

Haldemar fries the gnoll assassin with his wand of lightning.

(Source: VPA Part 22, Dragon 175, p. 44)

Eirmont 22 Princess Ark Departs Ciudad Matacan

The Ark departs Ciudad Matacan after enjoying a week at the Baron's mansion.

(Source: VPA Part 22, Dragon 175, p. 44)

Eirmont 24 Princess Ark Arrives at Smokestone City

Deaths: Baraboo Jack

Haldemar and co stay at the Red Steel Saloon. A brawl breaks out and the local sheriff kills Baraboo Jack.

(Source: VPA Part 23, Dragon 176, pp. 31-33)

Eirmont 25 Haldemar Sets Off for South Gulch

The Princess Ark uses the cover of storm clouds to evade 5 Heldannic warbirds.

Haldemar and co. board a Zachariah & Peabody coach for South Gulch in search of a cinnabryl mine.

(Source: VPA Part 23, Dragon 176, p. 33)

Eirmont 26 Second Sindhi Expedition to the Burning Waste

Jarita Maruti returns to the Burning Waste for more flame of the greater phoenix.

(Source: CoM Flying Barge Card)

Eirmont 28 Badlander Goblin Attack

Haldemar and co's coach is attacked by Badlander goblins in Bushwack Prairie, but they are saved by the charge of the 7th Cavalry.

(Source: VPA Part 23, Dragon 176, p. 33)

Kaldmont 3 Haldemar Reaches South Gulch & Talasar Destroys a Warbird

Haldemar & Co reach South Gulch. He agrees to help an old turtle against the miners.

At night, Talasar boards a Heldannic warbird. He removes the gem of flight and the warbird breaks apart, sending all on board tumbling through the sky. Talasar holding the gem, floats in mid air until rescued by Ashari. He then let the gem go and it hurtled upwards out of sight. Without the gem of flight, 2 warbirds collide and are lost. Then the Ark picked up Ashari and Talasar.

(Source: VPA Part 23, Dragon 176, pp. 35-37)

Kaldmont 4 Tortles Defend South Gulch

Haldemar & Co and the tortles successfully defend South Gulch from 50 miners.

At night, Talasar boards a Heldannic warbird. He removes the gem of flight and the warbird breaks apart, sending all on board tumbling through the sky.

(Source: VPA Part 23, Dragon 176, p. 37)

Kaldmont 8 Haldemar Returns to the Ark

The tortles give Haldemar a piece of cinnabryl for assisting them against the miners and then show them a shortcut to Smokestone City where they rejoin the Ark.

(Source: VPA Part 23, Dragon 176, p. 38)

Kaldmont 14 Princess Ark Reaches Robrenn

Haldemar witnesses King Edwix of Robrenn killing Greudnax the red dragon's daughter in the Hallowed Forest. They are then captured by the druids for entering their sacred forest. All are released except Talasar & Nyanga so they may meet the King.

(Source: VPA Part 24, Dragon 177, p. 41)

Kaldmont 15 King Edwix Ambushed

King Edwix's camp is ambushed by Cassivellonus orcs, his bodyguard is slain except Ariovix who is captured. Edwix escapes. The orcs ambush Haldemar and co but are defeated. They free Ariovix.

Greudnax's breath weapon starts a forest fire. The druids with help from Talasar and Nyanga piut it out. The Great Druidess allows Talasar & Nyanga to go in gratitude.

(Source: VPA Part 24, Dragon 177, p. 41)

Kaldmont 16 Deaths: Greudnax

King Edwix I of Robrenn reaches Greudnax's lair. Greudnax returns and they battle. The king slays the dragon, but is mortally wounded. Haldemar and Myojo interfere with the battle to prevent Greudnax's orcs from harming the king.

(Source: VPA Part 24, Dragon 177, p. 44)

Kaldmont 17 Robrenn Defeat a Humanoid Horde

Incensed by the death of Greudnax, the orcs and allied ogres & trolls attack the druids. The tide of battle turns when a ghostly knight leads a motley of forest animals to attack. The horde routs through the fog and are misled by forest spirits over a cliff where they all perish.

(Source: VPA Part 24, Dragon 177, p. 44)

Kaldmont 18 Deaths: King Edwix

King Edwix I of Robrenn is executed by the druids for not completing his quest unaided.

(Source: VPA Part 24, Dragon 177, p. 44)

Kaldmont 19 Sindhi Expedition Returns from Burning Waste

Jarita Maruti returns with more flame of the greater phoenix from the Burning Waste in return for arranging protection for the greater phoenix in perpetuity.

(Source: CoM Flying Barge Card)

Kaldmont 20 Edwix II Succeeds His Father

Edwix II is crowned King of Robrenn.

(Source: VPA Part 24, Dragon 177, p. 46)

Kaldmont 24 Princess Ark Reaches Gundegard

Haldemar and co. are captured by the Knights of Harstal at the request of the Heldannic Knights and are taken to the dungeons of the Royal Castle. They escape, but Haldemar & Myojo Katamura are re-captured by the Royal knights. The Knights of Harstal then argue with the Royal knights. The Royal knights take them to the castle's keep.

(Source: VPA Part 25, Dragon 178, p. 41)

Kaldmont 25 Royal Mayor of Gundegard Castle Accused

The Captain of the Guard accuses the Royal Mayor of Gundegard Castle of falsely using the King's name to trap Haldemar & co.

That night, Talasar and Lady Abovombe sneak into the castle and overhear the scheme of the Heldannic envoy, Herr Ulrich, and the Knights of Harstal.

(Source: VPA Part 25, Dragon 178, p. 43)

Kaldmont 26 Royal Mayor of Gundegard Castle Imprisoned

The Royal Mayor of Gundegard Castle is found guilty by the King and sent to the dungeons.

Herr Ulrich accuses Haldemar of being a pirate. A trial by combat is set for the next day. Haldemar chooses myojo as his champion.

Herr Ulrich is attacked and wounded by Talasar whilst returning from a tavern in Gundegard. Talasar finds the Temple of Tiuz where he asks the clergy to inform King Sigismund III of the Heldannic plot. Word reaches the King and his guards capture his servant Morgund with a poisoned dagger.

(Source: VPA Part 25, Dragon 178, p. 43)

Kaldmont 27 Myojo Duels the King Sigismund III of Eusdria

Herr Ulrich is unable to fight due to his wounds. He chooses the King Sigismund III to fight as his champion. Myojo slays an alchemical ego of the King. The Count Theodamir of Harstal nervously proclaims himself King, however the King returns alive and banishes Herr Ulrich from Eusdria.

(Source: VPA Part 25, Dragon 178, p. 44)

Kaldmont 28 Haldemar Meets With King Sigismund III of Eusdria

King Sigismund III informs Haldemar of how Talasar helped foil an assassination plot against him and his use of cinnabryl to create an alternate ego to fight Myojo in the duel. He agrees to expel the Heldannic Knights from his land if Alphatia can cure his cinnabryl addiction.

(Source: VPA Part 25, Dragon 178, p. 44)

B/W AC 1000 & AC 1009 Savage Coast Wars

Hule invades Zagora, then Zagora sacks Yozgut Tower in Hule. Hule sacks the village of Budavik. Hule invades Zvornik, sacking the village of Tranja.

Village of Ayskudag, Castle of Aymir and the village of Karacurun are sacked.

The villages of Lestovo, Ljn, Fjar, Albanan, Jezevo and Grabana are sacked.

The village of Bukovosko is sacked by gnolls.

Border conflicts occur between Bellayne and Shazak, Bellayne and Renardie, Renardie and Eusdria. Robrenn sacks the Castle of Halsta in Eusdria. Ator invades Shazak, sacking Ry'takk and Snaat. Ator invades Cay. Cay invades Ator, sacking Shulgash. Shazak invades Ator, sacking Smlesh and Omsh. Plagues spread throughout the region.

Carnax orcs sack the Robrenn fort of Dax. Robrenn sack the SW Carnax orcish camp. Cassivellonis orcs sack the Robrenn forts of Atrebax, Bibrax and Raurax. The Robrenn kill all the Yazi tribal leaders in battle. Eusdria joins Robrenn against the Yazi. King Sigismund III of Eusdria tries to pull out of the Yazi war, but a number of his nobles revolt leading to civil war. Gundegard is sacked, its population reduced to 2,000. Withimer, Triel and the Castle of Hedeber are also sacked. The Honourbound Knights of Eusdria prevail over the King's enemies.

Huptai invade Eusdria, sacking Morgald and Martal.
Hupkur invade Renardie, sacking Guet-au-Roi, Ytres, Cambourg, Bourg-aux-Abois, Foy-Saimpt Preux, Aigues-la-chapelle and Hautevoie

Hupkur invade the Turtle Tribal Lands, sacking Shtun.

Hupkur invade Bellayne, sacking Hampstead, Rutherheath, Northington, Haysford, Uxington Palace, Tatterham, Oldsbury, Blackheath, Felfolk, and Chatsworth.

Black coal is discovered near Penwick attracting dwarven colonists from Eusdria.

(Source: Red Steel, Lands of the Savage Coast, pp. 7, 22, 32 and maps)

Nimmur invades Jibaru, sacking Maraa, Ji-Tapara, Arai, Ajuma and Curu. The Nimmurians are driven out by the Jibaru as they struggle to fight in the jungles and forests. The Jibaru then sack Ankesh, Desh and Eshnu.

Orcs of the Dark Jungle invade Nimmur. Several orcs are killed in Er when the star device fries them. Whilst Nimmur was distracted with the orcs, Ee'aar from Aeryl transport Enduks from Eshu to the Forbidden Highlands. The Ee'aar and Enduks then made a surprise attack on Um-Shedu assisted by some non-evil manscorpions and take the city. Upon the fall of the city, Idu lifted his curse from the Um-Shedu manscorpions who assisted the enduks. The enduks flood the tunnels beneath the city and blockd others with cave-ins. The enduks then build a mud-brick wall arounds the city, except on the northern side which is protected by the Forbidden Highlands.

Renardie founds the village of Preuve on the Arm of the Immortals east coast.

(Source: Orcs Head Peninsula Book I, pp. 34-35, 37)

**B/W AC 1000 & AC 1010 Black Eagle Harrasses Shires, New Karamaikan
Ambassador to the Shires & Irenke Founded**

Agents of the Black Eagle constantly harass the Shires.

(Source: KWG, Dragon 189, p. 42)

Lazlo Manolescu replaces Sir Guldahan Cordelius as Karameikan ambassador to the Shires.

(Source: AC1011, p. 178)

The settlement of Irenke is founded north of Penhaligon, west of The King's Road.

(Source: AC1013 p. 158)

B/W AC 1000 & 1012 Deaths: Laszlo Wutyla

Sir Bruce Imprisoned

Baron Laszlo Wutyla of Mariksen is slain by Ethengarian vampire hunters. His younger brother Sergei succeeds him as Baron of Mariksen. His fellow vampire hunter and Ethengarian cleric, Erega, gives him an amulet to protect him against Prince Morphail Gorevitch-Wozslany of Boldavia. When Morphail attacked Sergei he became a vampire, but the amulet protected him from becoming Morphail's minion.

(Source: Kdm of Magic, pp. 37 & 40)

Prince Brannart McGregor discovers Sir Bruce McGregor, Castellan of Crownguard, is a cleric and imprisons him in the dungeons of Crownguard.

(Source: Kdm of Magic, pp. 50-51)

**AC 1001 Teryl Auroch Appointed Advisor, Clerical Magic
Conditionally Legalised in Glantri, Stefania Marries
Anaxibius, Inheritor Orders Founded**

Births: Igrid Yrsasdottir

Maloch Kine's tower is ruined in an explosion. Dayin Kine thinks his father died in the explosion and takes to life in the wilderness. Lord Maldrake arranges for Teryl Auroch (aka Maloch Kine) to become his wife Yvaughan Penhaligon's advisor at the Castle of the Three Suns.

(Source: Tainted Sword, pp. 84 & 111)

Political lobbyists in Glantri introduce a parliamentary bill allowing the practice of clerical magic under very strict conditions. The cleric must obtain a letter of sanction from the relevant dominion ruler, Council of Princes or Parliament. Clerics still may not preach. The vote is split in the Council of Princes and is referred to the House of Lords where it passes. Sire Malachie du Marais votes against the bill. Boldavia does not acknowledge the law.

(Sources: PC4, DMs, p. 43; Kdm of Magic, p. 38)

Princess Igrid of Ostland Yrsasdottir is born in Zeaburg.

(Source: AC1012, p. 95)

Anaxabius retires from the arena and accepts a commission as an officer in the Imperial Legions stationed in Tel Akbir. Princess Stefania Torion of Thyatis applies for a commission to join Anaxibius and is successful. A few months later, they wed.

(Source: AC1013, p. 138)

The Kerendan, Anya (mortal identity of Vanya), becomes the mistress/advisor of Emperor Thincol Torion.

(Source: AC1013, p. 198)

Inheritor organisations reform into orders. The Brotherhood of Order becomes the Order of the Ruby, the Neutral Alliance becomes the Order of Crimson and the Friends of Freedom become the Order of the Flame.

(Source: Savage Baronies Book I, p. 21)

1st Quarter Crypt of Heroes to be Enlarged

The Grand Council votes to enlarge the Crypt of Heroes. Repairs disrupt the silent resting place, but they are completed within a few months and with all the dignity due to its illustrious occupants.

Nuwmont 1 Princess Ark Reaches Louvines

Haldemar, Talasar and Myojo are welcomed by King Louis IV of Renardie at his palace in Louvines. The king's fine wine is discovered missing. It was stolen by goblins disguised as dwarves. At Louvines Bridge, they swapped the king's wine with Chateau Medor and were paid by retainers of Durcoc. The retainers then carted the king's barrels back to Chateau Medor whilst the goblins headed back to the Plain of Dreams. Docroc was acting on his liege's orders, Duc Henri de Chatelguyon of Ysembragne.

(Source: VPA Part 26, Dragon 179, p. 43)

Nuwmont 2 Haldemar Investigates Wine Theft

Haldemar agrees to Queen Fifrelyne's request to find the king's missing wine. Haldemar, Myojo, Mordicus the royal steward and his nephew Croche-Patte set off for Chateau Medor. Talasar tours the Great Wall of Louvines.

(Source: VPA Part 26, Dragon 179, p. 43)

Nuwmont 6 Haldemar Catches up with Goblin Thieves

Haldemar, Myojo and Croche-Patte track the goblin wine thieves to the Plain of Dreams. They defeat their camp, but some goblins escape on dire wolves. They retrieve the wine barrels.

Talasar meets with Duc Henri de Chatelguyon of Ysembragne in Louvines and learns Haldemar has crossed into the plain of Dreams. Talasar and a group of the duke's knights head off to find the admiral.

(Source: VPA Part 26, Dragon 179, p. 44)

Nuwmont 7 Haldemar Falls Victim to Plain of Dreams

Haldemar notices the herbal masks are beginning to lose their protection against the ambur lotus flowers of the Plain of Dreams. His horse falls asleep and goblins are approaching. The group decide to tie the wine barrels together and float down the Dream River to escape the goblins. They all fall asleep just as the bump into a turtle raft on a mission to convert the goblins.

(Source: VPA Part 26, Dragon 179, p. 44)

Nuwmont 8 Goblins Routed

Haldemar and co awake and discover they and their wine have been rescued by the turtles. However, the goblins attack and set fire to the raft with their flaming arrows. The raft ran aground and the goblins attacked. The tide of battle was turned by the sudden charge of Talasar and the lupin knights from the rear, routing the goblins.

Later that night they returned to Louvines with the wine barrels and gave a barrel to the turtles as thanks.

(Source: VPA Part 26, Dragon 179, p. 44)

Nuwmont 9 Duke of Ysembragne's Plot Uncovered

Haldemar is informed by the turtles that the wine recovered was not the king's. It turned out to be Chateau Medor. Haldemar and Mordicus deduce the plot and set about switching wine barrels being judged by the Brotherhood of Vintages.

(Source: VPA Part 26, Dragon 179, p. 45)

Nuwmont 10 Golden Leaf Awarded

The Golden Leaf for AC 1001 is awarded to la Comtesse de Marmandie's Cotes de Grognes.

(Source: VPA Part 26, Dragon 179, p. 45)

Nuwmont 18 Princess Ark Leaves Louvines

The Ark leaves Renardie. Haldemar, Myojo & Raman land at the ruins of Castle Malburn, posing as travellers from Dunwich.

At night, Raman is killed by the errant soul Nyanga destroyed in Vilaverde.

(Source: VPA Part 27, Dragon 180, p. 41)

Nuwmont 19 Haldemar Explores Bellayne

Haldemar puts Raman's body in a barrel whilst he and Myojo hitch a ride to Theeds.

(Source: VPA Part 27, Dragon 180, pp. 41-43)

Nuwmont 20 Haldemar Explores Theeds-upon-Blythe

Haldemar and Myojo explore Theeds-upon-Blythe.

(Source: VPA Part 27, Dragon 180, p. 43)

Nuwmont 22 Haldemar Returns to the Ark

Haldemar and Myojo recover the body of Raman and re-join the Ark. Talasar says prayers for Raman as the crew mourn.

(Source: VPA Part 27, Dragon 180, p. 44)

Nuwmont 23 Raman Nabonidus Returns From Limbo

Just as Raman's body was to be committed to the sea, he returned from Limbo and fell into the sea. Ramissur dived in and saved him.

(Source: VPA Part 27, Dragon 180, pp. 44)

Nuwmont 24 Xerdon to Leominster

Xerdon is sent to Leominster to announce the Ark's arrival.

(Source: VPA Part 28, Dragon 181, p. 41)

Nuwmont 25 Princess Ark Attacked

A Vilaverdan warship fires its ballistae at the Princess Ark, but is out of range.

(Source: VPA Part 28, Dragon 181, p. 41)

Nuwmont 26 Princess Ark Heads for Uxington Palace

Xerdon returns with an invitation for Haldemar to attend a hunting party at Uxington Palace.

(Source: VPA Part 28, Dragon 181, p. 41)

Nuwmont 27 Uxington Woods Hunt

Queen Catherine, her nobles, Haldemar, Myojo and Lord Kitahara, a Myoshiman envoy, participate in a fox hunt. Myojo and Kitahara almost come to blows, but Queen Catherine intervenes and requires resolution to the dispute by competition in the Tatterham-Glenswych Derby.

(Source: VPA Part 28, Dragon 181, p. 43)

Nuwmont 28 Tatterham-Glenswych Derby Preparations

The derby featured teams from all Bellayne dominions, Vilaverde, texeiras, Savaria, Dunwick, Avarican bards, Slagovich, Gargona, Yavdlom and the royal Bellayne team. It was organised by the Leominster Tymes minstrels' guild.

(Source: VPA Part 28, Dragon 181, p. 43)

Vaterrmont 1 Tatterham-Glenswych Derby Commences

Haldemar helps the Myoshiman envoy Kitahara's team when they are attacked by giant rats in Uxington Woods. After defeating the rats, Kitahara motions for Haldemar's team to proceed ahead. They reach the village of Rockburn where they spend the night.

(Source: VPA Part 28, Dragon 181, p. 43)

Vaterrmont 2 Haldemar Delayed in Oldsbury-Upon-Blythe

Haldemar's chariot is slowed down by ruffians hired by the Oldsbury Sun in Oldsbury-Upon-Blythe. Kitahara arrives soon after and glares at the ruffians who get the message and flee. Haldemar motions for Kitahara to go ahead.

(Source: VPA Part 28, Dragon 181, pp. 43-44)

Vaterrmont 3 Haldemar Arrives in Bromstow

Haldemar's and other teams spend the night at a tavern just past Bromstow.

(Source: VPA Part 28, Dragon 181, p. 44)

Vaterrmont 4 Haldemar Arrives in Felfolk

Haldemar's and other teams spend the night at a tavern in Felfolk. Myojo assists Lord Kitahara and his bodyguard defeat 3 rakasta assassins from Leaoca.

(Source: VPA Part 28, Dragon 181, p. 44)

Vatermont 5 Haldemar's & Kitahara's Teams Win the Derby

Kitahara's chariot lost a wheel and careered toward a barrier. Myojo pulled Kitahara to safety just before the chariot smashed as Haldemar's chariot crossed the line. At the banquet at the Lord Bishop of Kittings residence, Queen Catherine I decides that Haldemar and Kitahara can either both stay in peace or both be banished. They choose the former option.

(Source: VPA Part 28, Dragon 181, pp. 44-46)

Vatermont 8 Princess Ark Arrives in Sorodh

Ashari Sunlil is sent down to Sorodh to scout and discover the capital of Herath.

(Source: VPA Part 30, Dragon 183, p. 41)

Vatermont 11 Haldemar Meets Yaluughu

Ashari Sunlil returns to the Ark after securing Haldemar an invitation to Duke Yaluughu of Ensheya's palace. Haldemar meets with Duke Yaluughu who reveals the wizard-king should already be aware of his presence and if he wished visitors he would have let the Duke know.

Ashari discovers the wizard-king resides in the forbidden Forest of the Magus. Duke Yaluughu sends Baalboth to spy on the Ark. The Ark heads for the forest.

(Source: VPA Part 30, Dragon 183, pp. 41-42)

Vatermont 13 Princess Ark Finds Belphemon

Haldemar dines with the wizard-king, queen and Herath's nobility with no conversation.

Baalboth is discovered whilst stealing the Black Rajah's gem, but he escapes the ship. Xerdon and Nyanga descend to the forest to pursue.

(Source: VPA Part 30, Dragon 183, p. 42)

Vatermont 14 Haldemar Meets Yahav IV

Wizard-King Yahav IV meets Haldemar and warns him that a mountain wizard will be Empress Eriadna's undoing and that he must immediately return to Alphatia. Haldemar orders the Ark to make a feigned departure while he invisibly returns to the citadel to discover more.

Haldemar discovers a giant spider peering through a longview making notes about the Followers of the Fire and the Immortal Alphatia.

Xerdon and Nyanga are attacked by araneas whilst tracking the fugitive. Wizard-King Yahav IV's astronomy is interrupted by a vision of this event in his web. He

cursedly leaves his observatory to deal with the problem. Haldemar searches the observatory, but is captured.

(Source: VPA Part 30, Dragon 183, pp. 43-44)

Watermont 15 Haldemar Escapes Belphemon

Herathian guards attack the Ark just after midnight. The fighting lasts until dawn at which point Talasar takes the Ark to a higher altitude.

Nyanga kills Baalboth in human female form and recovers the Black Rajah's gem. Haldemar escapes the dungeon through a secret tunnel and meets up with Xerdon and Nyanga who return to the Ark via a travel spell. Haldemar and Raman decipher Yahav IV's notes which allude to Glantri draining magical power from Mystara.

Yahav IV visits his Neh-Thalggu prisoner and informs him of Prince Haldemar's brilliant mind, cast spells compelling the Neh-Thalggu to feast on saurian and released it at the edge of the Bayou.

(Sources: VPA Part 30, Dragon 183, pp. 44-45; VPA Part 32, Dragon 185, p. 46)

Watermont 23 Princess Ark Reaches Ah'roog

After secretly witnessing the burial of the Shazak warrior Ss'akh in Ah'roog, Raman steals 2 urns from the burial mounds at night when the Ark crew discover another Shazak guard has been killed with his eyes missing.

(Source: VPA Part 32, Dragon 185, pp. 41-43)

Watermont 24 Princess Ark Leaves Ah'roog

Raman studies the lizard men urns and notices that they have both recently been killed with their brains sucked out. Haldemar orders the Ark to fly toward Trident Bay.

(Source: VPA Part 32, Dragon 185, p. 43)

Watermont 25 Haz'ar Reaches the Princess Ark

After receiving a vision from Ka'ar (actually Wizard-King Yahav IV of Herath), shaman Haz'ar of Ah'roog flies on her giant bat to the Princess Ark to enlist the help of Haldemar against a 4 eyed predator (a Neh Thalggu). The giant bat dies after colliding with a mast of the Ark.

(Source: VPA Part 32, Dragon 185, p. 43)

Thaumont 8 Haldemar Reaches Tu'eth

Pursuit of the Neh-Thalggu leads Haldemar to Tu'eth. The cay capture Haldemar and Haz'ar. Queen Ssa'a IV orders them to go to the mines of Hwezzah and slay the fiend or be condemned to work in the mines.

(Source: VPA Part 32, Dragon 185, p. 43)

Thaumont 9 Haldemar Reaches the Hwezzah Mines

Haldemar reaches the mines and decides to return to the Ark by travel spell to prepare.

(Source: VPA Part 32, Dragon 185, pp. 43-44)

Thaumont 10 Neh-Thalggu Escapes

Haldemar returns to the mine with Xerdon, Nyanga, Haz'ar and Talasar. After being separated by a mine collapse, Haldemar and Xerdon pursue the Neh-Thalggu to an underground river. They take a canoe and travel down river, but enter a whirlpool and black out. After dodging cay guards, the rest of the group make it to the canoes and head downstream.

(Source: VPA Part 32, Dragon 185, p. 44)

Thaumont 11 Haldemar Captured

Haldemar and Nyanga float up to the Swamplight River where they manage to recover into their canoe. After dawn breaks, they are captured by gator men.

Later, the other canoe breaks apart in the whirlpool. Talasar, Xerdon and Haz'ar swim ashore and find themselves in the Bayou. Xerdon casts wall of fire and attracts the Ark's attention.

(Source: VPA Part 32, Dragon 185, p. 44)

Thaumont 13 Haldemar Taken to Gurr'ash

Haldemar and Nyanga are taken to the temple of Gorn in Gurr'ash.

The Ark reaches Gurr'ash which Haz'ar suspects is underwater. They capture a gator man to learn more.

(Source: VPA Part 32, Dragon 185, pp. 44-46)

Thaumont 14 Haldemar Escapes

The avatar of Gorn turns out to be the Neh-Thalggu they have been hunting. The Neh-Thalggu roars at the gator men and they retreat. It explains how King Yahav IV of Herath contrived to have it acquire Haldemar's brain as part of its study on the drain of Mystaran magic. When Haldemar starts questioning it about the meaning of the visions sent by Yahav IV, the Neh-Thalggu answers, but starts to go insane, eventually exploding from the split personality of the Herathian brain. Nyanga then uses its scalpel to cut them free. They escape to the surface by Nyanga causing an explosion and Haldemar casting a force field. The Ark then picks them up.

Queen Ator orders the capture of 100 caymen to reconstruct Gurr'ash.

(Source: VPA Part 32, Dragon 185, pp. 46, 47 & 52)

Thaumont 17 Princess Ark Attacked by Thunderheads

Thunderheads attack the Princess Ark above the Wallara and damage the vessel.

(Source: VPA Part 33, Dragon 186, p. 41)

Thaumont 18 Princess Ark Makes Repairs in Wallara

Princess Ark lands in the Wallaroo Grasslands to make repairs. Haldemar is cursed by Barramundje to be a gondaman, transformed into a lizard, for authorising the cutting of the trees. The crew search for the admiral. The admiral is captured by a Wallaran. Xerdon, Nyanga and Lady Abovombe meet Wallarans who say they should seek medicine men to the south.

(Source: VPA Part 33, Dragon 186, p. 43)

Thaumont 19 Gagidju Communicates with Haldemar

Walkabout medicine man, Gagidju, notices his meal behaving strangely and talks to it. He realises that this is a gondaman and they must seek the eagle spirit to ask if the curse can be broken.

(Source: VPA Part 33, Dragon 186, p. 43)

Thaumont 20 Xerdon Reaches Risilvar

Xerdon and co. reach Risilvar, but are declared balandars (evil spirits) by the medicine men and are shunned. Lady Abovombe used some magical ointment to heal a wounded Wallaran which earned the gratitude of medicine man Kapurugi. Kapurugi organised a corroboree which revealed Haldemar has been cursed for causing friction between the Spirit Mother and the Eagle Spirit.

Haldemar and Gagidju arrive at the Wallabong dreamstone.

(Source: VPA Part 33, Dragon 186, pp. 43-44)

Thaumont 21 Haldemar Human Again

Xerdon & Co reach the Princess Ark and report to Talasar. The crew begin capturing lizards to try to find the admiral. Wallarans bring other animals to trade with the crew.

In his dream, Haldemar is warned that Glantri will sink Alphatia by Ixion and is then returned to human form by Calitha. Just after he awakens, Lady Abovombe enters his cave. Haldemar realises the Empire is in danger and he has to warn Eriadna.

(Source: VPA Part 33, Dragon 186, p. 44)

Thaumont 25 Princess Ark Leaves Wallara

Haldemar, Myojo Katamura and Lady Abovombe head for Sundsvall via travel spell to warn Eriadna. On the way, they are misled by a flicker in the outer plane of Draesten and end up in the ethereal plane.

(Source: VPA Part 35, Dragon 188, p. 41)

Thaumont 26 Princess Ark Reaches Jibaru

Whist collecting timber for repairs, the Ark's crew are captured by phanatons. The phanatons take over the Ark.

Haldemar, exploring the ethereal cavern, finds a statue of Lord Alexander Glantri. Using a Lore spell, Haldemar learns that it is the Nucleus of the Spheres and its function to enhance one's own magic whilst draining Mystara's magic.

(Source: VPA Part 35, Dragon 188, p. 43)

Thaumont 27 Haldemar Meets With Eriadna

Talasar manages to free Raman and vice versa. Talasar meditates for a neutralise poison spell, then casts it upon Raman. Raman addresses the phanatons, but angers them. When their hail of blowgun poison darts do not effect Raman, the phanatons bow down believing he is a forest spirit. The phanatons then carried the prisoners toward the village of Cafua.

Haldemar journeys via travel spell back to Draesten, but cannot find the flicker or a way back to the Nucleus of the Spheres cavern. Haldemar and co. then appear in Sundsvall's Hardball Arena during a game via another travel spell. Haldemar uses his family seal to enter the imperial palace. He informs Eriadna of the plot which she was already aware of from temple priests. She advises Haldemar that Alphatia is scouting out the Hollow World as a refuge should evil befall the empire. She believes there is a faction within the Thousand Wizards' Council that seeks to take the throne from her. She tells Haldemar he should return to Floating Ar as she may need him.

(Source: VPA Part 35, Dragon 188, pp. 43-44)

Thaumont 28 Princess Ark Crew Released

A phanaton shaman made the crew drink potions of diminution. When they shrunk, it proved they were not forest spirits. They are then taken to the shaman's hut in Cafua. Raman tried to convince the shaman and village chief that they were not Herathians. To test this, Raman was placed in a cage with giant spiders which attacked him. The chief ordered his warriors to neutralise the spiders. This proved to the phanatons that they were not Herathians. The crew are released and the phanatons throw a feast. The crew return to the Ark.

(Source: VPA Part 35, Dragon 188, p. 44)

Flaurmont 1 Princess Ark Crew to Return Home

Haldemar and co. return to the Ark via a travel spell. The repairs were progressing well and Haldemar announced that they were to return home.

(Source: VPA Part 35, Dragon 188, p. 44)

2nd Quarter Pilgrims Allowed to Travel to Vanya's Rest

After endless debates, Hochmeister Klagendorf decides with the support of the Primate of the Heart to allow pilgrims to travel to Vanya's Rest and pay homage to Her Grave. Most rulers of the Known World and most certainly Alphatia already know of the existence of Vanya's Rest, if not its location, somewhere in Davania. Revealing that it protects Vanya's grave should not harm Heldannic interests (although the artifact's existence remains secret). New sea transports are commissioned from the shipyards of Freiburg.

4th Quarter Heldannic Priests Disappear

Within a few weeks, several younger priests go missing from Notre Dame of Vanya's Cathedral. No trace of them is found.

AC 1002 Stryl and Torkia Nuar Team Up, Verdilith Returns, Malinbois Silver Deposit Discovered

Deaths: Ramenhotep XIII

Births: Evan Starken

Adventurers Stryl (from Archport, Eadrin) and Torkia Nuar (from Seagirt, Pearl Islands) team up to adventure in Norwold.

(Source: WoI, Book II, p. 37)

Verdilith resumes attacks in the Penhaligon region after a long hiatus.

(Source: Tainted Sword, p. 58)

Sire Malachie du Marais learns of an enormous silver deposit beneath Chateau Malinbois.

(Source: PC4, DMs, p. 43)

Vatermont – The Princess Ark returns to Floating Ar.

(Source: Champions of Mystara, Heroes of the Princess Ark, p. 90)

Ramenhotep XXIV succeeds his father Ramenhotep XXIII as Pharaoh of Thothia when he is killed by adventurers.

(Sources: AC1010, p. 151; AC1011, p. 142; AC 1013, p. 117)

Evan Starken is born in Daokin.

(Source: AC1013, p. 168)

Riots occur in Thyatis City after the free bread from the Imperial Bakeries is hal-sized, undercooked and filled with maggots. An investigation reveals some Senators had been diverting funds from the Imperial Bakeries into their own pockets. They are arrested, but later escape from prison as the jailers were on their payroll.

(Source: AC1013, p. 198)

Winter Dark Knight Attacks

The Dark Knight's orcs overrun a village in the Foamfire River Valley. Grygory and Mikel escape.

(Dark Knight of Karameikos, p. 3)

Grygory travels to Specularum and is taken on as a squire by the Yuschievs.

(Dark Knight of Karameikos, p. 38)

1st Quarter Freiburg Terror

Rumours of terrifying nocturnal visits terrify the townspeople of Freiburg. Civilians go missing without explanation. The reports are sporadic at first, but become more frequent.

Vatermont 19 Flying Barge of Sayr Ulan Completed

The Flying Barge of Sayr Ulan is completed at a cost in excess of 1 million bhani.

(Source: CoM, Flying Barge Card)

4th Quarter Thyatis Assists Pilgrimages to Vanya's Rest

Thincol the Brave, Emperor of Thyatis, permits Heldannic transports to pickup pilgrims from the port Southpoint in Hattias. Only citizens of the empire however may disembark, and the Heldannic Order must pay a port fee of 8 denarii per pilgrim

embarking from Southpoint. The Order is allowed to purchase some land in Southpoint and build an official consulate to administrate Hattian pilgrimage locally. Some military are allowed as consulate wards.

Kaldmont 19 Johauna Menhir Bites Off Lord Arston's Ear

Lord Arston heads down a dark alley of Specularum and tries to have his way with Johauna Menhir. She bites off his ear and escapes via her blink dog tail.

(Source: Tainted Sword, p. 68)

Kaldmont 20 Johauna Menhir Stows Away

Wanted for attacking a noble, Jo stowsaway on a river caravan in Specularum.

(Source: Tainted Sword, p. 68)

Kaldmont 22 Johauna Menhir Thrown Overboard

Stowaway Jo is discovered and thrown into the Highreach River by the captain of the river barge.

(Source: Tainted Sword, p. 68)

Kaldmont 24 Johauna Menhir Meets Fain Flinn

Fain Flinn and Johauna Menhir arrive separately in Bywater. Jo recognised Flinn "the Mighty" and tries to befriend him. He wants nothing of it and heads for home. Fain Flinn arrives home. Johauna Menhir has followed him and claims pilgrim's rights.

(Source: Tainted Sword, pp. 1-21)

Kaldmont 25 Abelaat Attacks Johauna Menhir

Johauna Menhir is attacked by an abelaat sent by Teryl Auroch to kill Fain Flinn. Fain Flinn drives the abelaat away.

(Source: Tainted Sword, p. 43)

**AC 1003 Principality of Bramyra Created, Meriander Army
Commander Appointed, Lady Antonia Rescued,
Ingeborg Gottfried Joins the Heldannic Order**

An Act of Enfoeffment is approved by the Council of Princes for a new Principality of Bramyra to act as a buffer against the Khanates. Princes Jaggar von Drachenfels and Vanserie Vlaardoen are outraged. Urmahid Krinigar becomes Prince of Bramyra and retains Skullhorn Pass as his siege.

(Sources: PC4 DMs, p. 43, Kdm of Magic p. 40)

Hubertek is appointed commander of the Meriander army.

(Source: AC1012, p. 95)

Philanthropist Lukas Maximos hires adventurers to rescue the kidnapped Lady Antonia in Kerendas.

(Source: AC1012, p. 112)

A Freiburg orphan, Ingeborg Gottfried (an avatar of Vanya) joins the Heldannic Order.

(Source: Bruce Heard's Heldannic Knights)

Nuwmont 22 Verdilith Raid

At night, Verdilith attacks 50 corralled Penhaligon peasants' horses at an abandoned lumber camp north of Penhaligon, killing all but one. As Lord Maldrake, he had convinced the Penhaligon Council that by taking away peasants horses would reduce their tax burden as they would not have to pay as much in road tolls.

(Source: Tainted Sword, p. 89)

Nuwmont 23 Flinn Kills an Abelaat

Flinn and Jo track the abelaat, Flinn kills it and spots Sir Brisbois riding away.

(Source: Tainted Sword, Ch. 5)

Nuwmont 25 Yvaughan Penhaligon Gives Birth

Lady Yvaughan gives birth to a deformed son.

(Source: Tainted Sword, p. 129)

Vatermont 1 Verdilith Attacks Bywater

Sir Brisbois sets fire to Flinn's cabin and fights with him before retreating when Jo and Dayin arrive. At night, Yvaughan kills her son and Verdilith attacks Bywater killing 2/3 of the populace, Baildon's 2 daughters and the mage Esald, and burns half the village with a fireball. Verdilith then flies to the Greastongue and Rooster orcs, telling them to march on Bywater to kill Fain Flinn.

(Source: Tainted Sword, Ch. 6 & 7)

Vatermont 2 Flinn Discovers Attack on Bywater

Flinn and co travel to Bywater and discover it has been attacked by Verdilith. They head for Braddoc's house, camping on the north side of the forward near the Castellan River.

(Source: Tainted Sword, Ch. 8)

Vatermont 3 Orcs Sack Bywater

Finn and co force march to avoid the Rooster and Greasetongue orcish tribes. After dispatching a Rooster patrol, Flinn questions the prisoner Kushik, but has to kill him when he tries to break free. Flinn and Jo spend the night in a ravine.

Braddoc Briarblood hides his ponies in a cave and returns home dodging orcish patrols.

The orcish tribes sack Bywater and kill Baildon.

(Source: Tainted Sword, pp. 150-173)

Vatermont 4 Fain Flinn Regains Wyrmblight

Flinn and co reach Braddoc's house. Braddoc Briarblood returns Wyrmblight to Flinn.

(Source: Tainted Sword, pp. 176-186)

Vatermont 5 Flinn's Party Rests

Flinn and co rest at Braddoc's house.

(Source: Tainted Sword, p. 199)

Vatermont 6 Verdilith Attacks

Finn and his companions reach Karleah Kunzay's house. Verdilith attacks Flinn and his companions, but retreats.

(Source: Tainted Sword, Ch. 13)

Vatermont 7 Lord Maldrake Revealed as Verdilith

In the Penhaligon council hall, Flinn accuses Sir Brisbois of falsely accusing him and Brisbois admits he is guilty, but blames Maldrake. Maldrake kills Lady Yvaughan and then transforms into Verdilith and magiacally escapes. An abelaat then attacks, but is slain by the knights. Lady Arteris reinstates Flinn as a knight. At Flinn's request. Sir Brisbois' punishment is to serve as his bondsman for a year. They confront Teryl Auroch, he attacks then disappears with Sir Brisbois to Specularum. Brisbois escapes Auroch.

(Sources: Tainted Sword, Ch. 14 & 15, Dragon's Tomb, p. 209)

Vatermont 8 -15 Fain Flinn Hunts Verdilith

Flinn and his companions search the Wufwoldes for Verdilith.

(Source: Tainted Sword, p. 288)

Watermont 16 Verdilith Slays Fain Flinn

Flinn and Verdilith battle in the Wufwolde Hills. Verdilith kills Ariac and Flinn, but is severely wounded.

(Source: Tainted Sword, pp. 300-308)

Watermont 16 – 19 Johauna Menhir Stands Vigil

Johauna Menhir stands vigil over Flinn's pyre whilst Braddoc tracks Verdilith to the hill of his lair.

(Source: Tainted Sword, p. 311)

Watermont 20 Johauna Battles Verdilith

Johauna Menhir and co enter Verdilith's lair and do battle. Verdilith escapes and Jo is severely wounded. They take some treasure including the anti-magic box. They return to the Castle of the Three Suns and report on their mission. Karleah takes Dayin back to her valley to discover why her magic is failing. Braddoc Briarblood offers trade rights on behalf of Dengar to Penhaligon. Johauna Menhir becomes Sir Lile Graybow's squire. Braddoc gives the Abaton to the court mage Keller.

(Source: Dragon's Tomb, Ch. 3 & 4)

Thaumont 22 Abaton Sent to Armstead

Penhaligon's court mages have spent considerable time testing the Abaton and conclude it is just a puzzle box. Senior mage Aranth send the Abaton with 4 guards to Armstead to his cousin who is good at puzzles so his team can concentrate on dealing with the loss of magic at the castle.

(Source: Dragon's Tomb, p. 218)

Thaumont 27 Penhaligon Ceremony

12 candidates become squires of the Order of the Three Suns, including Colyn Madcomb from Greenhight, Johauna Menhir from Specularum and Aldney Blackbuck of Rugalov. The ceremony is interrupted when the magic lights fail. Arteris and her council conclude Teryl Auroch and Verdilith were behind it.

(Source: Dragon's Tomb, p. 123)

Thaumont 28 Johauna Menhir Reaches Kelvin

Sir Lile Graybow sends Johauna Menhir and Braddoc Briarblood to find Sir Brisbois in Rifllian. They reach Kelvin and save a man from 3 thugs. The man turns out to be Sir Brisbois and the thugs were sent by Teryl Auroch. Teryl Auroch gives Verdilith a gem to give to Johauna Menhir so he can track her. Verdilith gives her the gem saying she will be able to contact Flinn through it. Jo, Braddon and Brisbois spend the night at the Hap'n Inn.

Karleah Kunzay realises the box from Verdilith's lair is the source of the magic drain.

(Source: Dragon's Tomb, pp. 147, 162 & 184, 193)

2nd Quarter Vampire Attack in Freiburg

A young priest is found dead, late after the midnight service. His neck bears a bite wound. The Primate of the Hammer summons his staff in the middle of the night for an urgent discussion. They fear vampires are on the loose.

Flaurmont 1 Sir Brisbois Taken to Castle of the Three Suns

Johainau Menhir and Braddoc Briarblood return Sir Brisbois to the Castle of the Three Suns. Karleah Kunzay and Dayin arrive at the castle and advise that the box is the source of the magic drain. The head mage Aranth explains he sent it to his cousin in Armstead. Brisbois is to serve 1 year as Johauna Menhir's bondsman.

The 4 guards carrying the Abaton leave Threshold.

(Source: Dragon's Tomb, pp. 199, 216, 223 & 245)

Flaurmont 2 Johauna Menhir Sets Out to Intercept the Black Box

Johauna Menhir, Braddoc Briarblood, Brisbois, Karleah Kunzay and Dayin set off for Armstead to try to recover the magic draining Abaton. They ford the Hillfollow north of Penhaligon, then camp in the Wufwoldes.

(Source: Dragon's Tomb, pp. 199, 216 & 223)

Flaurmont 3 Johauna Menhir Reaches Threshold

Johauna Menhir, Braddoc Briarblood, Brisbois, Karleah Kunzay and Dayin reach Threshold. They meet Keeper Grainger's where they learn the secret of the abelaats and the Abaton. They spend the night at the Maiden's Blush. Verdilith kills Brisbois and impersonates him.

(Source: Dragon's Tomb, p. 243)

Flaurmont 5 Johauna Menhir Reaches Armstead, Flinn Immortal

Johauna Menhir, Braddoc Briarblood, Verdilith disguised as Brisbois, Karleah Kunzay and Dayin reach Armstead and find it in ruins. It was destroyed by the Abaton which has now become a portal to the world of the a'bay'ottes. The abaton destroys Karleah Kunzay. Brisbois (Verdilith) disappears. Teryl Auroch arrives and takes Dayin through the Abaton. The Abaton's powers kill Braddoc Briarblood. Verdilith masquerades as the immortal Flinn and almost tricks Jo into willing the destruction of Wyrmblight. However at the last moment she realises it is Verdilith, grabs the sword from him and runds him through. Wyrmblight breaks in two.

Fain Flinn achieves immortality.

(Source: Dragon's Tomb, pp. 282, 308, 310 & 311)

Flaurmont 16 Johauna Menhir Returns to Penhaligon

Johauna Menhir is saved by the immortals who re-cast Wyrmblight as the sword Peace. She awakens about 20 miles from Penhaligon and heads back to the Castle of the Three Suns. A large dust cloud forms, centred on Armstead, extending to Penhaligon. Baron Arteris Penhaligon bless the blade, Peace, in the Castle of the Three Suns temple.

(Source: Fall of Magic, pp. 37, 40 & 58)

Flaurmont 22 Penhaligon Prepares

Baroness Arteris Penhaligon instructs her councillors to coordinate the defence of the estates against the abelaats.

(Source: Fall of Magic, p. 77)

Spring Abelaat Invasion

Sergeant Brewster of Melios' Estate tries to kill Johauna Menhir and take Peace for Ludwig von Hendriks, but she kills him. Forces from the Black Eagle Barony arrive in Penhaligon as part of the Grand Marshalling.

(Source: Fall of Magic, pp. 88 & 90)

Army contingents leave Penhaligon for Verge. The next day Sir Domerikos leads Penhaligon (3 cavalry, 2 longbowyers and 2 spear units) and Black Eagle forces (1 lancers, 1 pavise crossbowyers, 1 spears) towards Threshold. Other forces head for Duke's Road Keep. Sir Domerikos' forces wipe out beastmen fleeing the abelaats. Domerikos' loses about 100 infantry (60 wounded). Wounded Commander Chilatra heads for Penhaligon to report to the Baroness. The abelaats then attack. The Black Eagle Lancers are cut down by abelaat darts, halberds and short spears. The Penhaligon infantry then charged, but was forced to retreat. Johauna Menhir remained battling the abelaats alone, but is saved by Diulanna. Jo heads north a meets the survivors, Sir Domerikos, Commander Lyrates, Sgt Yeats, 3 other Penhaligon knights, Sir Barethmor and 3 other Black Eagle lancers. Sir Barethmor utters a

command word, igniting Sir Domerikos' compass. The fire kills the Penhaligon knights and Jo kills the lancers.

The abelaats overrun Castle Melios and kill all inhabitants. Sir Graybow and 4 knights (Byron & Lyraan Hyraksos, Oertropolis & Nigelle) investigate Castle Melios.

2 days later, Jo comes across a town captured by the abelaats, 3 days forced march north of Penhaligon. She is rescued by Malken d'Auberon (Darokinian thief), Bolten and Firamen (foresters from Achelos Woods), Tesseria (elf), Hastur (alien sorcerer), The abelaats kill all except Jo. 2 elite cavalry units, (80 men), 4 longbowyer units, 4 infantry units from Specularum, elite squad of medium cavalry from Darokin and the Black Eagle and some lancers have arrived to defend Penhaligon. Chilatra arrives and reports of Sir Domerikos' rout to Castellan Graybow. The abelaats destroy the Castle of the Three Suns and ruin the town.

Jo reaches Armstead. She enters the abelaats' world through Dayin as the world gate. Teryl Auroch slays her, but she is returned to life by Flinn. She then slays Auroch and travels back to Mystara. Flinn and Dayin eternally wrestle to keep the world gate shut. Jo returns to find Penhaligon ruined and deserted. She stays at the ruined Castle of the Three Suns.

(Source: Fall of Magic, pp. 109, 125, 147, 197, 242 & 274)

3rd Quarter Vanya's Grave is Revealed to Hattian People

The existence of Vanya's Grave is revealed to the faithful through the Churches of Vanya in the Heldannic Territories and Hattias. The possibility of a pilgrimage to Vanya's Rest is announced shortly afterward. For a fee, pilgrims are offered food, shelter, protection, transport to and from Vanya's Rest, and any healing that may be needed during the long journey - to the best of the Order's abilities. Although the offer is genuine, the journey remains fraught with dangers and mystery. The exact location of Vanya's Rest and the length of the journey are not specified, although indications are given that the journey may take months.

4th Quarter Vampirism Outbreak in Freiburg

An outbreak of vampirism wracks the Province of Freiburg. Vast numbers of experts among the Priests of the Hammer are recalled from their distant assignments to help fight the disaster at home.

Sviftmont 15 Great Reckoning Commences

The Great Reckoning is held in the Republic of Darokin

(Source: Gaz 11, DMs, p. 31)

Eirmont 28 Great Reckoning is Completed

The Great Reckoning in the Republic of Darokin is completed.

(Source: Gaz 11, DMs, p. 31)

Kaldmont 28 Great Reckoning Taxes Due

Taxes are due from the Great Reckoning in the Republic of Darokin.

(Source: Gaz 11, DMs, p. 31)

AC 1004 Alphatia Reaches Hollow World, les Montaignes Noires Gold Strike, Principality of Sablestone Created, Claransa's World Tour, Tarisco Highnose Becomes a Krondar, Hernan Costa's Saragon Mission

Births: Anya

Deaths: Heinrich Oesterhaus

The 1,200' shaft below Pittstown, Aegos is completed by the Pliers (Denwarf-Hurgon dwarven engineers) and the Yardarms (Serraine gnomes). Led by General-Commander Dogrel, the Alphatians establish the town of Haldemar on the Nogai River at the entrance point of The Pit. The Alphatians subjugated the Nogai and create the dominion of Alphatian Neatharum. They employ Nogai warriors to bolster their forces against attacks from Azcans and Valgrai. The Alphatians start to construct sky-ships.

(Sources: WoI, Book II, pp. 44-45; AC1010, p. 136)

Gold is discovered in les Montaignes Noires. The population influx creates tension in la Vallee des Loups.

The Council of Princes approves an Act of Enfoeffment for a new Principality of Sablestone. Sir Quentin McGregor relinquishes his title as Castellan of Sablestone and reluctantly returns to Crownguard. His father Prince Brannart takes full control of him and forces his wife Mary to flee. Harald of Haaskinz is appointed Prince of Sablestone and he drops the "of" in his name. He relinquishes the Grand Duchy of Westheath to his friend Gerrid Rientha. The Council of Princes reduce the status of Westheath to a Duchy. Baron Pieter Vandehaar of Oxhill becomes very bitter toward Harald as he had wanted to become Prince of Sablestone.

(Sources: PC4 DMs, p. 43; Kdm of Magic, pp. 35, 50, 66 & 67)

Claransa "the Seer" MU28 relinquishes her Norwold dominion to embark on a world tour. She discovers the Pit on Aegos Island, polymorphs into a gnome and travelled to the Hollow World.

(Source: AC1010, p. 134)

Tarisco Highnose is appointed a Krondar of Ringrise.

(Source: AC1013, p. 130)

Lady Anya is born in Nova Svoga.

(Source: Red Steel Lands of the Savage Coast, p. 8)

After being discovered by pother immortals, Thanatos decides to retire his mortal identity, Count Heinrich Oesterhaus of Hattias by staging his death. He is succeeded by Hansel Oesterhaus.

(Source: Bruce Heard's Heldannic Knights)

Hernan Costa returns after a successful campaign in Saragon and is rewarded with a red steel rapier by Tristan Medina.

(Source: Black Vessel. P. 71)

AC 1004 Winter Deaths: Teodor Corran

Teodor Corran, a Darokinian horse trader dies and leaves all his possessions to his cousin Jeddarin Corran.

(Source: WoI Book 2 p.12)

1st Quarter Deaths: Utha Scharnheim

Rev. Mother Utha Scharnheim dies in a fight against a powerful undead, later identified as a nosferatu. Her remains are burned and later entombed in the enlarged Crypt of Heroes. During the burial ceremony, Clerics discover the remains of the missing people piled up inside the new mortuary cells. They all rise at once, as nosferatus, and lunge at the priests in a feeding frenzy. Horrified and panicked, serving brethren standing in the exit's stairs slam the mausoleum's portal shut, sealing everyone's fate inside. The muffled sounds of the fight cease long, painful minutes before adequate reinforcements arrive. Priests bearing all manners of holy protections crowd the doorway. Behind them, serving brethren festooned with garlic stand atop the stairs with vats of holy water, pumps, and hoses. The vampires are overwhelmed. At the end of the battle, all bodies are accounted for, except for one in the older crypt - Rev. Mother Helga Grauenberg.

AC 1004 Spring Jeddarin Corran Claims Title to Corran Keep, Corran Keep Cleared, Thyatis' Revolt, A Spy Preishes

Jeddarin Corran discovers a title deed to Corran Keep in his cousin Teodor's possessions willed to him. He takes it to a government office where an official confirms his title. He then sends his son Noriad to investigate the keep. Noriad reports that there are strange glowing men and birds moving about the keep. Jeddarin decides to hire adventurers to clear out the keep.

Adventurers clear Corran Keep of the lightning zombies and free Rheddrian from the mirror-shield. Rheddrian flees through the planes to avoid immortals in pursuit.

(Source: WoI Book 2 pp.12 - 26)

Thyatian ships attack Alphatian merchant ships. In Thyatis city, parties and festivals become increasingly hedonistic. Meanwhile free bread supplies have halved and are of poor quality due to funds being diverted to Senatorial parties. A riot takes place in Thyatis City as commoners storm the Coliseum during gladiatorial games. The legions in the city are too poorly trained and lead to put down the revolt. It is eventually put down by legions from outside the city.

Thyatian officers are charged with dereliction of duty and those guilty of zsonga addiction are executed. The hard line is ordered by Emperor Thincol Torion on advice from Anya.

(Source: WoI Book2 pp 72-73)

Troikithus discovers a group of mages studying an unknown source of magic and that some of the Princes were entropic followers. He sends word to Eriadna, but is discovered by one of Prince Brannart McGregor's undead minions. McGregor orders his minions to kill Troikithus which they successfully carry out and dump his body in the canals of Glantri City. Glantri discovers Troikithus was an Alphatian spy. Alphatia replies he took the false identity because of Glantrian long standing hostility toward Alphatians. Neither side presses the matter further.

(Source: WoI Book2 p. 73)

2nd Quarter New Landmeister of Freiburg Named

Eugen Pfefferlind is named Landmeister of Freiburg, at the age of 34.

AC 1004 Summer Alphatian Proclamation, Heldannic Clerics Killed, "Assassins" Escape

Deaths: Torenal

The Alphatian Council of Wizards issues a document accusing the Glantrian Great School of Magic of harbouring followers of entropic immortals and using forbidden, evil varieties of magic.

Prince Etienne d'Ambreville responds by declaring Glantrians do not worship any immortals and does not forbid the study of any magic. He also claims Alphatia has no right to dictate what Glantrian wizards can and can't do.

(Source: WoI Book2 p. 74)

Prince Etienne d'Ambreville sends a group of heroes to deliver a letter to Empress Eriadna in Sundsvall. The letter provides evidence that Troikithus was a spy. Whilst waiting for an audience, Atzanteotl in the guise of General Torenal meets and chats with the Glantrians. He tells them to return to their inn and the Empress would see them the next day. When the Glantrians returned to their inn, Atzanteotl put them to sleep. Meanwhile followers of Atzanteotl capture Torenal, take him to a tenement and kill him. Atzanteotl then transports the Glantrians to the same tenement and uses a Transform spell to give them a second set of memories of the event. He also uses a wish to prevent Torenal from being raised (and presumably speak with dead). The next day Alphatian investigators find the Glantrians drunk and unconscious in the tenement and arrest them. Based on evidence in the tenement and a wish spell detecting the Glantrians' second set of memories, the Alphas charge them with Torenal's murder. Eriadna's wish to bring Torenal back to life fails, the Alphas believe this is due to the Glantrians' unknown magic. Tylon takes charge of the investigation and discovers with his magic that the Glantrians have 2 sets of memories. Eriadna is convinced the innocent memories have been planted and cuts all ties with Glantri. Tylon believes there is sufficient evidence to not yet kill the Glantrians.

(Source: WoI, Book 2, pp. 74-75)

Heldannic Knights missionary clerics are ambushed and killed by young Ethengarians in the steppes for insulting their people and customs. This act enrages the Heldannic Order.

(Source: WoI, Book 2, p. 75)

Galatia Allatrian is swayed by Tylon's discovery of 2 sets of memories for the Glantrians. She is convinced they are innocent of Torenal's murder and protests to Empress Eriadna. Eriadna ignores her because she is not of Alphatian descent. Tylon in his guise of Master Terari, helps the Glantrians break out of the Imperial Palace dungeons in Sundsvall and escape.

(Source: WoI, Book 2, p. 75)

AC 1004 Fyrmont 2 Circular Crop Cutting Phenomenum

Mysterious Circular Crop Cutting occurs on Willet Schmidt's wheat farm in Central Darokin.

(Source: AC1013, p. 202)

AC 1004 Fall Glantrians Assassinated, Thyatis Intrudes, Heldannic Knights Attack, Asterius' Temples Burned, Graakhalia Invaded

Glantrian nobles are killed by a bombardment of offensive magic by a MU36 mortal identity of Alphaks and his followers (MU 20-32) disguised as Alphatian mages at a dinner party. The mages escape, leaving Prince Innocenti di Malapietra as the sole survivor.

(Source: WoI, Book 2, p. 76)

The Glantrian Council of Princes demand Empress Eriadna surrenders the assassins. Prompted by Anya's suspicion of Alphatian imperialism, Emperor Thincol Torion of Thyatis sends Alphatia a stern warning that Thyatis will not tolerate Alphatian expansion through these means. Eriadna replies that Alphatia had no part in the Glantrians deaths and that Thyatis should mind its own business.

(Source: WoI, Book 2, p. 76)

The Heldannic Knights send several punitive heavy cavalry raids into the steppes, slaughtering all Ethengarians they can find.

(Source: WoI, Book 2, p. 76)

Dozens of Temples of Asterius in Alphatia are burned by Alphaks over a period of days. Alphaks frames some Erewan elves who were on a diplomatic mission to Darokin by putting them to sleep, giving them 2 sets of memories and then transporting them to the burning temples. The elves are captured by the authorities and a wish probe reveals 2 sets of memories. Empress Eriadna pushes their trial through and they are hastily sentenced to death. The Glantrian Council of Princes protests the trial, but takes no further action. Asterius determines that the elves have been framed by immortals and instructs his clerics to intervene to prove the elves' innocence. Asterius warns the Fellowship of the Star that there may be a third faction.

(Source: WoI, Book 2, p. 77)

Hulean agents discover Graakhalia. They spread the word of riches under the Plain of Fire which precipitates an invasion by humanoids of the Black Mountains.

(Source: CoM, EM, p. 54)

AC 1004 Winter Alphatian Armada Burns, Coup in Sind, BeB Magic Company Founded

The Glantrians accused of assassinating Torenal break into the Imperial dungeons in Sundsvall and rescue the Erewan elves. The Glantrians flee to Aasla, steal a sky-ship and set fire to several ships in the sky-ship fleet. The fire grows into a firestorm which engulfs the city for days. 50% of the population (especially the non-spell casters) perish.

(Source: WoI, Book 2, p. 77)

Black Mountains humanoids secure the upper caverns of Graakhalia. Kiritan ul Nervi stages a coup against his brother Chandra. Thousands of humanoids and urduk nomads invade Sind from Graakhalia. Civil war breaks out in Sind. Kiritan's forces gain control of Sayr Ulan and he is proclaimed Rajahidraja. Assassins fail to kill Chandra who flees to Ulimwengu.

(Source: CoM, EM, p. 54)

Using some of the Black Eagle treasury, Bargle “the Infamous” sets up BeB Magic Company in Darokin City. He employs wizards (minimum lvl 18th) to produce and sell magical rings.

(Source: Dragon 216, p. 12)

Late 4th Quarter Banking Services for Pilgrims

For practical reasons, the Order makes available to pilgrims reliable banking services. During the length of their pilgrimage, the Order offers to hold the pilgrims' travel cash to prevent theft, and to release any of it upon the pilgrims' demands with simple signed forms. The offer is legitimate and intends to protect pilgrims from theft during their journey. If a pilgrim dies while in the care of the Order, the money is then returned to the family if the pilgrim has any.

AC 1005 Principality of Morlay-Malinbois Created, Savage Coast Wars, Narvaez Inquisition, Don Luis de Manzanas Appointed Baronet of Aranjuez, Eusdrian-Heldannic Contact Ends, Hernan Costa Gets Thorsteed

Baron Malachie du Marais marries Viscomtesse Diane de Moriamis of Malinbois. The Council of Princes approves an Act of Enfoeffment for a new Principality of Morlay-Malinbois, hoping the lycanthropes will assist in the war.

(Sources: PC4 DMs, p. 43; Kdm of Magic, p. 55)

Bellayne attacks the goblinoids of the Yazak Steppes. The goblinoids of the Yazak Steppes begin unifying in response. Robrenn attacks the Yazi goblinoids.

(Source: Savage Baronies Book I, p. 21)

An internal holy war begins in Narvaez. The Church of Naevaez declares holy war on the other Savage Baronies to unite the warring factions.

(Source: Savage Baronies Book I, p. 21)

Baron Balthazar de Montejo y Aranjuez of Saragon appoints the inheritor Don Luis de Manzanas as Baronet of Aranjuez.

(Source: Savage Baronies Book II, p. 30)

Eusdrian contact with the Heldannic Knights ceases with all messages from the Heldannic Knights ignored.

(Source: Red Steel, Lands of the Savage Coast, p. 17)

Hernan Costa selects Thorsteed as his mount.

(Source: Black Vessel, p. 194)

AC 1005 Spring War is Declared, The Master Seizes Sind

Empress Eriadna of Alphatia investigates the ruins of Aasla and determines Glantri was behind the arson. She declares war on Glantri. Glantri declares war on Alphatia. The next day the Empire of Thyatis and the Heldannic Knights declare war on Alphatia. Helskir sides with Thyatis. Prince Innocenti di Malapietra of Caurenze hands control of his troops to Prinz Jaggar von Drachenfels of Aalban.

(Sources: WoI, Book 2, p. 77; Kdm of Magic, p. 42)

Hule seizes control of Sind. Rani Drisana of Jalawar, Rajah Mohan of Baratkand and Maharajah Kami of Peshmir refuse to recognise Kiritan's authority. Chandra ul Nervi seeks aid in Yavdlom.

(Sources: WoI, Book 2, p. 78; CoM, EM, p. 54)

Ferdynand Lillipot begins working on his Gargantoid in his Colossus Mountains laboratory to help defend Glantri.

(Source: AC1011, p. 218)

2nd Quarter Heldannic Knights Hunt Vampires

Messengers report vampiric activity southwest of Freiburg. Heldannic vampire hunters, known as the "Experten" track down victims and suspects like a pack of hungry wolves. Not a stone is left unturned. Not a glimmer of mercy is shown to their quarry as they smite the evil darkness from their hallowed land.

AC 1005 Summer Empires Build Forces, Alphatia Sends Monsters, Adventurers Travel to Aegos, Sind Coup Fails

Alphatia begins building armies and sea navy, particularly on the Isle of Dawn, to conquer Thyatis. Thyatis builds its forces, particularly on the Isle of Dawn.

(Source: WoI, Book 2, p. 78)

Alphatian wizards secretly travel to Glantri and conjure hordes of monsters. Some monsters spill into surrounding lands, even Alfheim. A summoned huecuva attacks Treekeeper Eleesa Erewan causing her to be diseased. Rad has to suspend his study of the Radiance to coordinate Glantri's anti-monster activities as Prince Etienne d'Ambreville. Simon d'Ambreville leaves the Glantrian Alps to fight the summoned monsters and surreptitiously heal the sick

(Sources: WoI, Book II, p. 78; Kdm of Magic, p. 45; Mark of Amber, p. 53)

Kelter Zerben travels to Aegos to investigate after being briefed of the situation by the Temple of Balthac. Stryl and Torkia Nuar leave Norwold and travel to Aegos to seek fortune. They join the Army of Aegos in Aegopoli and are escorted by Scupper via caravan to Pittstown. There they board a shuttle and descend to the town of Haldemar in the Hollow World where they are to act as guards.

About a week after arriving at Haldemar, Balthac instructs Zerben to assist the Neathar to become free of Alphatian imperialism. He deserts and tries to collapse the Pit to stop Alphatia's imperialism. A couple of days later he enters a Heldannic camp and tells them how to attack Haldemar, but urges them not to harm the Neathar. The Heldannic Knights had received an omen from Vanya to believe every word Zerben tells them.

A few days later, 6 Heldannic warbirds attack Haldemar. Only one sky ship, The Topsy Tyrant captained by Marakaz gets off the ground. After considerable damage is sustained by the town, returning Alphatian sky ships chase off the warbirds. Nogai conscripts desert during the raid. A few hours after the raid, an earthquake shakes Haldemar, collapsing the Pit caused by Zerben and 3 deserting gnomes (Doblan, Popolor, Agnesia) in caterpillar-tunnelers. However, Kelter is shocked when many are killed at Midpoint Up and Midpoint Down by his actions which is not what Balthac had told him would happen. Balthac then appeared before him and told him that he had actually been serving entropy. The Alphatians direct a party to try to reach Aegos by using a centipede-crawler. They also send Captain Marakaz on the Topsy Tyrant sky ship to try to reach Alphatia via the southern polar opening.

Several weeks after the collapse of the Pit, Kelter Zerben emerges in Pittstown in a centipede-tunneler and 16 survivors from Midpoint-Up. In the confusion, Kelter slipped away.

Claransa "the Seer" is trapped in the Holow World. She begins touring the world and keeping a journal.

(Sources: WoI, Book II, pp. 37 & 46-49, 52-53; AC1010, p. 134)

The three dissident rajahs stage a coup against Kiritan, but it fails. Maharaja Kabir Rudraksha of Kadesh invades Peshmir and captures Maharajah Kami of Peshmir. He installs his son Hara as Maharajah of Peshmir.

(Source: CoM, EM, p. 54)

Concerned about Thyatian war efforts, Ierendi mobilises its Royal Brigades.

(Source: AC1010, p. 44)

Wendar increases its garrisons on the border passes.

(Source: AC1010, p. 88)

Empress Eriadna of Alphatia elevates Governor Tastagarth Lunn of Dunadale to King to shore up his loyalty in the upcoming conflict.

(Source: AC1010, p. 155)

3rd Quarter Pilgrimages to Vanya's Rest a Boon

The pilgrimage sees unexpected popularity among Vanya's faithful. The windfall for the Order is a stronger faith among the Church of Vanya, and an increased growth in its following. Of equal importance are large amounts of cash made available by the pilgrims using the Order's banking service. The Order acquires invaluable experience in accounting, administering, and moving wealth quickly enough to support the needs of the pilgrims and allow productive investments. The Order is learning its first lessons in large scale banking.

B/W AC 1005 Summer and AC 1010 Deaths: Rohan Madhas

Rajah Rohan Madhas of Baratkand dies. He is succeeded by his grandson Dalal Radhas.

(Source: AC1011, p. 68)

AC 1005 Fall West Portage Falls, Jalawar Coup

Alphatian ground forces besiege the Fortress of Kendach and the Hold of Fenswatch. After a few weeks, Alphatia send a force to assault West Portage. After a spirited defence, West Portage falls. The Alphatians execute Governor Lareth Kubek. Kendach and Fenswatch fall shortly afterwards with Countess Julia Kendach falling in battle. The Alphatian victories were aided by the activities of mortal identities of Valerias who corrupted their officers.

(Sources: WoI, Book 2, p. 79: AC1010, pp. 136 & 144)

Inay Paramesh backed by Kiritan's elite guard stages a successful coup against Rani Drisani of Jalawar. Vijay Niranjana and Rohit are killed in the coup. Drisani and Bhagwandas escape to Ulimwengu. Chandra ul Nervi seeks aid from the Urduks.

(Source: CoM, EM, p. 54)

4th Quarter Heldannic Experten Disappear in Glantri

A suspect matching the description of Rev. Mother Grauenberg is spotted near the town of Grauenberg, racing toward the west in a black carriage. The "Experten" pursue the suspect into Glantrian territory, never to be seen again. The narrow border with Glantri is closed and closely watched. Glantri makes no statement.

AC 1005 Winter Nomads Invade Darokin

The Desert Nomads armies invade Darokin, capturing Akesoli and Akorros within weeks. Legions of the Republic fall back to the hills to defend Darokin City.

(Source: WoI, Book 2, p. 79)

AC 1006 **Adriana Karameikos Marries Devon Hyraksos, Savage Baronies War, Hule Invades Savage Baronies, Cristobal Marries Catalina de Narvaez y Montoya**

Deaths: Patrick of Cimarron

Births: Sighvat Hordson

Princess Adriana Karameikos marries Devon Hyraksos after spurning her mother's choice, Baron Desmond Kelvin II.

(Source: AC1013, p. 133)

Torreon, Vilaverde and Texeiras ally with Narvaez against Gargona, Almarron, Saragon, Guadalante and Cimarron. Swashbucklers of the southern baronies sack the villages of Porto Punhal and Vila Franca in Texeiras and burn much of Puerto Morillos in Narvaez. Gauchos from Guadalante lead by Baron Cristobal de Bigotillos y Copetez sack Ciudad Quimeras, Los Peregrinos and Peunte-Guadiana in Narvaez. Patrick of Cimarron is killed at the Battle of Quimeras. Sir John of Cimarron is recalled from Quimeras to Smokestone City. A small group of afflicted Torreon mercenaries fighting for Narvaez raze the village of Pazo del Rey in Saragon. The war abruptly halts when Hule invades the Savage Baronies who unite through Dona Esperanza of Gargona's diplomacy. Hule defeats a hastily assembled Vilaverdan force at the Battle of Burdur in northern Vilaverde. In response, the Vilaverdan navy destroyed most of Hule's shipping ability in 2 battles in the inlet near Karakoy. The Vilaverdians then sacked Boyazka, Babriz and Yenigaz. Hule then withdrew from Vilaverde. Hule sacks Torre del Duende and Bastion de los Caballeros in Torreon. The populations of the villages of Chiquitin and El Lugar in Torreon are drafted to support the war effort.

(Source: Savage Baronies Book I, pp. 21, 24, 29, 36, 39, 41, 50, 58)

Dona Catalina de Narvaez y Montoya runs away from Puerto Morillos to secretly marry Senor Cristobal de Bigotillos y Copetez, Baron of Guadalante. Baron Hugo de Narvaez y Montoya is furious.

According to VPA this event occurred prior to AC 1000.

(Source: Savage Baronies Book I, p. 39)

Hule attacks Nova-Svoga, sack the village Roszopol, killing the ruling family except baby Anya and sack the village of Sevlievo. The Nova Svoga army commander, Stefan Karvich becomes Regent.

(Source: Red Steel, Lands of the Savage Coast, p. 8, maps)

Prince Sighvat Hordson of Ostland is born in Zeaburg.

(Source: AC1010 p. 153)

AC 1006 Spring – AC 1007 Spring Sabotage in Alphatia

Glantrian wizard-adventurers travel to Sundsvall to harass Alphatian nobles and officers. Their actions polarise Alphatian opinion between wiping out Glantri to isolationism. The Shiye elves are the most vocal critics of the war. Alphatia seals its borders.

(Source: WoI, Book 2, p. 79)

AC 1006 Spring Karameikos Sells Out, The Master is Hammered, Chandra ul Nervi Marches

Teldon, Head of the Magicians' Guild makes a secret diplomatic mission to Sundsvall. Karameikos and Alphatia sign a treaty of mutual peace and neutrality. Karameikos agrees not to assist Thyatis in the war and in return Alphatia recognises Karameikos' independence and will set up a school of magic in Specularum. On his return, Stefan Karameikos is crowned King of Karameikos.

Lord Cornel Osteric, Thyatian ambassador to Karameikos, is ordered to arrange the assassination of King Stefan Karameikos. The plot is foiled by adventurers without trace to Osteric. Osteric is blamed for "losing Karameikos" back in Thyatis.

Karameikan, Alfheim and Shires forces march west to assist Darokin against the Master's forces.

(Sources: WoI, Book 2, pp. 79-80; Kingdom of Adventure, Explorer's Guide, p. 92)

The Desert Nomads besiege Darokin City. Allied forces of Karameikos, Alfheim and Shires break the siege and drive the nomads back over the next few weeks.

(Source: WoI, Book 2, p. 80)

Chandra ul Nervi has mustered an army of Urduk nomads, mercenaries, brigands and outlaws from the Barren Plain, nearly 100 Karimari elephant/triceratops riders, Yavdlom warriors and loyal Sindhis. He marches on Sind, causing his brother to withdraw troops from Darokin.

(Source: CoM, EM, p. 55)

1st Quarter Heldannic Order Prepares for War

The Heldannic Order completes its preparations for war. More indentured soldiers have been pressed into service. Mercenaries from Soderfjord, Ostland, and Renardy are stationed near Freiburg. Heldannic troops are concentrated in Freiburg and at the northern border with Norwold. Newly commissioned warships join the pilgrim flotillas sailing between the Known World and Davania.

AC 1006 Summer Chandra ul Nervi Defeated, The Master's Revenge, Black Eagle Barony Diplomacy

Chandra ul Nervi's force is defeated by Kiritan's forces and humanoid reserves that the Master was going to use to reinforce in Darokin. Chandra flees to Ulimwengu.

(Source: CoM, EM, p. 55)

The Master's invasion of Darokin has been defeated, his forces retreat to Sind. The Master curses those who have defeated him. A few days later an enormous meteor sent by Alphaks slams into northern Darokin, destroying Corran Keep, creating the Great Crater. The resulting earthquake ranges from Akesoli to Glantri City. The Principalities of Blackhill and Caurenze are devastated. Prince Innocenti di Malapietra is the sole survivor. Viscount Ezechiel Naramis of Nathrat and Countess Aliana Nyraviel of Soth-Kabree are killed by the meteor. Camp Huledain is destroyed, Sire Qenildor Erewan was in Ellerovyn at the time and survived. The village of Chandbali is devastated. A dust cloud hangs over northern Darokin, southern Glantri and the middle of Alfheim for days. When the dust settles, vegetation is destroyed and drinking water is contaminated. Harvests are ruined.

(Sources: WoI, Book 2, pp. 80 & 91; CoM, EM, p. 55, Kdm of Magic, pp. 45 & 47)

With the defeat of The Master of Hule and Karameikos reducing its Thyatian ties, the Black Eagle Baron seeks agreements with the Empire of Thyatis and the Heldannic Knights to assist with his quest to gain the Karameikan throne.

(Source: KWG, Dragon 189, p. 42)

Vincenzo di Randazzi is appointed to rule the new Barony of Ylourgne with the presumed death of Prince Innocenti di Malapietra.

(Source: Kdm of Magic, p. 56)

Former House of Sirrechia allies, Viscount Antonio di Tarentao of Castelbianco and Viscount Griseo Fulvina of Verazzano, ally with Prince Harald.

(Source: Kdm of Magic, p. 66)

The meteor strike creating the Great Crater gives rise to a new creature, the spitting Worm.

(Source: AC1012, p. 163)

2nd Quarter Southpoint Prospers

The newfound pilgrimage wealth affects the local economy of Fort Southpoint. Up until recently it was a backwater of some strategic importance but with little economical value. Southern Hattias is a poor region. The passage of the pilgrims touched off economical growth in Southpoint as new buildings, called Hospitals, are

built to house the pilgrims. Food and clothing is imported. Wealth trickles down through the various layers of the local population, enabling better agricultural means. Southpoint also becomes a stop for Heldannic ships coming from Freiburg.

AC 1006 Fall Twisted Trees of Alfheim, The Abandoned Nation, Hule Invades Ulimwengu

Shadow elf wizards begin mutating the Canolbarth trees. The Good Magic Points go dormant, the Bad Magic Points remain. The Good Kingdom is out into suspended animation in a pocket universe by the immortals.

(Source: KWG, Dragon 189, p. 42)

King Everast of Dengar declares a state of emergency and commands the entire population to retreat underground until the madness gripping the surface world ceases. They take their surface belongings with them. Humanoids begin raiding surface Dengar.

(Sources: WoI, Book 2, pp. 81-82; AC1010, p. 72)

The Master of Hule sends 10 division to eliminate Chandra ul Nervi in Ulimwengu, but they are massacred in the jungle. The Master's magics penetrate the protections of the kereenyaga, allowing him to learn of Shani Kijiji and the Karimari. The Karimari close their borders and expel the Sindhi refugees who go to Yavdlom.

(Source: CoM, EM, p. 55)

The Master of Hule uses loot gained from the Darokin campaign to start buying ships from the Black Eagle Barony and western states. He hires pirate crews to train his own men.

(Source: AC1010, p. 194)

3rd Quarter Heldannic Order Anticipates Myoshiman Invasion

Troubling news of the Myoshiman Empire reaches Freiburg. There are indications they might be planning a military move against objectives on Mystara. Freiburg suspects they may be a target. The majority of the warbirds are ordered into space as a first line of observation and defence. Remaining warbirds are stationed at Vanya's Rest to patrol the region and protect the Holy Citadel. Their mission is to prevent foreign ships from following the regular pilgrim flotillas and discovering the location of Vanya's Rest.

AC 1006 Winter Ethengar v Heldann, Redstone Besieged, Ylari Raid Thyatis

For reasons of their own, Alphatians reveal to Moglai Khan the fact that the Heldannic warbirds are not expected to be in Freiburg for a long period of time. The Great Khan, whose people have suffered from several savage raids by the knights, invades the Heldannic Territories with the full force of his hordes. The Heldannic

Knights are totally surprised as they had already returned to their winter quarters. The border commanderies are wiped out. The nomads besiege Grauenberg and march straight to Freiburg.

(Source: WoI, Book 2, p. 82)

Alphatia besieges Redstone Castle.

(Source: WoI, Book 2, p. 82)

Inspired by a desert prophet (a mortal identity of Valerias), the young Emir of Dythestia leads a force at night through the Altan Tepe mountains and besieges Fort Nikos. The Thyatian commander surrenders, thinking they are hopelessly outnumbered. The next day the Emir's forces seize Biazzan which surrenders without a fight.

(Source: WoI, Book 2, p. 82)

**AC 1007 Glantrian Expedition to the Great Crater, Yazi Gnolls
Attack the Savage Baronies, The Master Curses the Savage
Baronies**

Births: Lucien Hyraksos

Glantri sends a contingent of explorers to the Great Crater, only one survived the humanoid attacks there.

(Source: Kdm of Magic, p. 61)

Lucien Hyraksos is born in Speculaum.

(Source: AC1013, p. 133)

The Long Legs unite the Yazi gnolls of El Grande Carrascal to attack the Savage Baronies, laying Castillo de Tordegena in Almarron and Castillo de Pardalupe in Gargona to waste. Saragon forgoes the protection of the careta de la barrera and lures the gnolls into its lands. Lead by Don Luis de Manzans, Baronet of Aranjuez and Don Cladio de Tolon, Baronet of Montejo, the Saragon forces (including Hernan Costa) aided by an unexpected cavalry charge from Sir John of Cimarron's troops supported by Almarron troops (including Minges) lead by Colonel Gustavo Madras, soundly defeated the gnolls at the Battle of Morrion in SE Saragon.

(Sources: Savage Baronies Book I, pp. 21, 43, 47, 60; Black Vessel pp. 6, 94, 201)

The Savage Baronies push Hulean forces back. The Master of Hule curses the Savage Baronies and sends floods and other natural disasters.

(Source: Savage Baronies Book I, p. 21)

**AC 1007 Spring Ethengarians Swarm, Heldann/Thyatis Treaty, Crack
Down in Sind, Graakhaliens Defeated**

Ethengarian forces continue to pour into Heldannic Territories. They now also enter Vestland and the Jarldoms.

(Source: WoI, Book 2, p. 82)

Thyatian emissaries make a difficult journey into the besieged city of Freiburg. There they conclude a treaty of alliance with the Heldannic Order. Meanwhile, hampered by the heavy winter snows, Heldannic troops failed to move back from the distant Norwold border. Rainy and muddy conditions compounded by the melting of the winter snows are considered too much of a handicap for the Order's heavy cavalry. The Great Khan destroys most bridges on the Naga River except for a few he controls. The lighter, more nimble riders of the steppes pour into Vestland and Soderfjord looking for more places to sack. Both Freiburg and Grauenberg are still under siege. Hockstein and Altendorf remain in position until new orders are received. Pilgrimage from Freiburg is interrupted. Warbirds skirmish with Myoshiman scout units near Patera.

(Source: WoI, Book 2, pp. 82-83)

Kiritan ul Nervi begins a campaign of oppression to remove all opposition.

Graakahalia is defeated in a last ditch attempt to defeat the humanoids. They have now lost 50% of their populace since the invasion began and retreat to deeper, unknown caverns.

(Source: CoM, EM, p. 55)

AC 1007 Summer Thar Looks to Glantri, Newkirk & Redstone Fall

Klarmont 1 – Reston of Akesoli and Queen Tristilia of Gaity win the Ierendi Crown Tourney.

(Source: AC1010, pp. 152 & 157)

Posing as a captured Glantrian sorceress, Valerias informs Thar of Glantri's defenceless southern border. Thar calls on humanoid tribes of the Orclands and Wendarian Ranges to join the tribes of the Broken Lands and move to the Great Crater. High Doge Kol XIV of the Republic of Kol, King Doth and Queen Yazar of High Gobliny, Supreme Hool of Red Orcland, Hutai Khan of Hobgobland, Moghul Khan of Yellow Orkia, Nizam Pasha of South Gnollistan & Chief Ohr'r of Bugburbia join Thar. Once in place, the humanoids invade northern Darokin and southern Glantri. The Glantrians are pushed back and Glantri City is besieged. Alebane remains in the Broken Lands. Sire Qenildor Erewan leads a group of resistance fighters against the humanoids of the Great Crater.

Asterius discovers Alphaks was responsible for the meteor incident. Alphaks goes into hiding.

(Sources: WoI, Book 2, p. 83; AC1010, p. 23, AC1012, p. 188; Kdm of Magic, p. 45)

Alphatia launches a surprise attack on Newkirk. Heroic defence by units of the Eastern Thyatian Legion allow the majority of Thyatian troops to evacuate by ship to Dawnpoint. Alphatia captures Newkirk, Archduke Donegal Firestorm is killed in battle. Thrainkell and Holva Firestorm were at sea and survived. Within a couple of weeks, the commanders of Redstone Castle surrender to the besieging Alphasians. During the Alphasian occupation of Redstone Castle, its Thyatian commander, General Harantius Lycrandonian is killed by the Alphasians.

(Sources: WoI, Book 2, p. 83; AC1010, pp. 71, 139)'

2nd Quarter Siege of Freiburg Intensifies

Worried by news of the recent treaty between Thyatis and the Heldannic Order, Moglai Khan presses on with his plan to take Freiburg. Massive attacks are made against the city. The knights and thousands of civilians retreat from several town districts to the Great Fortress. The Ethengarians occupy the port area of Freiburg, cutting off supplies from the sea. The Heldannic sea fleet withdraws to the ports of Zeaburg and Norrvik. The remainder of Freiburg remains in the hands of the knights and their mercenaries who have erected barricades and defensive walls in the streets.

AC 1007 Fall Ylari Withdrawl, Alfheim is No More

The Ylari loot Biazzan and withdraw across the Altan Tepes to the Emirates before Thyatian forces reach them.

(Source: WoI, Book 2, p. 83)

Shadow elf attacks become overt, the forest continues to mutate and the trees of life are dying. The elves decide to abandon Alfheim taking with them healthy cuttings from their trees of life. Half the Shadow Elf population (125,000) moves into the mutated forest which they name Aengmor. They begin construction of Rafielton on the ruins of Alfheim Town. Many Shadow Elves build homes in the Sump. Princess Tandaleyo is appointed to govern the colony. Basilisks, gorgons and lycanthropes enter the Canolbarth.

King Doriath's court plus the Feadil, Long Runner, Meadil and Grunalf clans flee the Canolbarth northwards between Yellow Orkia and Gruk. They migrate through the steppes bordering the broken lands, then Glantri in the hope of reaching Wendar. 1,168 elves settle in Erewan. While raiding Glantri for food, Tariana Chossum meets and is aided by Jean-Louis d'Ambreville.

The Chossum, Red Arrow and Erendyl clans flee the Canolbarth for Karamaikos after receiving permission from King Stefan Karamaikos. They gathered south of Selenica and march south down King's Road.

Some elves head for the Great Waste to look for the Sheyallia.

Darokin is stunned by the elves move.

(Sources: KWG, Dragon 189, p. 42, WoI Book II, p. 84; CoM, EM, p. 55; AC1010, pp. 6-7; Kdm of Magic p. 45; AC1012, p. 89, Mark of Amber, p. 58)

3rd Quarter Ethengar Parries Heldannic Counter-Offensive

The garrison of Hockstein makes its move against the Great Khan, securing one of the precious bridges over the Naga River. The Altendorf garrison, reinforced with a substantial part of the Norwold border army crosses the river into the Province of Freiburg. Together, Hockstein and Altendorf forces slam into the western encampments besieging Freiburg. The Freiburg garrison attempts several sorties leading to murderous street warfare. Out of sheer military genius, the Great Khan repels the combined assault in the west. The Freiburg garrison fails to link with the relief force. Heavy losses are reported on all sides.

AC 1007 Winter Plague Hits Freiburg, Possessions Revolt, Elves Winter in the Cruth

Plague breaks out in Freiburg. The Ethengarians lift the siege and return to the steppes where they too develop plague symptoms.

(Source: WoI, Book 2, p. 84)

Ochalea and the Pearl Islands declare independence from Thyatis and begin building their military forces.

Early and heavy snows block the passes to Karameikos. The Chossum, Red Arrow and Erendyl clans are forced to winter in the foothills north of Karameikos.

(Source: WoI Book II, p. 84)

An Alfheim elf finds a Sheyallia elf sheltering with a Sindhi family in Baratkand. They gather as many elves as possible and enter Graakhalia.

(Source: CoM, EM, p. 55)

AC 1008 Unrest in Sind, Archaeological Find in Tel Akbir, Valens Castle Constructed, Savage Baronies War Resumes, Savage Coast Revolts, Almarron Rebellion, Colonial Revolt, Yazak Goblinoids attack the Savage Coast, Porto Escorpiao, Porto Maldicao Independent, Balazar Duels Don Luis, Bridget O'Kayne Appointed Constable, Erise Abducted, Mazrooth Hires Prado

Deaths: Multhim Graybeard, General Cimarron, Trollam, Eric Brezovo

There are numerous uprisings, riots and assassination attempts against Kiritan ul Nervi in Sind. The Master orders him to tighten control or be removed.

(Source: CoM, EM, p. 55)

Sheriff Multhim Graybeard of Highshire dies of old age. Tarisco Highnose is elected to succeed him.

(Sources: AC1011, p. 145; AC1013, p. 117)

At an archaeological dig in Tel Akbir, Stellmann Grimm of Norwold finds an unauthenticated manuscript claiming the imperial crown of Thyatis was lost during the Hattian rebellion and taken to Hattias.

(Source: AC1013, pp. 226-227)

Justin Valens constructs Valens Castle using Dengar craftsmen on his 40 acre estate in northern Karameikos.

(Source: AC1013, p. 239)

With the withdrawal of Hule, the Savage Baronies resume their war.

(Source: Savage Baronies Book I, p. 21)

Tortles and peasants revolt against their masters throughout the savage Coast.

(Source: Savage Baronies Book I, p. 21)

Rebels oust Don Esteban and install Baron Maximiliano de Almaroon y Escudor to rule Almarron. Don Esteban flees. Maximiliano decrees monthly free cinnabryl distribution to the poor.

(Sources: Savage Baronies Book I, p. 21, 44; Black Vessel p. 4)

Savage Coast colonies rebel against their overlords. Governor Dominica da Solidao of Protectorade de Presa declares independence from Texeiras leading to civil war. Solidao, Porto do Sul and Poroca were ruined during the civil war. Texeiras granted near autonomy to da Presa to end the civil war and Dominica da Solidao was named as Baron Bartolomeo de Texeiras' heir.

(Source: Savage Baronies Book I, pp. 21, 29, 30)

Yazak goblinoids attack throughout the Savage Coast. Torre do Perdao in Vilaverde is sacked. The Tower of Espora-Verde in Terra Leaoca is sacked by goblinoids. Torre Cristobal is ruined. Fortaleza in Torreon is sacked. Saragon is protected by the careta de la barrera.

(Source: Savage Baronies Book I, pp. 21, 26, 27, 32, 36, 47)

Vilaverde grants independence to Porto Escorpiao, so it can recall troops to help in the east. Governor Don Jorge de Vilaverde is uncomfortable at his father's decision. Porto Maldicao declared independence after hearing news of Porto Escorpiao. Vilaverde agreed to grant independence to Maldicao as well.

(Source: Savage Baronies Book I, p. 27)

At the Battle of Longhorn's Last Stand, General Cimarron is killed by Yazid goblins from the Badlands. He is succeeded by his son Sir John. Shortly after taking office, Sir John has to put down a minor turtle revolt. Sir John appoints Bridget O'Kayne as a Cimarron Contable.

VPA – Sir John was already ruler.

(Sources: Savage Baronies Book I, p. 56; Savage Baronies Player Handouts)

Igor Balazar joins a band of adventurers who seek to defeat the inheritor lich, Doomrider and gain knowledge from his possessions. The band is attacked by Doomrider's Cursed Ones. Only Igor survives. His cinnabryl almost depleted, Igor reaches Torre de Manzanas, interrupts Don Luis de Manzanas' party and demands cinnabryl. When Don Luis refuses, Igor challenges him to a duel. Igor breaks the Inheritor's Code by attacking an inheritor in his home. Igor is shot by Castellan Miguel Hernando de Montoya at close range, his cinnabryl is depleted and he becomes an Afflicted. Igor vows revenge then escapes through a window and heads to a cave in the northern wilderness. Later Balazar enters the Yazak Steppes to gain humanoid followers. He encounters a group of 20 goblins, kills 17 with the remaining 3 agreeing to take him to their chief.

(Source: Savage Baronies Book II, pp. 5 & 31)

Yazid gnolls sack Fort Stetson in northern Cimarron.

(Source: Red Steel Map)

The Darokinian craftsman, Trollam, completes crafting the magical whip Viper for the Glantrian mage Kahlark. When Trollam asks for his payment, Kahlark kills him and takes Viper.

(Source: DM's Survival Kit Magic Item Cards)

Lernal "the Swill"'s daughter Erise is abducted by the ice witch Frota of Frosthaven.

(Source: Rogues to Riches, p. 41)

Mazrooth al Yedom hires Miguel Prado to collect antiquities for him.

(Source: Black Vessel, p. 135)

Hugo Strolojca kills Eric Brezovo in a duel in Specularum.

(Night of the Vampire CD Track 31)

**AC 1008 Spring The Stalemate is Broken, Shires Reinforce Darokin,
The Plague Intensifies, Elves Reach Karameikos**

The Furmenglaives and their staff abandon their castle when the Alphatians arrive. They begin a guerrilla war. Thane Uthgaard McRhomaag of Caerdwicca takes to the sea as the Alphatians occupy his lands.

(Source: AC1010, pp. 139 & 148)

Alphatia overruns Helskir, capturing Thyatian troops and ships, but leaving the civilians unharmed. The Alphatian forces move south, crushing all Thyatian resistance between Helskir and Newkirk within days. Alphatia now controls 2/3 of the Isle of Dawn. A few days later, Eruul Zaar is crowned King of Helskir and the northern third of the western Isle of Dawn by Empress Eriadna of Alphatia. Shortly afterwards, Zaar marries Princess Asteriela Torion of Thyatis.

(Source: WoI, Book 2, pp. 84-85)

Armies of the Shires arrive to assist Darokin against the humanoids.

(Source: WoI, Book 2, p. 85)

The plague in the Heldannic Territories has now killed 20% of the population. It has also spread to Vestland, the Jarldoms and the northern Emirates. Landmeister Helmut Totenfuss dies of the plague in Grauenberg at the age of 82. He is succeeded by Dora Riesenstein at the age of 27.

(Source: WoI, Book 2, p. 85)

The King's Road pass clears of snow, allowing 30,000 (exaggerated as 60,000) elves from the Chossum, Red Arrow and Erendyl clans to march into Karameikos to Kelvin. They receive word from King Stefan Karameikos that they may settle amongst existing elven communities if they are allowed or they may forge new dominions in the Dymrak Forest. Elves unable to fight are permitted to set camp in the woods to the east of Kelvin Moor. Chossum and Erendyl warriors venture into Callarii lands where they offer their assistance to fight the Dymrak goblin tribes. Red Arrow warriors venture north of Vyalia territory to fight humanoids.

(Sources: WoI Book II, p. 85; KWG, Dragon 189, p. 42; AC1011, p. 45)

**1008 Summer Plague Reaches Glantri, Massacre at Tromso, Imperial
Navies Clash**

Deaths: Hord "Dark Eye"

Klarmont 1 – Reston of Akesoli and Queen Tristilia of Gaity win the Ierendi Crown Tourney.

(Source: AC1010, pp. 152 & 157)

The plague spreads to eastern Glantri. Having no legal clerics, the plague spreads quickly in Glantri. In an emergency session of the Council of Princes they decide to temporarily suspend regulations against clerical magic and appeal to Darokin for aid. Boldavia does not permit any clerics. Simon d'Ambreville is granted a licence to cast clerical magic by the Council of Princes.

(Sources: WoI, Book 2, p. 85; Kdm of Magic, p. 38; Mark of Amber, p. 53)

Heldannic clerics are getting on top of the plague. Heldannic Knights and allied units from Ostland enter the steppes. They also massacre an Ethengarian army at Tromso in Vestland.

(Source: WoI, Book 2, p. 86)

The Alphatian fleet, supported by the sky-ship navy, sails around the northern tip of the Isle of Dawn and heads for southeast Brun. Thyatian fleets stationed at Dawnpoint sail north to intercept them. The Retebius Air Fleet also flies north to engage the sky-ships. King Hord "Dark Eye" of Ostland sails with a naval contingent south to assist the Thyatians. The forces clash in the Western Sea of Dawn. After heavy losses on both sides, the Alphatians withdraw to the Isle of Dawn. King Hord "Dark Eye" is killed in action. Rulership of Ostland falls to Queen Yrsa and Asgrim the Bowed, Godar of Odin. Due to foggy conditions and coordination problems, the Heldannic sea fleet stationed in Zeaburg and Norrvik fails entirely to intercept the Alphatian fleet sailing around Helskir. By the time it is sighted, the Alphatians are withdrawing to the Isle of Dawn, having been soundly defeated by the Thyatian navy. The Heldannic ships set sail to Freiburg, cursing at the lost opportunity to fight a great battle.

(Sources: WoI, Book 2, p. 86, AC1010, p. 69)

B/W 1008 Summer & AC 1009 Winter Elven Tenson Rise in Karameikos

The influx of Alfheim refugees is increasing tension with the Callarii. Agents of Baron Ludwig von Hendriks are fanning these tensions. To diffuse the situation, Clan Erendyl petitions King Stefan Karameikos for a dominion in Radlebb Woods.

(Source: KWG, Dragon 189, p. 42)

AC 1008 Fall Ethengarians Ambush Elves, Rad Grows Desperate, Kelter Zerben Reaches Thyatis City

The Feadil, Long Runner, Meadil and Grunalf clans are attacked by Ethengarians. The elves suffer heavy losses and some contact the plague as they flee into the Colossus Mountains near Estoniarsk.

(Sources: KWG, Dragon 189, p. 42, WoI Book 2, p. 86)

Rad, Rafiel and Rathanos begin constructing the Doomsday Weapon to drain magic from Alphatia.

(Source: WoI, Book II, p. 87)

Anaxibius commissions Akatrina to paint a portrait of his partner, Demetria (Princess Stefania Torion). Fortnell (alias Kelter Zerben) reaches Thyatis City. He is told Anaxibius is the best fighter in the empire, so he seeks him out at his fighting school and asks him whilst drunk to train him so he can kill an immortal. Anaxibius orders him to be thrown out, but Fortnell defeats them. Finally, Anaxibius duels Fortnell and disarms him with an old arena trick. He agrees to train Fortnell if he in turn will assist training the students. Akatrina paints a portrait of Fortnell. Fortnell would get drunk every night. Once he felt his fighting skills were of sufficient standard, he thanked Anaxibius and left Thyatis City to head to the Temple of Balthac.

(Source: WoI, Book II, pp. 50-51)

Prince Vanserie Vlaardoen XI of Berdhovern and his wife Wilhelmine die of the plague after refusing clerical aid. Juliana Vlaardoen reincarnates Vanserie, but he returns as a dwarf and kills himself. After Anton Vlaardoen (actually the gold dragon Raknaar) declines the princship, Juliana becomes Princess and releases a statement that her parents died battling summoned monsters. Many suitors seek Juliana's hand in marriage. Her favourite is Feldian, much to the disgust of her uncle Anton.

(Source: Kdm of Magic, p. 35)

3rd Quarter Thyatis Agrees to a 2nd Hattian Pilgrim Port & Blight Belchers Stolen

Word of the effects of what is now known as the "Pilgrim Economy" reaches Emperor Thincol in Thyatis. Soon afterward, the Heldannic Order requests the permission to open another point of pilgrimage to relieve some of the burden in Southpoint. The emperor readily agrees, for a port fee of 8 asterii. Meanwhile in Freiburg, as it was being refitted, thieves board a warbird on the docks. They manage to overpower the sentinels aboard the ship and make away with two blight belchers. The alleged thieves apparently use magic to teleport to safety with the precious weapons. Alphatian spies are suspected. The guards on duty are court-marshalled. They are judged guilty of dereliction of duty and condemned to the mines under Vanya's Rest.

Sviftmont 15 Great Reckoning Commences

The Great Reckoning is held in the Republic of Darokin.

(Source: Gaz 11, DMs, p. 31)

AC 1008 Winter Temple of Balthac Destroyed, Thar Moves South, Alphatians Reach Emirates, Red Creek Battle

Fortnell (Kelter Zerben) challenges clerics of Balthac in Selenica to abandon their false faith or die. All that refused were slain. He then burns their temple and

continues toward the main Temple of Balthac to the northwest. Balthac reaches the Temple of Balthac and slays some of its members, Lillian Corran escapes. Hel animates Calor and summons a screaming fiend to battle Kelter. Hel's appearance attracts the attention of Terra who sends her titan, Balthac, to assist. Balthac slays Calor and the fiend teleports away. Balthac praises Kelter, then addresses the remaining followers and tells them there is no Temple of Balthac. The followers ask Kelter to lead them against the raiding humanoids from the Broken Lands.

(Source: WoI Book II, pp. 51 & 56-58)

The plague in Glantri is subsiding and Glanrian counter-attacks have forced the humanoids back to the Great Crater. The humanoids invade Darokin but are turned back by allied Darokinian and Shires forces assisted by Karamaikan supply aid.

(Source: WoI Book II, p. 86)

Whilst an Alphatian fleet feigns to attack Dawnpoint, the main Alphatian fleet docks at Cubia. Imperial forces overwhelm the local forces and continue to march south. Thyatian agents in Cubia flee south to warn of the invasion.

(Source: WoI Book II, p. 87)

Sir John of Cimarron leads his forces to victory over the gnolls of El Grande Carrascal at the Red Creek Battle. Colonel Gustavo Madras leads some Almarron forces in support. The gnolls' tribal union falls apart.

(Sources: Savage Baronies Book I, p. 60; Black Vessel p. 94)

Eirmont 28 Great Reckoning Completed

The Great Reckoning in the Republic of Darokin is completed.

(Source: Gaz 11, DMs, p. 31)

Kaldmont 28 Great Reckoning Taxes Due

Taxes are due from the Great Reckoning in the Republic of Darokin.

(Source: Gaz 11, DMs, p. 31)

AC 1009 Chandra ul Nervi Reinstated, Thyatian Imperial Crown Questioned, Balazar Leads the Gosluk, Don Luis Prepares, Ice Witch's Palace Frozen, Miguel Prado Advisor

Deaths: Don Hippolito de Belcadiz

Births: Argent Hyraksos

Sick of his people's suffering, Chandra ul Nervi surrenders to Hulean agents. He offers to rule Sind in the name of the Master of Hule. The Master agrees as it will assist public order. The Master removes Kiritan ul Nervi from power.

(Source: CoM, EM, p. 55)

Don Hipploito de Belcadiz lets slip that his goal to wrest control of Belcadiz from his sister Carnelia. He travels to Glantri City to rescue his former lover Carmina from Sire Henri d'Ambreville, but is killed by Henri. Princess Carnelia does not seek retribution as she has learnt of her brother's treachery and embezzling scheme.

(Source: Kdm of Magic, p. 31)

Argent Hyraksos is born in Specularum.

(Source: AC1013, p. 133)

The sage, Stellmann Grimm of Norwold, delivers a paper at an annual conference on the earliest history of the Thyatian Empire. Grimm asserts the original imperial crown was lost centuries ago. A rival sage, Flavius Nucius Justinus of Thyatis City, objected, saying the current crown is the original. A heated debate ensues.

(Source: AC1013, p. 226)

Igor Balazar establishes himself as chief of the Gosluk after 6 months of murdering and threats. He then leads the Gosluk against the neighbouring Kuttai. The Gosluk attack is so brutal that the Kuttai quickly agree to an alliance. However, the Kuttai's allies, the Dankut, distrust Balazar and will only ally if he leads successful attacks against the humans of the Savage Baronies.

(Source: Savage Baronies Book I, p. 5)

Scouts of Don Luis de Manzanos, baronet of Aranjuez, report that the Gosluk and Kuttai are massing for an invasion. Don Luis sends word to Baron Balthazar de Montejo y Aranjuez of Saragon and orders sages and bards to see if the careta de la barrera's power can be enhanced to resist the horde. A bard returns to report that the careta de la barrera is only part of a larger artifact created by the Oltecs. Scouts are sent to Oltec ruins to find other pieces of the artifact. Eventually the bracers of forbiddance piece is discovered in an Oltec ruin, but the scouts are attacked by Gosluk and Kuttai warriors. Only two survive, Orlando is captured and Maria Cordoba escapes.

(Source: Savage Baronies Book II, p. 7)

Adventurers discover the palace of the Ice Witch in Frosthaven. They slay what they think is Frota the ice witch (actually one of her hag minions) and discover Erise of Landfall imprisoned in ice. They cannot free Erise and head to Landfall to inform Lernal "the Swill".

(Source: Rogues to Riches, pp 41-42, 249)

Miguel Prado becomes an advisor to Baron Maximiliano de Almarron y Escudor.

(Source: Black Vessel, p. 217)

AC 1009 Spring Heldanners Hit Thar, Thyatis Gets No Aid, Vupilor Watak Becomes an Honourbound

Obeying words received from Vanya, the Heldannic Order declares the Broken Lands a festering nest of Chaos. At the behest of their Glantrian "ally" during the Wrath of the Immortals events, the knights feel compelled to launch a crusade against the Orcs of Thar. The Heldannic Knights and some Vestland allies, cross Dengar, the western Emirates, then ride to Darokin City skirmishing with Shadow Elves on the way. They join the Darokinian army in time to push the humanoids in to the Great Crater. Thar digs in and fortifies the Great Crater. Emperor Thincol Torion of Thyatis is furious with the Heldannic Knights for assisting Darokin instead of Thyatis.

(Source: WoI Book II, p. 87)

Emperor Thincol Torion of Thyatis requests assistance from King Stefan Karameikos, however Stefan politely refuses as his forces are committed to protecting Darokin from potential attack by The Master of Hule. Ierendi, Minrothad and the Shires also decline requests for aid.

The Alphantian forces bypass Tameronikas and assault Fort Zendrol which falls to them.

(Source: WoI Book II, p. 87)

Vupilor Watak joins the Red Creek Honourbound.

(Source: Black Vessel, p. 199)

Late 1st Quarter Alphantian Navy Attacks Freiburg

The Alphantian navy stages a phoney invasion of Freiburg. The Heldannic sea fleet sets sail to intercept the invaders, but it is no match for the Alphantians' powerful navy. The Heldannic fleet is beaten and withdraws back to Freiburg to lick its wounds. The Alphantians sail close to the Heldannic capital, bombard it with some magic for several hours, and return to the Isle of Dawn, content that they have secured the Sea of Dawn and no further Heldannic reinforcements will reach Thyatis.

AC 1009 Summer Alphantia Enters Thyatis, Claransa Returns

Klarmont 1 – Reston of Akesoli and Queen Tristilia of Gaity win the Ierendi Crown Tourney. Olaf and Yngvi Jansen, adventurers from Ostland, are among the unsuccessful contestants.

(Source: AC1010, pp. 152, 157, 165)

The Alphatian advance goes unchecked through the Duchy of Tel Akbir which they seize. Thincol summons all his reserves from Retebius, Kantrium, Kerendas, Hattias, Halathius, Lucinius and Carytion to make a stand at Kantridae. The Thyatian navy is recalled from Dawnpoint to Thyatis City. A few Heldannic Knights, Glantrian mages and Northern Reaches mercenaries are the only foreign help Thyatis receives.

(Source: WoI Book II, p. 88)

Emperor Thincol Torion of Thyatis demands that the Heldannic garrison of Southpoint and all escort warships anchored there move at once to the City of Thyatis. The Order agrees and also rushes its expeditionary force back from Darokin to help fight off an imminent Alphatian invasion from Ylaruam. Soon afterward, the Alphatian army enters the empire.

(Source: Bruce Heard's Heldannic Knights)

Claransa "the Seer" returns to the outer world after trekking through the North Polar opening. She teleports to Ierendi and begins penning her chronicles which she hopes will make her rich.

(Source: AC1010, p. 134)

The Council of Princes replaces Princess Carlolina of Erewan with Prinz Jaggar von Drachenfels as Chamberlain of the Land. The Council believe Carlolina has been using her position for the betterment of Erewan, rather than Glantri. Klarmont 1 – Reston of Akesoli and Queen Tristilia of Gaity win the Ierendi Crown Tourney.

(Source: AC1010, p. 159)

Throughout the summer, psychopathic brothers Olaf and Yngvi Jansen commit a string of murder-robberies in Ierendi City before they are eventually caught by officials and imprisoned for trial.

(Source: AC1010, p. 165)

AC 1009 Fall Elves Reach Wendar, Alphatians in Thyatis, Thyatis Quits the Field?, The Week Without Magic

The Feadil, Long Runner, Meadil and Grunalf clans leave the Colossus Mountains, move through the Banrony of Pavlova, moved NW through forested hills of the Wendarian Ranges into Wendar. The Feadils settle south of Sylvair, the Grunalf west of Woodgate, Long Runners north of Woodgate and Mealidil north of Sylvair. Each clan is given 2,000 sqm of pine forest in exchange for swearing fealty to the King of Wendar. They spread the plague which causes frictions with the Wendarians. King Gylharen seeks clerical aid from Norwold to fight the plague.

(Sources: KWG, Dragon 189, p. 42, WoI Book 2, p. 88, AC1010, p. 88)

Alphatian and Thyatis fight many battles, the biggest being the Battles of Kantridae and Retebius. Casualties on both sides are horrendous at the Battle of Retebius which momentarily halts the Alphatian invasion. The Princess Ark is badly damaged.

(Sources: WoI Book II, p. 88; AC1011, p. 184)

The battled-hardened Heldannic Knights, veterans of the Orcs of Thar campaign, put up a valiant fight against the Alphatians. In a monstrous battle a few miles from the walls of Thyatis, they courageously charge into the masses of advancing Alphatian infantry, calling out the name of Vanya. They inflict horrendous casualties to the Alphatians, but in the end, they themselves fall before the wizards' battlefield magic. Not one survives. Their names are later engraved in the Crypt of Heroes.

(Source: Bruce Heard's Heldannic Knights)

Emperor Thincol Torion of Thyatis dismisses his advisor Anya who has been urging him to fight until Spring when reinforcements from the Heldannic Knights can be sent. Anya curses him and leaves. Thincol's health begins to deteriorate. He sends his magist Demetrium to Sundsvall to sue for peace. Thyatis offers not to oppose Alphatia's invasion of Glantri, Prince Tredorian will be released and Alphatia must complete a staged withdrawal from Thyatian territories. Eriadna agrees on condition that Thyatis takes no action against Helskir, Ochalea or the Pearl Islands. Thincol agrees to these terms.

(Source: WoI Book II, p. 88)

The Port of Vinton in northern Hattias finally opens up for pilgrims. The Order is allowed a second consulate there.

(Source: Bruce Heard's Heldannic Knights)

Rad, Rafiel and Rathanos complete the Doomsday Weapon. When Rad learns that Thyatis has quit the field, he activates the device. A severe storm hits the city of Sundsvall destroying the Imperial Palace and most of the city centre. A large portion of the city floods. Magic disappears for a week. Sky-ships are grounded, magical beings feel weak, magical wards fail, clerics are unable to commune, immortals in mortal identities are trapped in that form, magically adjusted aged creatures become their real age and die. Terari and Eriadna die of old age. Prince Zandor is trapped in the rubble. Many of the Thousand Wizards perish in the Week Without Magic. Rad panics and contacts Ixion and Eriadna to ask for a meeting to stop the war. Eriadna is missing. Ixion misinterprets the message as a threat.

(Source: WoI Book II, p. 89)

Yazak goblinoids invade Herath, sacking Castle of Negom, Echuuzu, Tower of Azael, Castle of Astafir, Meshom. Nazbuth, Southern Tower of Balloch, Tower of Ashaf, Ashamdim, Shavrom, Gorgoth, Pazphezu and Belphemon. Wizard-Kink Yahav IV of Herath, narrowly escapes to the Castle of Asgamoth which becomes the new capital. 3,000 refugees and monsters inhabit the ruins of Belphemon. Without Herathian protective magic, the Red Curse spreads westward to Herath. Inheritors of the Savage Baronies begin introducing cinnabryl throughout the Savage Coast and take control of

most of the cinnabryl mines. The careta de la barrera fails, allowing some Yazak goblinoids to attack Torre de Manzanas and almost level it whilst Don Luis de Manzanas was at Ciudad Matacan.

(Sources: Savage Baronies Book I, pp. 21-22, 47; Red Steel, Lands of the Savage Coast, p. 29)

After her family is safe in Wendar, Tariana Chossum leaves for Glantri to marry Jean-Louis d'Ambreville.

(Source: Mark of Amber, p. 58)

AC 1009 Winter Thousand Wizards Convene, War Ends, Alphatia Sinks, Valkner's Expedition to Nithia

Queen Eldrethila of Theranderol coordinates the efforts to locate survivors in the rubble of the Imperial Palace. When magic returns, Eldrethila casts locate object to find Eriadna and Zandor. Eriadna is found aged and dead, Zandor is near death. Zandor recovers within days and temporarily postpones any wish to revive his mother and he seizes the Imperial throne. He moves to Aquas and convenes a meeting of the Thousand Wizards. Zandor orders an all-out assault against Glantri. Terari (returned to life by a student) and many Shiye elves oppose him and are exiled. After visiting Asteriela and Gallatia in Helskir and declining a magist position, Terari migrates to Karameikos to set up the school of magic promised in the Karameikan-Alphatian treaty. The Shiye migrate to Wendar via Norwold. Zandor claims the Imperial Territories for himself, renaming it Zandoria and forces dispossessed Alphatians to settle there.

(Sources: WoI Book II, pp. 89-90; AC1010, pp. 91 & 155)

The King and Queen of Foresthome disappear.

(Source: AC1010, p. 144)

Adventurers guided by the immortal Rheddrian discover the Nucleus of the Spheres is under Glantri City. Rheddrian's mortal identity is discovered by Korotiku who chases him after the adventurers are teleported to the Chamber of the Nucleus of the Spheres.

The Thousand Wizards travel to the skies of Glantri City and bombard it with destructive spells which sets off the Doomsday Weapon. Struth Florig "the Shaker" is severely wounded by a fellow Alphatian wizard, narrowly escaping to a cave in the Broken Lands to heal. Earthquakes begin rumbling across the continent of Alphatia, volcanoes emerge and cities topple. Prince Zandor teleports to safety. Within a few hours Alphatia sinks to the bottom of the sea. The mountainous areas remain above the sea as islands (Aasla Isles, Monster Island, Eagret Island, Arogansa Island, Eadrin Island, Vertiloch Islands, Grey Islands, Mt Thera). The immortals transport Alphatia to the Hollow World as a floating continent and give all its peoples below 9th level false memories. The immortal Alphatia wishes Eriadna back to life. The Thyatians celebrate the destruction of Alphatia as Wrath of the Immortals Day. Belissarian kingdoms become independent. Earthquakes breach the domes of Seashield, letting

in water and toppling towers. King Zyndryl casts force fields and stoneforms to save the city until he is crushed to death by a crumbling tower. Earthquakes on the island of Gaity destroys much of Rainbow Park, captive monsters escape. Denwarf-Hurgon survives the sinking of Alphatia unscathed. The immortals decide to transport the whole population to the Hollow World with the rest of the continent. Some monsters from Linn escape to the Kerothar Mountains which becomes Monster Island. The monsters also inhabit Denwarf-Hurgon.

Rad appears in manifestation form and traps the adventurers in a force field, breaking the immortals code. Ixion then appears and battles Rad, however Rad's power is enhanced by the Radiance and he manages to hold his own. Eventually an Old One arrives and commands the immortals to cease and admonishes them for using mortals as pawns. Ixion leaves whilst the Old One takes Rad with him, entering the Nucleus. The Old One then destroys the Doomsday Weapon and the Nucleus is set to ordain power from the Sphere of Entropy. Rheddrian then appears and transports the adventurers out.

Henri d'Ambreville and Isidore d'Ambreville both claim rulership of Nouvelle Averoine. Prince Harald Haaskinz of Sablestone takes over as Grand Master of the Great School of Magic, despite the protests of Dame Catharine d'Ambreville.

Most of the surviving Alphatian troops withdraw to the Isle of Dawn. Thyatis regains control of its mainland dominions. Thincol dispatches Anaxibius and Princess Stefania to retake Newkirk, Redstone Castle and West Portage. Anaxibius and Stefania are appointed to rule the County of Redstone, they use local conscripts to garrison the castle. Thothia asserts its independence.

Dengar dwarves re-surface.

Thanatos replaces Hel as the reigning Hierarchy of Entropy.

(Sources: WoI Book II, pp. 60-70 & 90-92, AC1010, pp 4 & 15, 34, 58, 72, AC1010, pp. 134, 157; Son of Dawn p. 19)

The Kingdom of Norwold fractures into independent dominions, leaving King Ericall with control of only the Alpha Peninsula which becomes known as the Kingdom of Alpha. The Thieves' Guild of Landfall makes Lernall "the Swill" sign a document proclaiming Landfall's independence and himself as King.

(Source: AC1010, pp. 9 & 49)

Emperor Zandor makes his way to Seashield which he declares the capital of the New Alphatian Empire. Zandor declares himself the saviour of Aquas and demands that the actions of King Zyndryl to save Seashield be re-written so that he can claim credit. Zynnia is ropable at Zandor's actions. Zynnia succeeds her father as Queen of Aquas.

(Source: AC1010, p. 15)

Floating Ar skyships turn to fishing in an effort to feed the populace. Able bodied citizens join the sky navy to hire out as mercenaries or to conduct raids for supplies.

Parks are transformed into farms and servants are hired from Qeodhar and the Yannivey Islands.

(Sources: AC1010, p. 33; AC1011, p. 31)

Curator of Valkner's Museum of Wordly Wonders in Glantri City, Glaundro Valkner, leads an archaeological team to Cinsa-Men-Noo to search a suspected tomb site in the foothills to the northeast of town. Valkner's team obtains the necessary permits and joins up with local cleric-scholars and they agree to split the goods with Valkner entitled to minor grave goods.

(Source: Dungeon 44, p. 29)

Ierendi de-mobilises its Royal Brigades.

(Source: AC1010, p. 44)

Princess Mariella of Alphatia was at Farend when Alphatia sank. When news reaches Baron Norlan of the sinking, he proposes to Mariella and she accepts.

(Source: AC1010, p. 71)

The King of Aeria dies in the earthquakes resulting from the sinking of Alphatia. Aiklin, the Headmaster of the University of Aeria has reluctantly become Regent.

(Source: AC1010, p. 132)

King Hugorth "the Minsanthrope" of Blackheart dies in the sinking of Alphatia. He is succeeded by his son Belgoroth "the Lamer".

(Source: AC1010, p. 133)

Helena Daphnotarthius is promoted to Admiral in the Imperial Thyatian Navy.

(Source: AC1010, p. 135)

The King of Arogansa is crushed by a collapsing building during the sinking of Alphatia. Detteria "Scarback" seizes the throne.

(Source: AC1010, p. 135)

Emperor Thincol Torion of Thyatis makes garrison commander Periandra Docerius Baroness of West Portage.

(Source: AC1010, p. 136)

King Heldeberan "No-Man's-Fool" of Aegos teleports to sinking Alphatia to try to rescue relatives but dies. He is succeeded by his son Dromedon.

(Source: AC1010, p. 136)

Thrainkell Firestorm succeeds his father as Archduke of Westrouрке.

(Source: AC1010, p. 139)

Queen Eadra XIII of Eadrin dies in the sinking of Alphatia. Her consort Idon II was inland on a hunting trip and survived (until rescued by the immortals).

(Source: AC1010, p. 143)

Marie Kendach succeeds her mother as Countess of Kendach.

(Source: AC1010, p. 144)

With the withdrawal of the Alphatians, the rulers of Caerdwicca and Furmenglaive return to their strongholds to rule.

(Source: AC1010, pp. 139 & 148)

With the collapse of Gaity's economy, Queen Tristilia abdicates and moves her family to Ierendi where she is ceremonial Queen. The most experienced wizard of Gaity, Timalta, becomes Queen.

(Source: AC1010, pp. 156-157)

King Hastalan "the Fair" of Ekto disappears with the sinking of Alphatia, presumed dead. Trumbull becomes the Governor pro-tem of Ekto.

(Source: AC1010, p. 158)

Mercenaries from the Emirates, now unemployed, capture Biazzan and Fort Nikos.

(Source: AC1010, pp. 174 & 176)

Favian Vern survives the sinking of Alphatia and relocates to Skyfyr. King Xanthus of Blackrock introduces his own laws to replace imperial laws.

(Source: AC1012, p. 179)

Struth Florig "the Shaker" fully recovers from his wounds and learns of Alphatia's sinking. He teleports to meet King Thar and convinces him to ally with him in provoking a war between Darokin and Aengmor from which they can profit.

(Source: Son of Dawn, p. 21)

Kaldmont 13 Struth Florig Creates a Construct

Struth Florig "the Shaker" completes a small construct.

(Source: Son of Dawn, p. 14)

Kaldmont 17 Deaths: Withis Curan

Withis Curan dies from a viper bite near his home in Upper Thothia. Dav Curan decides to leave the valley and head for Caerdwicca to travel to Luln to study under Withis' friend, Amslothe Verdon.

(Source: Son of Dawn, pp. 24 & 26)

Kaldmont 27 Shadowelf Royal Children Captured

Deaths: Rovag, Vigwin

Orcs lead by Rovag capture Princess Calanderi and Prince Erian of the Shadowelves as they travel to Aengmor from the City of Stars. Rovag's orcs are ambushed by orcs, kobolds, trolls & goblins lead by the half-elf/half-orc Korshnid Hatelight who captures the shadowelf children. Korshnid Hatelight's group is then attacked by Darokinians. Korshnid Hatelight's brother Vigwin is killed in the battle. Korshnid Hatelight travels down the Streel River from Corunglain. Korshnid Hatelight sells Calanderi & Erian to Gorval, a Hattian slaver. Gorval sets sail for Trikelios.

Struth Florig "the Shaker" awakens from his rest and learns from his construct of the captured shadowelf children. He uses sensing magic to track the shadowelf children and leaves the Broken Lands to find them.

(Source: Son of Dawn, pp. 15-17, 72)

Kaldmont 28 Deaths: Gorval

Dav Curan reaches a beach near Caerdwicca where he is attacked by the Hattian slavers Gorval, Lertin & Cust (half-orc). Dav kills Gorval in the fight whilst Lertin & Cust flee north. He frees 6 prisoners, Leanna, Reris, Vorchal, Adoc, Princess Calanderi & Prince Erian. They set sail for Caerdwicca.

(Source: Son of Dawn, pp. 27-38)

**AC 1010 Tredorian Marries & Starts a School, Karolek Raids New
Alphatian Sea, Ebon Cloak Created, Ice Witch's Plot
Black Vessel Discovered**

Prince Tredorian of Alphatia marries a Thyatian lady and starts up his own fighting school in Thyatis City.

(Source: AC1010, p. 229)

Daughter of Maharaja Hara Rudraksha of Peshmir is born.

(Source: AC1012, p. 235)

Karolek “Two-Fist” turns to piracy in the New Alphantian Sea from his base on Monster Island.

(Source: AC1013, p. 161)

A specially appointed council of sages specialising in Thyatian ancient history led by Flavius Nucius Justinus examines the imperial crown and other treasures. The council declared the crown was the original and commissioned a special spell of preservation for it.

(Source: AC1013, p. 227)

The Glantrian mage Kahlark creates his Ebon Cloak.

(Source: DM’s Survival Kit Magic Item Cards)

2 petty thieves, Rengie and Tooles, escape the dungeon of Landfall. They drug and impersonate 2 Heldannic Knights, Vald and Noren in the hope of gaining a priceless treasure that Lernal “the Swill” wants taken to Frosthaven to rescue his daughter Erise. Rengie & Tooles are disappointed to discover the priceless treasure is a rose, so they pawn it. Tooles secretly wants to prove his valour by rescuing the beautiful Erise, so he convinces Tooles that they have been cursed for not undertaking the quest. Tooles steals the rose off the habadasher and flees with Rengie for Oceansend. In Oceansend, Tooles and Rengie pose as great knights. Princess Mara of Oceansend becomes infatuated with Tooles and decides to follow him when the 2 imposters flee the city as Vald and Noren arrive. Mara joins Tooles and Rengie and they travel together to Alpha. Tooles and Rengie are imprisoned in Ericall’s dungeon after their fraud is exposed by Vald and Noren. Tooles & Rengie escape Ericall’s dungeon and sail to Frosthaven. After rescuing Mara from frost giants, the group is joined by a young frost giant, Fruz. The group journeys to the Ice Witch’s palace where Tooles frees Frota, the Ice Witch, mistakenly thinking it was Erise. The Ice Witch’s minions are also freed. The group flees for Alpha to warn of the Ice Witch’s invasion. The Ice Witch uses the Wand of Norwold to rule Alpha and to raise an army of the living and dead in Landfall to march on Oceansend. The Ice Witch orders Tooles to kill Mara, but instead he kills himself aided by the ensorcelled Rengie. Mara attacks the Ice Witch but is slain. Rengie tricks the Ice Witch into attacking her mount, the white dragon Niveous. Rengie tickles the dragon causing it to inhale the Wand of Norwold from Frota’s grasp. With the loss of the Wand of Norwold, Frota and her minions begin turning to ice and the spell over the people of Norwold is broken. Friar Ran raises Princess Mara and Tooles. Tooles is knighted. King Olaf Yarrvikson of Oceansend arrives in Alpha and gives permission for Mara to marry Tooles.

(Source: Rogues to Riches)

**Nuwmont 1 Start of the 5th Year of Rule, Dav
Arrives in Caerdwicca**

King Stefan Karameikos celebrates the year of his rule as king. He unveils statues and formally recognises the new elven dominions in the Dymrak Forest. He

announces that Alphatian mages have been invited to teach at the upcoming School of Magecraft.

(Source: AC1010, p. 164)

Dav Curran and Leanna arrive in Caerdwicca.

(Source: Son of Dawn, p. 63)

B/W Nuwmont 1 & Vatermont 27 Heldannic Knights Create Heldland

The Order marches into southern Norwold and reaches the Heldland River. The town of Forton declares itself an open city. The knights move in and seize it. No one is harmed. The Order creates the Province of Heldland, under Ludwig Hohenhaus, age 29. Leaving behind a small garrison, the Order marches on to Landfall and start a siege.

(Source: Bruce Heard's Heldannic Knights)

Nuwmont 2 Serdic Joins Dav

The mage Serdic stows away on Dav Curran's boat near Caerdwicca to flee the pirate captain Jesnow.

(Source: Son of Dawn, p. 83)

Nuwmont 3 Claransa's Travels Published & Tomb of Nennaya-Sherat Found

In Ierendi, Claransa "the Seer" publishes Claransa's Travels detailing her journeys in the Hollow World. A Heldannic Knights assassin prepares to silence her.

(Source: AC1010, p. 165)

Valkner's archaeological team breaks into the tomb's burial chamber and discovers it belongs to Queen Nennaya-Sherat. Agents from the Vouchery of the Provinces overseeing the excavation, declare the tomb is of national significance with all its contents the property of the Emir of Nithia.

Valkner sends his assistants back to Glantri City, but he secretly remains at the site. Once the locals retired for the night, he snuck into the tomb, pilfered some minor items and teleported 2 guardian non-animated mummy sarcophogi back to his museum and then teleported back himself. This he rationalised was his fair share from the original agreement.

(Sources: AC1010, p. 165; Dungeon 44, p. 29)

Nuwmont 5 Olaf and Yngvi Sentenced

Olaf and Yngvi Jansen stand trial in Ierendi. They claim they are innocent and have been framed by corrupt politicians to cover for a merchant-lord who is responsible for the killings. Despite overwhelming evidence of their guilt, the locals are charmed by these heroes. They are convicted of murder and sentenced to death.

(Source: AC1010, p. 165)

Nuwmont 7 Thyatis Bandages Itself, Aegos Becomes a Target

With the uncertainty caused by Alpathia's sinking, several Alpathian army and naval units in Thyatian territory decide to formally surrender to Emperor Thincol Torion of Thyatis. Thincol commissions these units into his imperial fleets as the 3rd, 5th, 6th, 8th, 13th, 14th, 17th & 19th. He diverts resources from hunger relief in the big cities to pay for their provisioning. Thincol plans to grab as much Alpathian territory as possible.

(Source: AC1010, p. 166)

Claransa "the Seer" uses teleports and hirelings to release copies of her book "Claransa's Travels to the Centre of the World" to rulers, libraries, magicians' guild leaders and public figures in Alpha, Darokin City, Dengar City, Freiburg, Glantri City, Ierendi Island, Minrothad City, Specularum, Thyatis City and Ylaruam City. Most recipients think it is fiction, however some who have some knowledge of the possibility of a Hollow World are convinced and inform their rulers. Planning begins for expeditions to the North Pole.

(Source: AC1010, p. 165)

Nuwmont 9 Olaf and Yngvi Meet Their Fate

In front of a crowd of unhappy supporters, Olaf and Yngvi Jansen are hanged in Ierendi City.

(Source: AC1010, p. 167)

Nuwmont 10 Expeditions are Launched

The Thyatian 4th fleet leads the Alpathian crewed 3rd, 6th, 17th and 19th fleets as they set sail to conquer the eastern Isle of Dawn. The 20th fleet and some commandeered privateer vessels carrying the elite 2nd Imperial Cohort set sail for Aegos to see if there is a Hollow World.

Also setting sail for Aegos is the 2nd Armada of the Heldannic Knights and Minrothad's 2nd Division.

(Source: AC1010, p. 167)

Nuwmont 12 But Do They See Their Shadows

The dwarf-clerics of Kagyar inform Gardar Everast XV that it is safe to re-surface. Dwarves head above ground, assess the damage and begin to clean up. The dwarves re-establish diplomatic links and address lost trade.

(Source: AC1010, p. 167)

Nuwmont 14 Thincol Warns Rulers of Helskir

Emperor Thincol Torion of Thyatis sends a diplomatic delegation to King Eruul and Queen Stefania Zaar of Helskir. The diplomats state that Thyatis will honour Helskir's independence, but will not protect it from attack. They inform Steania that her father wishes her to return home, noting the danger of a Heldannic invasion or Ostland raids. Stefania refuses. Thyatian agents travel to Ostland where they begin spreading rumours of viable plundering in Helskir.

(Source: AC1010, p. 167)

Nuwmont 15 Wrath of the Immortals Day

Emperor Thincol Torion of Thyatis declares an imperial holiday to celebrate the wrath of the immortals that was visited on their archenemy, Alphatia. There are informal parades, bloody games at the coliseum and some rioting and looting. People of Alphatian descent are beaten. The emperor and his son Eusebius attend the games and tour the city. Citizens notice how frail the emperor looks.

(Source: AC1010, p. 168)

Nuwmont 17 Dav Rescues Hoganvar Stonetalker & HeyYou

The dwarf, Hoganvar Stonetalker, and his pet gyerian, HeyYou, are rescued from a tree by Dav Curan's boat.

(Source: Son of Dawn, p. 104)

Nuwmont 18 Heldanners Break Off Contact, Dav Reaches Thyatis

After receiving a dream from Vanya, Wulf von Klagendorf cuts off all ties with the Thyatian Empire, violently expelling its diplomats, then looting and burning their compound in Freiburg.

Bruce Heard's Note: The AC 1010 Almanac states that Vanya ordered Wulf to break all diplomatic ties with Thyatis on Nuwmont 18. At this point of the timeline, this would be a catastrophic blunder for the Heldannic Order. I decided to ignore this event and replace it with another, where Vanya supports the banking development of the Order, with the goal of nibbling away at the crumbling Thyatian Empire over the next few decades.

(Source: AC1010, p. 168)

After their boat sinks, Dav Curan, Leanna, Princess Calanderi, Prince Erian, Hoganvar Stonetalker and HeyYou reach Thyatian soil, E of Fort Zendrol.

(Source: Son of Dawn, p. 117)

Nuwmont 19 – Thaumont 18 Kantinomeiros Seeks Patrons

Theodosius Kantinomeiros meets patrons in Thyatis City to fund the re-fitting of his ship, Salvation and construction of deep water equipment for an expedition to plunder the riches of the sunken continent of Alphatia. He displays plans of water diving gear engineered by his gnomish friend who he claims is a genius. He receives large sums from patrons who believe they are the sole investors.

(Source: AC1010, p. 181)

Nuwmont 20 Fenswick Ruler is Killed, Ghostly Horde Attacks

Synn kills Lady Margaret of Hillsbury, Duchess of Fenswick.

(Source: AC1010, p. 168)

Dav Curan and company are attacked by a ghostly horde as the camp 5 miles east of Fort Zendrol.

(Source: Son of Dawn, p. 122)

Nuwmont 21 Fenswick Gains a New Ruler

Synn, in the human identity of Dolores of Hillsbury, arrives in Glantri City and claims to be the daughter of Lady Margaret from a liaison with the late Prince Volospin Aendyr of Blackhill. Accompanying her are men-at-arms and a cart containing the corpse of a large black dragon and some of Lady Margaret's servants. She gains an audience with the House of Lords and Council of Princes who she quickly charms, especially Prinz Jaggar von Drachenfels of Aalban.

The Council of Princes formally announce the Principalities of Blackhill and Caurenze are no more. They postpone a vote on the succession of the Principality of Nouvelle Averoine to deal with the relatively minor matter of Fenswick. The Council votes to approve Doloros' succession to the Duchy of Fenswick given her magic-user experience and service to Glantri by quickly slaying the dragon.

(Source: AC1010, p. 169)

Nuwmont 22 Dav Visits Fort Zendrol

Dav Curan and Hoganvar Stonetalker reach Fort Zendrol to buy mounts and supplies. At the camp, Serdic is captured by Struth Florig's orcs after going to fetch water. The group ride to the base of the Altan Tepes. Struth Florig sends his construct to track the shadowelf children. When Struth Florig accidentally knocks the clay figure that controls his construct, he quickly cast a spell to separate the construct from the clay

figure just before it smashed. The construct know gained self-awareness as it located Dav's group The construct joins Dav's group and Dav names it Wherann.

(Source: Son of Dawn, pp. 139, 141 & 145-150)

Nuwmont 23 Serdic Escapes

Serdic escapes from Struth Florig "the Shaker's" cave. Struth and 20 orcs ride after the shadowelves.

(Source: Son of Dawn, p. 151)

Nuwmont 25 Dunadale and Helskir Attacked

The Thyatian 3rd, 4th, 6th, 17th and 19th fleets attack the Confederacy of Dunadale.

The Heldannic 1st Armada and a sky-ship attack the city of Helskir. The naval battle is indecisive, however the sky-ship burns a lot of the city.

(Source: AC1010, p. 169)

Nuwmont 27 Serdic Found

Dav Curan and company find Serdic as they travel through the Emirates.

(Source: Son of Dawn, p. 155)

Nuwmont 28 Fenswick Repels Humanoids

Duchess Dolores Hillsbury of Fenswick leads her forces to repel humanoid forces from the Great Crater.

(Source: AC1010, p. 172)

Vatermont Oltec Arrowhead Found

Don Guido de los Ventas hires Jorge Alvarez "the Digger" to dig a well for his at his hacienda in Sierra Borgosa. Jorge digs up an attach skull and an Oltec arrowhead. Jorge takes the arrowhead with him and exaggerates his tale at Pablo's cantina in Paso Dorado that evening. Miguel Prado overhears Jorge's tale and asks him to repeat it truthfully, using his charm legacy. Miguel buys the arrowhead from Jorge for 2gp. Miguel rides to Mazrooth al Yedom's Citadel and shows him the arrowhead. Marzrooth is impressed and identifies it as late Oltec.

(Source: Black Vessel)

Vatermont 1 Darokin Asks For Concessions, Hard-Ball Cancelled, Dav Fends off Struth

Darokinian ambassador, Estella Whitehall, meets with King Stefan Karameikos and the Karameikan Merchants' Guild to request favoured trading partner status, reduced trade tariffs, etc to assist their economy which bore the brunt of the Desert Nomads' invasion, suffered the meteor strike and humanoid raids. Whilst acknowledging Karameikos' contribution to the war effort, she points out that if it wasn't for Darokin's efforts, Karameikos would have faced invasion by the Desert Nomads as well. In Shireton, Darokinian ambassador, Brin Donthiir, mounts an identical case to the Sheriffs.

(Source: AC1010, p. 171)

King Ericall of Alpha announces there will be no hard-ball this season, as most teams were lost with the Alphantian continent.

(Source: AC1010, p. 171)

Struth Florig "the Shaker" and his 20 orcs attack Dav Curan's group. Many orcs are killed and Struth teleports away when his magic fails to harm Dav.

(Source: Son of Dawn, pp. 163-172)

Watermont 2 The Waveleaper Incident

The crew of the Minrothaddan fishing vessel, The Reedbottom, witness the Thyatian passenger ship, The Waveleaper, spin around, lose its lights and then sink half a mile away. They find no survivors or debris. The incident occurs in Minrothaddan waters.

(Source: AC1010, p. 171)

Watermont 3 Dolores Becomes a National Heroine

Synn's agents arrange for Thar to learn that Glantri City is vulnerable from the southwest. As Thar's forces march through the hills southwest of Glantri City, Dolores Hillsbury alerts Glantri City of the danger. The Glantrian forces easily repel the humanoids. Dolores becomes a national heroine. Prinz Jaggar von Drachenfels becomes smitten with her and agitates for Fenswick's borders to be extended to Belcadiz and Glenargyll in preparation for it becoming a principality.

(Source: AC1010, p. 172)

Watermont 5 Minrothad Reaches Aegos

The 2nd Division of the Minrothad fleet commanded by Delsel Oaktree reaches Aegopoli on Aegos. They blockade the town. Minrothaddan magic-users reach the Pit.

(Source: AC1010, p. 172)

Watermont 6 Minrothad Dickers for Aegos

The Thyatian 20th fleet commanded by Admiral Helena Dathnotarthius reaches Aegopoli which is blockaded by Minrothad. Oaktree arranges a meeting. The commanders agree to jointly take the island. Thyatis can take all the territory it wants in the Hollow World, but Minrothad is to have exclusive rights to trade via the Pit. The agreement is for 5 years. The two forces quickly capture Aegopoli, taking King Dromedon into custody. Francesca Egidio is installed as governor and Delsel Oaktree as Assistant Governor.

(Sources: AC1010, p. 173; AC1011, pp. 8 & 9)

Vaterrmont 8 Heldanners and Thyatians Clash

Heldannic naval units sacking settlements along the Isle of Dawn's northern coast encounter Thyatian naval units doing the same thing on the Helskir-Dunadale border. After a brief clash with numerous deaths but no sunk ships, the two navies withdraw. Emperor Eusebius demands (and receives) an apology from the Order. The Heldannic forces withdraw from the Isle of Dawn.

(Sources: AC1010, p. 173; Bruce Heard's Heldannic Knights)

Vaterrmont 10 King Ericall Calls Up the Army

King Ericall of Alpha calls up all able-bodied fighters to enlist in the army and navy to prepare for Heldannic or Thyatian aggression. He sends envoys to the giants west of Alpha, bribing them to fight on his side against the invaders. The giants refuse and try to capture the envoys to eat.

(Source: AC1010, pp. 174 & 201)

Vaterrmont 11 Pittston Falls

Thyatian and Minrothaddan forces capture Pittston after a day's fighting.

(Source: AC1010, p. 174)

Vaterrmont 13 Fort Nikos is Recaptured, Dav Encounters Bletinferelth, Korshnid Hatelight Raids Threshold

The 3rd & 4th Imperial Cohorts march from Buhrohur and attack Fort Nikos from the north. The cohorts recapture the fort from unemployed mercenaries. The 21st Imperial Cohort marches from Kerendas toward Biazzan which is also held by unemployed mercenaries.

(Source: AC1010, p. 174)

Dav Curan and company meet the blue dragon, Bletinferelth, in the Altan Tepes and help rescue her child Bluenstrinel.

(Source: Son of Dawn, p. 191)

Korshnid Hatelight Hatelight and his 8 orcs, 5 goblins, 4 trolls & 6 kobolds (including their shaman Ackvig) steal ponies from Threshold.

(Source: Son of Dawn, pp. 197-198)

Vatermont 14 Bollathar's v. Claransa's, Dav Enters Iscranin's passage

The aged hin adventurer, Bollathar Fireeyes, issues a furious denouncement in Shireton of Claransa's Travels as fiction. He launches his own travel journal, Bollathar's Journeys to the Heart of the Earth, which is hin-centred fiction.

(Source: AC1010, p. 175)

Dav Curan and company enter Iscranin's passage and are attacked by Struth Florig "the Shaker" and his orcs. Struth withdraws, kills his orcs and teleports to the Altan Tepes near Fort Hobart.

(Source: Son of Dawn, pp. 201 & 217)

Vatermont 15 Ne'er-do-well Makes Friends, Zandor Proclaims New Empire, Karameikos Sends Troops

King Koryn "the Harpist" of Ne'er-do-well sends a message to Admiral Helena Daphnotarthius on Aegos that Thyatian fleets are welcome in his kingdom's ports. Daphnotarthius sends a team to evaluate Ne'er-do-well.

(Source: AC1010, p. 175)

Ambassadors of Emperor Zandor arrive in Farend, Skyreach and Alpha. They set up daises without local permission and proclaim the New Alphatian Empire, comprising of former Alphatian territories. In Farend, the ambassador is invited to dine with Baron Norlan and is not seen of again. In Skyreach, the locals mock, then stone the ambassador until he runs away. In Alpha, King Ericall proposes a diplomatic union and asks for troops to help defend his kingdom.

(Source: AC1010, p. 175)

King Stefan Karameikos sends 2 militias to assist Darokin against the Shadow Elves. They set sail from Specularum for Athenos.

(Source: Son of Dawn, p. 232)

Vatermont 16 Western Defense League Founded

A meeting of ambassadors and military envoys from Darokin, the Emirates, Dengar and the Shires in Speculaum agree to found a Western Defense League for mutual defense. The league is immediately announced.

(Source: AC1010, p. 175)

Watermont 17 Dav Reaches Darokin

Dav Curan, Hoganvar Stonetalker, Serdic and Wherann leave the Iscranin Tunnel and emerge in Darokin.

(Source: Son of Dawn, p. 231)

Watermont 18 Thar Strikes South, Dav Reaches Aengmor

Deaths: Korshnid Hatelight, Askvig

King Thar sends forces south to attack Crowlerd

(Source: AC1010, p. 175)

Dav Curan and company reach Aengmor and are attacked by Korshnid Hatelight's band. Korshnid and his kobold shaman Askvig are killed in the battle. Shadow elves capture Dav and his companions.

(Source: Son of Dawn, p. 233)

Watermont 20 Biazzan is Recaptured, Five Shires Pledges Aid

The 3rd & 21st Imperial Cohorts recapture the town of Biazzan from unemployed mercenaries. The mercenaries burn much of the town and fight to the last man.

(Source: AC1010, p. 176)

The Five Shires agree to send economic aid including workers and surplus food to Darokin.

(Source: AC1010, p. 176)

Watermont 21 Dav Escapes, Calanderi Injured

The Shadow elves ignore their captives whilst they help a village being attacked by orcs. Wherann frees Dav and Hoganvar and they fly further in to the forest to land. Dav saves Radiant Princess Tanadaleyo from red orcs.

(Source: Son of Dawn, p. 262)

Princess Calanderi is injured by an arrow whilst trying to protect Leanna from shadow elves. Calanderi and Leanna are taken to Rafielton.

(Source: Son of Dawn, p. 283)

Watermont 22 Heldanners Reach Aegos, Dav Escapes

The Heldannic 2nd Armada arrives at Aegos to discover it has fallen to the Thyatians and Minrothaddans. The Heldannic commander orders a brief attack on the fringe of the Thyatian fleet as a distraction whilst elite forces land. The 2nd Armada heads home whilst the spies make their way to Pittston to keep tabs on the Thyatians/Minrothaddans.

(Source: AC1010, p. 176)

Dav Curan, overpowers his shadowelf guard and runs to the advancing Darokinian army to persuade them not to attack. However, the 2 forces clash until Bletinferelth carrying HeyYou and Prince Erian and Bluenstrinel fly overhead and demand hostilities cease. Struth Florig “the Shaker” impersonates Corwyn Mauntea and orders the Darokinians to fight, however, Dav sees through his illusion and kills him.

(Source: Son of Dawn, p. 286)

Vaterrmont 23 Serdic to Rafielton

Serdic is escorted to Rafielton by his shadowelf captors, then released to be with Dav.

(Source: Son of Dawn, p. 303)

Vaterrmont 24 Pie-Crust Scandal Breaks

Senator Angelarian Canolocarius is arrested in Thyatis City for what becomes known as the Pie-Crust Scandal. The Senator is accused of taking bribes, fraudulent borrowings, arson/murder and several million lucins in debt. His properties are seized.

(Source: AC1010, p. 177)

Vaterrmont 27 Not Worth the Trouble, Calanderi Brought to Rafielton

Thyatian assessors advise Admiral Daphnotarthius that Ne’er-do-well is not worth conquering.

(Source: AC1010, p. 177)

Princess Calanderi and Leanna are brought to Rafielton for healing.

(Source: Son of Dawn, p. 303)

Thaumont 1 Favoured Trading Nation, Heldann Invades Landfall

King Stefan Karameikos grants Darokin favoured trading nation status, reducing tariffs on trade.

(Source: AC1010, p. 178)

Land and sea forces of the Heldannic Knights besiege Landfall. Heldannic Knights challenge Landfall's heroes to personal combat, but receive no response.

(Source: AC1010, p. 178)

Thaumont 2 Rafielton Feast

King Telemon and Porphyriel arrive in Rafielton to reward Dav Curan, Leanna, Hoganvat Stonetalker, HeyYou, Serdic and Wherrann for rescuing Princess Calanderi and Prince Erian. A ceremony and feast are held in their honour.

(Source: Son of Dawn, p. 304)

Thaumont 4 Darokin Rivers Unusually High

Spring thaws commence earlier than usual, swelling Lake Amsorak and the Streel River.

(Source: AC1010, p. 178)

Thaumont 6 Pearl Islanders Hedge Their Bets

Tanarobi Nuar arrives in Thyatis City from Seagirt to negotiate a peace treaty.

(Source: AC1010, pp. 178-179)

Thaumont 13 Deirdren Falls

Thyatis captures Deirdren.

(Source: AC1010, pp. 179-180)

Thaumont 14 Naval Revenge – Nearly

Infuriated with the response by his vassals, Emperor Zandor boards a submersible to disrupt Qeodhar and Alpha's shipping. He insists on travelling at full throttle despite the crew's warnings. As the submersible is about to blow up, Zandor teleports back to Seashield and leaves the crew to perish. He informs his sister that the submersible was destroyed by a Thyatian counter-submersible.

(Source: AC1010, p. 180)

Thaumont 15 Bad Moon for Subterfuge

A band of sophisticated thieves is hired by Henri d' Ambreville to capture Richard and Isidore d' Ambreville in Chateau Sylaire. The thieves break in and capture their targets, however on their way back to Glantri City, Richard and Isidore regain consciousness, turn into werewolves, break their bonds and slay the thieves. They suspect Henri but have no proof.

(Source: AC1010, p. 181)

Thaumont 19 The Alphatian Ship Launches

Theodosius Kantinomeiros sets sail in the Salvation, a large sailing ship. Instead of using investor funds to construct the fabricated deep sea equipment, he uses the money to purchase rich cargo to sell in ports west of Darokin.

(Source: AC1010, p. 181)

Thaumont 20 Storm Soldiers Fire Docks

20 Storm Soldiers get drunk and set fire to the docks in Thyatis City. They believe if Thyatis has no docks, it will limit interaction with foreigners. They fight non-Thyatians trying to put out the blaze, but are eventually all killed or captured.

(Source: AC1010, p. 182)

Thaumont 22 The Ylari Raid

Emirates warriors attack Thyatian scouting parties near Fort Nikos, then shoot flaming arrows into the fort before fleeing.

(Source: AC1010, p. 182)

Thaumont 24 Akatrina's Showing

Akatrina is staging a showing of her portraits in a Specularum emporium. She reports a note left by a thief named Lightfingers to the city guard and the Ministry of Justice. News of the drama spreads like wildfire in Specularum. The showing is well attended without incident, as Akatrina fabricated the whole incident as a publicity stunt.

(Source: AC1010, p. 192)

Thaumont 28 Ethengarians Attack Grauenberg, Dunadale Falls

After crossing the hills at night, Ethengarian forces besiege Grauenberg at dawn.

(Source: AC1010, p. 183)

Dunadale falls to the Thyatians. King Tastagarth Lunn escapes with his magical laboratory far away. The Dunadale generals and regular troops retreat to the peat bogs to begin resistance activities. A Thyatian governor is installed. Alphatian naval units defending Dunadale flee, some to Karameikos, some to Thothia. The Thyatian commanders announce severe punishment for looting as Thyatian soldiers loot the city whilst the former Alphatian soldiers try to stop them. Edmondo Tiberia is installed as military governor.

(Sources: AC1010, pp. 183-184; AC1011, p. 42)

2nd Quarter Senator Demetrionitas Faces Bankruptcy

In Thyatis, Senator Demetrionitas faces bankruptcy. He borrows several thousand gold pieces from the Heldannic Consulate of Vinton. The affair is well publicised among the Thyatian upper crust.

(Source: Bruce Heard's Heldannic Knights)

Flaurmont 1 Ground Broken for School of Magecraft

Krakatos is chosen as the site for the Karameikan School of Magecraft. Work begins on cleaning up the ruins.

(Source: AC1010, p. 185)

Flaurmont 2 Flooding Worsens in Darokin

There is flooding around Akesoli, Akorros and Darokin City. Work crews aided by magic users build earthworks to protect against flooding and engage in rescue operations.

(Source: AC1010, p. 185)

Flaurmont 3 Warriors Attack Fort Zendrol

Emirates' cavalry make a raid in the vicinity of Fort Zendrol, ambushing and killing Thyatian patrols and firing missiles into the fort. They retreat into the hills without loss.

(Source: AC1010, p. 186)

Flaurmont 7 Birthright in the Twisted Tree

Maeleriss, an Alheim elf in the Dymrak Forest, tells his grandson before he dies of old age that his birthright (an ancient bow primarily) is still in his hollow tree-home deep in the Canolbarth Forest. His grandson, Baeregyls, asks his friends to help him recover his grandfather's tree, but they decline. Baeregyls travels to Specularum to find willing adventurers.

(Source: AC1010, p. 187)

Flaurmont 8-14 Deaths: Nosmo Beldan

The Agate sinks off the coast of Ochaela in a storm. All crew were lost including Captain and Merchant-Prince Nosmo Beldan.

(Source: AC1011, p. 151)

Flaurmont 9 Gaity Falls

Elements of the Thyatian 20th fleet reach and conquer Gaity against little resistance. Queen Timalta is captured.

(Source: AC1010, p. 187)

Flaurmont 11 Migration to the Broken Lands

Upon hearing that Thar has left the Broken Lands and that they now thinly populated, many humanoids begin migrating there. Darokinians and Ethengarians are attacked by these bands.

(Source: AC1010, p. 187)

Flaurmont 12 Flooding Lessens

The waters begin to recede in Darokin and the Shires.

(Source: AC1010, p. 187)

Flaurmont 13 Empress Eriadna's Birthday, Heldannic Army Brought Up

The Empress Eriadna's Birthday holiday brings sadness to the former Alphatian lands, particularly Alpha, Farend and Aquas. Zandor barricades himself in his room and goes through a binge of guilt.

(Source: AC1010, p. 188)

Heldannic forces pulled back from Landfall are lead by the Hochmeister to attack the Ethengarians besieging Grauenberg. The Ethengarians perform well until the sky-ships start bombarding them, but the siege is not broken.

(Sources: AC1010, p. 188; Bruce Heard's Heldannic Knights)

Flaurmont 15 Frau Gertrud Dies

On the orders of his new unseen mistress, Synn, Innocenti di Malapietra visits Princess Gertrud von Drachenfels in Glantri City. Later that day, Gertrud dies of poision supplied by Innocenti. Prinz Jaggar is saddened. He is comforted by Duchess Dolores Hillsbury of Fenswick. Suspects are Innocenti and Jaggar's mother Frau Hildegarde, but there is insufficient evidence to mount a case.

(Source: AC1010, p. 188)

Flaurmont 17 *Salvation in Specularum*

Theodosius Kantinomeiros arrives in Specularum in his ship, Salvation. He announces a drawing contest that anyone can enter for a few kopecs. The winners of

the contest receive an all-expenses paid pleasure trip to Ierendi for their entire family on the Salvation. Entrants must include their name, occupation and address.

(Source: AC1010, pp. 189-190)

Flaurmont 18 Erewan Elves Make Proposal

Princess Carlolina Eerewan formally proposes to the Council of Princes to levy new taxes to raise funds to hire foreign mercenaries to reinforce Erewan which is the only buffer between the humanoids and Glantri City. The proposal is quickly defeated as Clan Alhambra, House of Igorov, House of Crownguard and the House of Ritterburg vote against it. Carlolina expected the first 3 to vote as they did, but she is stunned at Jaggar's decision. Jaggar's decision is heavily influenced by his new lover, Duchess Dolores Hillsbury of Fenswick. Upon hearing of the vote, some Erewan elves make plans to emigrate to Karameikos.

(Source: AC1010, pp. 188-189)

Flaurmont 23 *Salvation* Contest is Resolved

After his crew research contest entrants for their wealth, contest winners are announced to leave the next day. For those who cannot leave in time, new winners are drawn.

(Source: AC1010, p. 190)

Flaurmont 24 *Salvation* Leaves Specularum

The Salvation leaves Specularum and Kantinomeiros has the passengers imprisoned in the hold for ransoming.

(Source: AC1010, p. 191)

Flaurmont 25 Thyatians Attack East Portage

Thyatian land forces assault East Portage from West Portage whilst naval units attack from Deirdren.

(Source: AC1010, p. 191)

Flaurmont 28 East Portage Falls

King Lornce M'Jozee of Hillvale invites a Thyatian delegation into East Portage to discuss terms. The Thyatians offer him at least ducal status in the empire and pledge to treat his people fairly. Lornce thinks of all the lovely ladies he could meet in the Thyatian court and formally surrenders.

(Source: AC1010, p. 191)

Yarthmont 3 Thincol Offers Dominions in Gaiety

All people of Gaity are imprisoned in Rainbow Park and their land confiscated. 500 troops guard Rainbow Park. Emperor Thincol Torion of Thyatis announces that Gaity will be divided up into 30 newdominions for Thyatian citizens. Applicants are to seek an interview with Prince Eusebius Torion. Ottavio Giacomo is installed as military governor.

(Sources: AC1010, pp. 191-192; AC1011, pp. 8 & 130)

Upon receiving reports of ransom notes for the passengers of the Salvation, Karameikos send a war ship to find them and Kantinomeiros.

(Source: AC1011, p. 184)

Yarthmont 5 Claransa's One-Woman Show

Teldon, Head of the Magicians' Guild of Karameikos, invites Claransa "the Seer" to appear before the Karameikan court to describe her adventures in the Hollow World. She impresses the court with phantasmal forces and other spells as aids. She repeats her performance at an open air theatre for the masses. King Stefan Karameikos begins thinking of an expedition to the north pole to try to establish trade with the Hollow World peoples.

(Source: AC1010, p. 192)

Yarthmont 8 Peasants of Notrion Revolt

Worn down by increasing taxes to pay for the build up of Notrion's forces, peasants in Aaslin revolt and force King Lodrig III to flee the city. Armed forces have difficulty quelling the revolt as many of their number join the rebellion.

(Source: AC1010, p. 193)

Yarthmont 12 Tremors in Pittston

Scholars from Thyatis and Minrothad conclude that the Pit will not be viable until its wall can be strengthened and the tremors that have occurred since the sinking of Alphagtia cease. Wizards begin thinking of solutions.

(Source: AC1010, p. 194)

Yarthmont 15 Desert Nomads Become Sea-Reavers

The Master has built up a pirate fleet over the last few years and today it attacks shipping from its base on reefs south of Malphagghi Bay.

(Source: AC1010, p. 194)

Yarthmont 17 Zandor Seizes Monster Island, Thar Hits akesoli

Zandor leads the 6th Army of Seashield to abandoned Denwarf –Hurgon and proclaims Monster Island is now part of the New Alphatian Empire. He then teleports back to Seashield. Army commander, Captain Estavar Henock, begins hiring mercenaries and puts out a call for adventurers to clear the lower levels of Denwarf-Hurgon.

(Sources: AC1010, p. 194; AC1012, p.44)

After a long, hard march through the Amsorak Mountains, Thar's forces make a night attack against Akesoli. They breach the walls and loot and burn parts of the northern quarter before being driven out by legionnaires.

(Source: AC1010, pp. 194-195)

Yarthmont 21 Emancipation Proclamation

In an address to her jarls, Queen Yrsa of Ostland asks them to consider abolishing slavery to improve relations with other states which is likely to lead to improved trade. Later, Asgrim "the Bowed" secretly tries to persuade the jarls that Yrsa is trying to do away with their noble traditions and that mighty Thyatis keeps slaves.

(Source: AC1010, p. 195)

Klarmont 1 Ierendi Crown Tourney, Ragnar Makes His Play

Reston of Akesioli and Tristilia of Gaity both win again. Tirumila Nuar fails to win.

(Source: AC1010, pp. 197 & 218)

At the *thing*, Ragnar "the Stout", Warleader of the Jarldoms, alerts the jarls to the Alpha-Heldann war and tells them they will need a true king to be able to resist the Heldannic Knights. He uses persuasion, bribery and threats to gain the crown, but fails.

(Source: AC1010, p. 198)

Klarmont 3 Expedition to the Pole

At King Stefan Karameikos' behest, the Karameikan Polar Expedition sets sail in the Farseeker (large sailing ship) from Specularum today to confirm the polar opening to the Hollow World exists. Aboard are Karameikan adventurers experienced in cold climate conditions.

(Source: AC1010, p. 198)

Klarmont 6 Spirits Invade the Plateau

Alphatian military wizards (Lazarol as Thunder Bear, Zsiga as Growling Bear, Boldizar as Fire Serpent, Piroska as Lightning Hawk and Valentin as Black Eagle) who were serving on the Isle of Dawn when Alphatia sank, magically appear on the

Atruaghin Plateau. They quickly and savagely conquer the Bear Clan, then shut down the World Elevator. They charm Chief Powakuan Sleeps-With-Open-Eyes of the Bear Clan.

(Sources: AC1010, p. 198; AC1011, pp 15-16, 141)

Klarmont 9 Lagrius Tries a Master Stroke

Agents from Lagrius attempt to kidnap Coltius Torion at the coliseum games, but capture Prince Tredorian of Alphatia instead. They do not realise their mistake until they are at sea. They dump Tredorian at Port Lucinius then sail for home.

(Source: AC1010, p. 199)

Klarmont 12 Werewolf Hunt Goes Bad

Duchess Dolores Hillsbury of Fenswick offer to assist Henri d'Ambreville eliminate Richard and Isidore d'Ambreville in return for his support to her bid to make Fenswick a principality. Henri agrees. Dolores spreads false rumours of a werewolf problem in southeast Nouvelle Averoine. When Richard and Isidore go there to investigate they are attacked by Henri and some trolls from the Great Crater. The trolls defeat Richard and Henri narrowly defeats Isidore. Richard and Isidore are imprisoned until Henri works out what to do with them.

(Source: AC1010, pp. 199-200)

Klarmont 16 Ekto Doesn't Fight Fair

Governor Trumbull of Ekto publicly recommends that Ekto throws open its gates to the Thyatians. The crowd drags him down and kills him. The people evacuate the city and head south for Trikelios. They set fire to the city and the army stands ready to delay the Thyatians. The Thyatian fleet arrives from East Portage and tries to extinguish the fires in Ekto. Some Thyatians battle the Ekto armed forces.

(Source: AC1010, p. 200)

Klarmont 20 Landfall is Seized

The Heldannic Knights seize Landfall after a successful siege. King Lernal "the Swill" is imprisoned. That night, some Heldannic Knights lose money in crooked gambling and become infested with lice. Siegfried Meinhard is installed as military governor.

(Sources: AC1010, p. 200; AC1011, p. 59)

Klarmont 21 Ericall's Usual Statesmanship

The giants west of Alpha that King Ericall tried to bribe to help against invaders, besiege Alpha.

(Source: AC1010, p. 201)

A group of dwarven adventurers from Dengar called the Clangers arrive in the Broken Lands.

(Source: AC1010, p. 207)

Klarmont 23 Expedition Reaches Tel Akbir

The Farseeker reaches Tel Akbir. There the captain learns of the extent of naval activities at the northern end of the Isle of Dawn and the possibility of Ostland piracy. He decides to take an alternate route through the Eastern Sea of Dawn.

(Source: AC1010, p. 201)

Klarmont 24 Robbery Attempt in Ylaruam

Sultan Muhammad Al-Kalim displays an impressive array of grave goods from the tomb of Queen Nennaya-Sherat in Ylaruam City. A bold troupe of Alasiyan thieves start a diversionary fire and attempt to steal the treasures displayed.

(Source: AC1010, p. 202)

Klarmont 25 Sire Henri Becomes New Prince

The Council of Princes elects Sire Henri d'Ambreville as the new prince of Nouvelle Averoigne.

(Source: AC1010, p. 202)

Felmont AC 1010 Deaths: Yazar

Agents of King Doth assassinate Queen Yazar of High Goblony.

(Source: AC1011, p. 151)

Felmont 1 Ostland Begins Raiding Helskir

Ostland raiders begin their campaign against Helskir.

(Source: AC1010, p. 214)

Felmont 2 Revolt in Notrion Settled, Men of Aquas Go Treasure-Hunting

The peasant revolt in Notrion is finally quelled. King Lodrig III orders the execution of the rebellion's leaders.

(Source: AC1010, p. 203)

Zandor mounts a submersible expedition to search the Alphatian trench to recover valuables.

(Source: AC1010, pp. 203-204)

Felmont 3 Heldannic Troops Reach Freiburg

Elements of the Glory of Vanya divisions return to Freiburg from Landfall. They will now proceed to Grauenburg.

(Source: AC1010, p. 204)

Felmont 5 Ethengarians Sack and Pillage, Emancipation Declaration

The Ethengarians causing trouble in the Heldannic Territories change their tactics, attacking small villages across the southwestern area of the state.

(Source: AC1010, pp. 204-205)

The jarls of Ostland declare that they believe each individual jarl may choose to abolish slavery. Queen Yrsa declares all thralls to be free on 5 Felmont 1,011 and warns masters against working their slaves harder over the next year. 1 or 2 jarls follow her lead, but most are prepared to wait and see.

(Source: AC1010, p. 205)

Felmont 7 Struggles of Trelanthius

A grim play put on a by a Hattian theatre group opens in Thyatis city. It tells the story of the Hattian hero Trelanthius as he tries to save his town and family from foreigners. He fails, his world crumbles around him and he dies tragically – it is all the foreigners' fault. The play is so poor that the audience finds it hilarious. The play closes after its opening night.

(Source: AC1010, p. 205)

Felmont 8 Deaths: Lucien Hyraksos

Admiral Lucius Hyraksos dies in Specularum.

(Source: AC1010, p. 205)

Felmont 9 Elves Settle in Karameikos

Several hundred Erewan elves receive permission from King Stefan Karameikos to settle the woods near Krakatos. Elven families begin the long trek from Glantri.

(Source: AC1010, p. 205)

Felmont 10 Hyraksos Buried

Lucius Hyraksos is laid to rest in a state funeral. King Stefan Karameikos announces that Sir Retameron Antonic will be the new Minister of War.

(Source: AC1010, pp. 205-206)

Felmont 11 Terari's Suggestions Welcomed

A wandering magician named Terari visits Krakatos and begins talking to Teldon. Teldon is impressed by Terari's ideas for the school, his experience in teaching in Sundsvall and asks him to stay as his guest

(Source: AC1010, p. 206)

Felmont 12 Aeria Strikes a Deal

Messengers from Aeria meet with Admiral Helena Daphnotarthius in Aegopoli. They advise that if Thyatis invades Aeria they will fight with all their might and be defeated. However, if Thyatis makes Aeria a Grand Duchy, they will assist in teaching them how to build a sky-ship navy. Daphnotarthius agrees and Ailkin becomes Archduke of the Grand Duchy of Aeria.

(Source: AC1010, p. 206)

Felmont 13 Schwarznase Seized

Anton Schwarznase, an aide to the Heldannic ambassador to Ylaruam, is discovered rifling through papers concerning Emirates' policies on the Northern Reaches and Heldannic Territories in the Foreign Minister's office. He is arrested.

(Source: AC1010, p. 206)

Felmont 14 Reinforcements Reach Grauenberg, The Clangers Get Out Alive

Elements of the Glory of Vanya divisions reach Grauenberg and are deployed across several villages to protect them from the Ethengarian raids. The Khan switches tactics and orders highly mobile, continuous raids.

(Source: AC1010, p. 206; Bruce Heard's Heldannic Knights)

The Clangers discover gold and the city of Oenkmar before fleeing for home.

(Source: AC1010, p. 207)

Felmont 15 Darokin Retaliates Against Pirates

Darokin's navy believe Jaibul pirates are operating out of the reef in W malphegghi Bay. They put a bounty on the head of each pirate captured or killed and call out for adventurers to assist.

(Source: AC1010, pp. 207-208)

Felmont 18 Schwarznase Released and Attacked

The Emirates' government decides to expel Anton Schwarznase from their borders for espionage. They make a great spectacle of his passing through the gates of Ylaruam city where a fanatic kills him with a poisoned arrow, after being convinced by officials that Schwarznase was a fiend. Guards then kill the assassin.

(Source: AC1010, p. 208)

Felmont 20 Diaboli Seek Sanctuary

Diaboli appear in Ierendi City and are attacked by a startled mage. When things calm down and magic is used to communicate, the Diaboli tell of their background and their desire to explore and colonise new lands. Ierendian opinion is divided between accepting them and expelling them. King Reston and Queen Tristilia make them welcome, but the Tribunes send visitors to them to describe other interesting places to explore and colonise.

(Source: AC1010, p. 208)

Felmont 26 Ethengarians Reconsider

Mogali Khan reconsiders his position as his current harassing tactics are delivering insignificant benefits. He sends a messenger to Wulf von Klagenorf.

(Source: AC1010, p. 209)

Fyrmont Deaths: Chulo

Hernan Costa discovers Don Fuentes is selling cinnabryl distributions to Chulo, a Saragon Inheritor. Costa duels and kills Chulo and recovers the cinnabryl.

(Source: Black Vessel)

Fyrmont 1 Aengmor is Going Dry, Thyatis Attacks Trikelios

After weeks of no rainfall, the Canolbarth forest is going dry and some sections are dying. After much consultation, Princess Tandaleyo decides to send a diplomatic mission to elvish communities in Norwold.

(Source: AC1010, p. 209)

Thyatis attacks Trikelios which is overflowing with refugees from Ekto. The Thyatian fleet loses ships to the city catapult's flaming shots and the Thyatian infantry is forced to retreat by the city forces.

(Source: AC1010, p. 210)

Fyrmont 2 Earthquake in the North

A powerful earthquake centred about 125 miles south of Wendar topples many buildings, damages Wendar city's walls and kills hundreds. Tremors are felt in Glantri and the norther khanates.

(Source: AC1010, pp. 210-211)

Fyrmont 4 Karameikan Expedition Reaches Furmenglaive

The Farseeker docks in Furmenglaive and takes on board large supplies.

(Source: AC1010, p. 211)

Fyrmont 5 Loyalists Stage Rescues, 4th Fleet Takes a Beating

Queen Timalta of Gaity and King Dromedon of Aegos are transferred from the imperial prison to beneath the coliseum where they are scheduled to be paraded at the games. However, some Alphatian loyalists rescue them from beneath the coliseum.

(Source: AC1010, p. 211)

The Thyatian 4th fleet battles the Trikelios navy. The Trikelians send out a force of crack military mages that defeats the Thyatian flagship and sends the 4th fleet into a rout.

(Source: AC1010, p. 211)

Fyrmont 6 Even Mummies Stretch Their Legs

Shma-Uai, the guardian mummy of Nennaya-Sherat's tomb, awakens and begins tracking the tomb defilers.

(Source: AC1010, p. 209)

Fyrmont 7 State Visit Between Islanders

King Teng Lin-Dieu of Ochalea visits King Nurokidu Nuar of the Pearl Islands in Seagirt to discuss mutual defence.

(Source: AC1010, p. 2129)

Fyrmont 8 Civil War in Surshield

Queen Gratia of Surshield issues a proclamation calling for a draft people of Surshield to assist with preparations for a Thyatian invasion and institutes emergency measures. Civil war breaks out as the anarchists try to overthrow her.

(Source: AC1010, p. 212)

Fyrmont 9 Heldanners and Ethengarians Talk

Moglai Khan's representatives arrive in Freiburg and meet with Wulf von Klagendorf. The parties agree to offer scapegoats to each other to blame for starting the conflict and sign articles of friendship whereby the Ethengar will cease harassing the Heldannic Territories and will send elite troops to assist Heldannic Knights' campaigns in Norwold. 2 minor Heldannic advisors are arrested on false charges of treason and handed over to the Ethengarians to punish.

(Source: AC1010, p. 213)

Fyrmont 10 Thar's Raiders Get Swatted

Darokinian scouts detect a humanoid horde coming down the Ithel River. They get word to nearby legions who move to the area and drive the humanoids back into the Great Crater.

(Source: AC1010, p. 213)

Fyrmont 12 Royal Conclave Ends

After a feast, King Teng Lin-Dieu of Ochalea and King Nurokidu Nuar of the Pearl Islands announce an agreement for mutual defence. Teng then departs for Beitung.

(Source: AC1010, p. 213)

Fyrmont 14 Qissling Announces the Air-Bridge, Helskir Calls for Help

King Qissling of Floating Ar commands his corps of engineers to build an air bridge between the 2 largest floating islands.

(Source: AC1010, p. 214)

King Eruul Zaar and Queen Asteriela Zaar of Helskir put a call out for adventurers to assist with defending Helskir against Ostland pirates. They promise that the 6 most successful adventurers will be awarded dominions. Mario's Marauders (200 Thyatians) are among the mercenary bands that respond to the Monarchs' call.

(Sources: AC1010, p. 214; AC1011, p. 185)

Fyrmont 16 Deaths: Bollathar

Bollathar Fireeyes sets out from Shireton in a leaky lifeboat to row his way to the north pole to show everyone there is no Hollow World. His boat is swamped by a huge wave shortly after he sets off and his body is found on a beach shortly before sundown.

(Source: AC1010, p. 214)

Fyrmont 17 Thincol Slips

In an appearance before the Imperial Senate, a frail Emperor Thioncol Torion of Thuyatis falls and has to be helped up.

(Source: AC1010, p. 214)

Fyrmont 19 Mystery “Footprint” Discovered

Thyatian gold prospectors in the Altan Tepe mountains discover a huge “footprint” in a secluded valley. The government official in goldleaf mounts an expedition to investigate. The crater is referred to as the “Footprint of the Immortal”. The footprint was actually left by the Flying City of Serraine whilst making overnight repairs.

(Source: AC1010, pp. 214-215)

Fyrmont 21 Star of Ylaruam Found

A Minrothaddan private collector discovers a pirate treasure chest which contains the Star of Ylaruam, the world’s largest sapphire.

(Source: AC1010, p. 215)

Fyrmont 22 Ethengarians Return Homeward

After weeks of Ethengarian plundering and Heldannic pursuing, the Khan reconsiders his plans and sends a messenger to the Hochmeister. The two rulers sign a peace treaty while a few Heldannic scapegoats are turned over to the Ethengarians to prevent the Khan from losing face. Moglai Khan announces to his warriors in Grauenberg that the Heldannic Knights have fearfully capitulated and signed articles of friendship. He sends volunteers to ride with the Heldannic Knights and teach them something about fighting. He leads the rest of his horde home.

(Sources: AC1010, p. 215; Bruce Heard’s Heldannic Knights)

AC 1010 Fall Kantinomeiros Captured

Deaths: Al-Djamal, Ramos Tendlebur

Theodosius Kantinomeiros reaches Jaibul and sells his passengers into slavery. He sells the Salvation and buys another boat which he is told is faster. However, one day out of Jaibul, it starts to take water. The Karameikan warship trailing him captures him. The warship docks in Sind for the winter whilst the captain and crew hunt for the missing passengers.

(Source: AC1011, p. 184)

The Alasiyan, Al-Djamal arrives in Glantri City and demands the removal of the Ylari exhibit from Valkner’s Museum of Wordly Wonders. Glaundro Valkner refuses. Al-Djamal then attempts to steal the items of the exhibit but is caught. He is tried, found

guilty and sentenced to have his hand removed. As Al-Djamal bleeds to death he curses his executors. Thanatos hears his curse and decides to animate the severed hand as a hand druj. The hand druj enters the museum and animates the mummies which kill 2 watchmen at night. The next night the druj kills the head of the Restoration Dept, Ramos Tendlebur. Valkner hires adventurers to deal with the problem.

(Source: Dungeon 44, pp. 29 & 33)

Amyrmtont Black Vessel Discovered

Deaths: Juan Gomez, Manuel Ortiz, Lomo Retes, Jorge Alvarez

Foreman Juan Gomez and a young miner, Manuel Ortiz discover a sealed chamber in the Rio Mercurio silver mine with a jackal-man statue, but are killed by a cave in. The statue is recovered by miners working for Don Galvez. Word of the discovery reaches Baron Maximiliano de Almarron y Escudor and Don Esteban Diaz y Delgado. Tristan Medina suggests to Baron Maximiliano that Hernan Costa should escort the statue to Mazrooth al Yedom's citadel for the sage to identify the statue. In Ciudad Real, Don Esteban requests Miguel Prado to find out what he can about the statue.

Hernan Costa travels to Don Galvez's hacienda to escort the statue to Mazrooth al Yedom's Citadel. The dwarf, Lomo Retes, is killed by Yazid gnolls on the way to Castillo de Tordegena.

Hernan Costa and Vupilor Watak journey to Hutaakan burial mounds in Yavdlom Outer Reaches. Miguel Prado convinces Baron Maximiliano de Almarron y Escudor to arrest Tristan Medina and Hernan Costa for treason. Miguel Prado kills Jorge Alvarez outside Pablo's cantina in Paso Dorado at the request of Don Esteban.

Don Esteban's men attack Tristan Medina, Mazrooth al Yedom and Joffik outside Mazrooth's stronghold. A rebel kills Medina. Bartolomeo Moreno is killed when his horse bolts down a steep hill. Joffik is knocked unconscious. A smokepowder explosion causes Mazrooth's legacies to enact, turning him into a monster. He kills a rebel then flees to the Pozaverde Delta. Don Esteban's men capture the Black Vessel and take it to their hideout in the Delta Pozaverde. The rebels accidentally free the crimson death imprisoned in the vessel and it kills them and all animal life.

Hernan Costa and Vupilor Watak track the black vessel to the Delta pozaverde and meet up with Mazrooth. The crimson death kills Miguel Prado as he duels with Costa. Mazrooth destroys the crimson death.

Mazrooth cures himself to enable control of his legacies. He uses his inheritor network to have Don Luis de Manzanas of Saragon explain the situation to Baron Maximiliano of Almarron, thus ceasing the charges against Hernan Costa.

(Source: Black Vessel)

Amyrmtont 2 Demands of Extended Borders

Messengers from Aengmor meet with representatives of Darokin's Council to announce they have extended their borders to Karameikos and the Emirates. All Darokinian communities in these lands have 3 months to evacuate. They threaten to blight the trees and crops of Darokin if they do not comply. After the meeting, Darokin sends agents to determine if the Shadow Elves have these blighting powers.

(Source: AC1010, p. 216)

Ambyrmont 4 Darokin's Proposal

Chancellor Corwyn Mauntea of Darokin dispatches messengers to Karameikos, the Shires and the Emirates recommending a regular set of games to promote peace. He suggests Darokin could host the first competition.

(Source: AC1010, p. 217)

Ambyrmont 5 Alchemos Invents Acid Golem

Alchemos wizards create 20 acid golems in an attempt to defend their kingdom from the Thyatians. They pack them into containers and send them in a ship for the Isle of Dawn.

(Source: AC1010, p. 218)

Ambyrmont 6 Nuar Takes Audiences by Storm

Tirumila Nuar mesmerises Ierendian audiences with her dancing and singing.

(Source: AC1010, p. 218)

Ambyrmont 7 Kol Asks for Princehood, Vampires in Minrothad, Stalemate in Trikelios

Emissaries from Kol XIV request the Glantrian Council of Princes recognise the Great Crater as a principality ruled by Kol XIV. While most princes are outraged or amused, Prinz Jaggar von Drachenfels and Prince Henri d'Ambreville insist the Council takes the request seriously. Thar's forces attack Kol's forces. Kol invites the mage Thurstol of Glantri City to advise him on dealing with the Glantrian Council.

(Sources: AC1010, p. 218; Kdm of Magic, p. 59)

A noble vampire from Glanri has come to the Minrothad Guilds to feed. A plague of vampirism hits the isles.

(Source: AC1010, p. 218)

Thyatian assaults on Trikelios have been costly. They now set themselves for a long siege.

(Source: AC1010, p. 218)

Ambrymont 11 Terari Agitates for Hardball

Terari stages a game of hard-ball between 2 teams of Alphatian refugees for the entertainment of the Karameikan royal family in Specularum.

(Source: AC1010, p. 219)

Ambrymont 19 Tide Turns at Trikelios

Thyatian spell casters and thief get inside Trikelios and poison their wells and cast create water spells inside the grain storehouses.

(Source: AC1010, p. 220)

Ambrymont 21 Expedition Reaches Known World

The Mastwalker and Flying Fish (Alphatian sky-ships) are towed out of the darkness into the outer world's arctic region. They take to the air with the Mastwalker heading for Qeodhar and the Flying Fish for Alpha.

(Source: AC1010, p. 220)

Ambrymont 23 Terari Confirmed as School Head

Terari finally accepts King Stefan Karameikos' offer and allows himself to be appointed Master of the Karameikan School of Magecraft. He is also appointed Karameikan Minister of Magic.

(Sources: AC1010, p. 220; Kingdom of Adventure, Explorer's Guide, p. 59)

Ambrymont 24 Mastwalker Reaches Farend

The Mastwalker reaches Farend and secretly makes contact with Queen Mariella. The crew inform her that her mother is still alive. Mariela sneaks away from Norlan and boards the sky-ship as it leaves.

(Source: AC1010, p. 220)

Ambrymont 25 Back on Stage...Sort of

A new production of the play Struggles of Trelanthius opens in Thyatis city. A different theatre troop has bought the rights and has turned it into a comedy. The original author of the play is outraged and vows revenge.

(Source: AC1010, p. 220)

**Ambrymont 26 Flying Fish Reaches Alpha, Fenswick Becomes a
Principality**

The Flying Fish reaches Alpha and contacts King Ericall to inform him that his mother and Alphatia still exist. Ericall is stunned and pleased. He informs them of Zandor's activities, the threat of the Heldannic Knights, Prince Tredorian is alive in Thyatis City and please send help.

(Source: AC1010, p. 220)

Duchess Dolores Hillsbury requests the Council of Princes to elevate Fenswick to a principality. The vote succeeds from support by Prinz Jaggar, Prince Henri, Prince Morphail and Prince Brannart.

(Source: AC1010, pp. 220-221)

Sviftmont 1 Great Wall of Darokin

The Darokin Council commissions the construction of a wall 150 miles long south of the Great Crater to curtail humanoid raids.

(Source: AC1010, p. 221)

Sviftmont 2 Diaboli Decide on Norwold

Deaths: Yasir al-Achmed

Diaboli wizards conclude their research and decide to settle where the expertise of their people will be most appreciated. They appear before an alarmed King Ericall in Alpha, stating that the wish to colonise the Alpha pensinsula. They display considerable military and magical prowess. They offer to use their magic to baffle the Heldannic Knights. Ericall considers their request.

(Source: AC1010, pp. 221-222)

Yasir al-Achmed's brigands attack a Darkinian caravan north of Cinse-Men-Noo. Caravan guard Salvatore Alonzo kills Yasir and claims the 500 dinar bounty.

(Source: AC1011, p. 151)

Sviftmont 3 Von Klagendorf Paces Himself

Wulf von Klagendorf decides not to press the invasion of Oceanscend until next Spring. Instead he directs military resources against Helskir.

(Source: AC1010, p. 222)

Sviftmont 4 Gratia Renounces Order

Queen Gratia of Surshield decrees she will not enforce the draft. She sends out drill instructors and military tacticians to the towns and villages of Surshield to ascertain

their military preparedness and offer free training. She recalls her troops to Spearpoint and the civil war ends.

(Source: AC1010, p. 222)

Desperate to beat the Heldannic threat, King Ericall of Alpha accepts the diaboli proposal and allows them to settle SW of Alpha.

(Source: AC1010, p. 222)

Sviftmont 5 Shadow Elves Reach Elvish Holdings

Aengmor emissaries reach one of the Shiye foresthomes in Norwold. They ask for help with their dying forest and present rich gifts. The clan leaders decide to gather scholars to see if they can assist. The emissaries stay with the clan.

(Source: AC1010, p. 222)

Sviftmont 6 Rockhome Moves In

A large force of Dengar dwarves move into the Broken Lands, heading for Oenkmar.

(Source: AC1010, pp. 222-223)

Sviftmont 8 The Air-Bridge is Finished

The Floating Ar Air-Bridge is completed and opened in a ribbon-cutting ceremony. When the first traveller steps onto it, it collapses and falls into the sea.

(Source: AC1010, pp. 223-224)

Sviftmont 14 Flying Fish Reaches Helskir

The Flying Fish reaches Helskir. In a private meeting, the crew inform Queen Asteriela that Eriadna and Alphatia still exist. Asteriela tells them of all known Alphatian nobles who survived, including Terari.

(Source: AC1010, p. 224)

Sviftmont 15 News From Landfall

Lernal "the Swill" dies unnoticed in a filthy prison cell.

(Source: AC1010, p. 225)

Sviftmont 16 Ylaruam Hears of the Star

Sultan Muhammed Al-Kalim finally hears that the Star of Ylaruam has been found in Minrothad. He immediately dispatches a messenger to Minrothad.

(Source: AC1010, p. 225)

Swiftmont 18 Pegataurs Demand Recognition

Pegataurs of Floating Ar go on strike from transporting people and cargoes between the floating isles. They insist on being awarded full citizenship.

(Source: AC1010, p. 225)

Swiftmont 20 Trikelios Falls

The Thyatians break the defenders and the city of Trikelios surrenders. Thyatian forces, including those of Alphatian descent, loot the city. Fearing for her life, Queen Stillian flees to Ierendi City. Trikelian survivors flee to Thothia. Alessandra Sebastiana is installed as military governor.

(Sources: AC1010, p. 225; AC1011, pp. 43, 144, 199)

Swiftmont 22 The Behemoth is Awakened

Aquas submersibles exploring the Alphatian Trench discover an enormous cavern. In it is a miles long island sized sea monster, a behemoth which slowly emerges and begins swimming around the Eastern Sea of Dawn.

(Source: AC1010, p. 225)

Swiftmont 25 Kol and Thar Make Peace

Synn appears before King Thar and tells him she will destroy him unless he agrees to be Kol XIV's subordinate. Thar makes peace with Kol XIV and with obvious pain, declares himself Kol XIV's minion. Kol XIV appoints That general of the Great Crater armies. Kol XIV sends more emissaries to Glantri City to follow up on his principality motion.

(Source: AC1010, p. 226)

Swiftmont 26 Dwarves Settle in for Siege

Dengar engineers work to fortify the cavern opening to Oenkmar as the dwarves settle in for a long siege. Dwarves are dispatched to explore the cavern.

(Source: AC1010, p. 226)

Swiftmont 28 Expedition Reaches Farend

The Farseeker reaches Farend. The crew offer gifts to King Norlan and ask permission to winter in Farend which is granted. Norlan insists if they find Queen Mariella to return her to him.

(Source: AC1010, pp. 226-227)

Eirmont 4 Mastwalker Reaches Aquas

The chief wizard and crew of the Mastwalker reach Aquas. Their diplomat privately informs Emperor Zandor and Queen Zynnia that Alphatia survived and Eriadna was resurrected. Zandor flies into a rage, slays the diplomat and throws the rest of the landing party into jail. In a ceremony lasting 2 minutes, he tries and convicts the landing party of treason and perjury to be punished by horrible death in a few days time. He sends a military force to seize the Mastwalker. Then he retires to his chambers to shake and twitch for a while.

(Source: AC1010, p. 227)

Eirmont 7 Prototype Skyship Crashes

The University of Aeria and Thyatian engineers complete their first prototype sky-ship. It launches to about 200' then bursts into flames and crashes, killing most of the crew. The ship was sabotaged by Alphatian loyalists.

(Source: AC1010, p. 227)

Eirmont 8 Mastwalker Flees Aquas

Queen Zynnia secretly arranges for the escape of the crew of the Mastwalker. Crack troops loyal to Zynnia eliminate Zandor's guards on the Mastwalker. Zynnia sends word to Eriadna asking for support to depose Zandor (at least moral) who is insane.

(Source: AC1010, pp. 227-228)

The Flying Fish lands in the Altan Tepe mountains and sends a party to head to Thyatis City.

(Source: AC1010, p. 229)

Eirmont 9 Ground Broken for Redhorn

Construction of the walls of the new town of Redhorn, 125 miles SW of Alpha, begin today. There are currently 300 diaboli there with more arriving from their plan every few weeks.

(Source: AC1010, p. 228)

Eirmont 10 Seashield Defence League

Queen Zynnia of Aquas convinces Emperor Zandor that establishing a defence league would be the first, treacherous step toward creating a New Alphatian Empire by binding these states. Zandor agrees and treats the idea as his own. Messengers are sent to Floating Ar, Qeodhar and sea-folk proposing a defence league against outside aggression.

(Source: AC1010, p. 228)

Eirmont 11 Flying Fish Reaches Thyatis, The Vampire Turns Assassin

Envoys from the Flying Fish reaches Thyatis City to search for Prince Tredorian and spy on the Thyatian military.

(Source: AC1010, p. 229)

Enemies of Ruling Guildmaster, Oran Meditor, hire a vampire to kill Oran.

(Source: AC1010, p. 229)

Eirmont 15 Flying Fish Contacts Tredorian

The Flying Fish envoys track down Prince Tredorian and inform him Eriadna and Alphatia exist. He sends word that he is happy that his mother is alive and hopes to be in contact once communication with the Hollow World becomes more reliable.

(Source: AC1010, p. 229)

Eirmont 15 Stefan Karameikos Disappears

A ceremony in Krakatos announces the completion of the Karameikan School of Magecraft. After the ceremony, King Stefan Karameikos is kidnapped by him who leave a note instructing people not to search for the King or something nasty might happen. The hin set off with the king for the Black Easel Barony.

(Source: AC1010, pp. 229-230)

Eirmont 16 Ylaruam Demands Star

The Sultan of the Emirates' messenger delivers a request to the Emirates' ambassador to Minrothad. The ambassador speaks to the owner of the Star of Ylaruam and demands its return. The owner offer to sell it at fair market value, 340,000gp. The ambassador replies he cannot sell it, because it belongs to the Emirates. The debate ends in a stalemate.

(Source: AC1010, p. 231)

Eirmont 20 Mastwalker Reaches Alinquin

The Mastwalker reaches Alinquin.

(Source: AC1010, p. 231)

Eirmont 21 Border Demand Refused, Flying Fish to Monster Island

Having determined that the Shadow Elves probably do not have the capability of ruining Darokinian trees and crops, a diplomatic mission to Rafielton refuses

Aengmor's border demands. Instead they offer friendship and trade which baffles the Shadow Elves.

(Source: AC1010, p. 231)

The Flying Fish crew return from Thyatis City and board the ship which takes off, The Flying Fish and Mastwalker crews decide to rendezvous and winter on Monster Island.

(Source: AC1010, p. 231)

Eirmont 23 Karameikos Closes a Border

King Stefan Karameikos is returned to Specularum where he considers sacking Ludwig von Hendriks. However, Jenkin Flintfoot, Shires ambassador, backed by General Zandra Sulanov and several Traladaran ministers, argues that that would not achieve anything as the Black Eagle would just declare his independence and start a civil war. Instead he offers the services of the Shires military in exchange for better economic ties to deal with the problem. King Stefan agrees and grimly declares sanctions against the Black Eagle Barony. Trade ceases, none are allowed to pass from the barony into the remainder of Karameikos, the Black Eagle is declared a common citizen and Karameikos will not protect the barony from well deserved acts of retribution. He invites worthy people to apply for rulership of the Black Eagle Barony.

(Sources: AC1010, pp. 231-232; Dragon 206, p 66; Kingdom of Adventure, Explorer's Guide, p. 62)

Eirmont 25 News from the Broken Lands

King Alebane receives word from Kol XIV and Thar that they cannot currently send forces to assist against the dwarves. The dwarves successfully test a new type of closed, metal-encased craft to sail across the lava lake.

(Source: AC1010, p. 232)

Kaldmont 2 Lava-Dwarf Exploration

3 dwarves in single lava-rafts explore the Oenkmar cavern.

(Source: AC1010, p. 233)

Kaldmont 4 More Chaos in Notrion

In Aaslin, King Lodrig III tells a public gathering of just how lucky they are to have him as their ruler. He is then dragged down and killed. Notrion guards then attack the crowd and civil war breaks out again. Lodrig III had no heirs.

(Source: AC1010, p. 233)

Kaldmont 5 New Kol? Not Yet

The Council of Princes narrowly vote against making New Kol a principality. They advise Kol XIV that there still exists a state of war with the humanoids. If he can keep a truce for 3 months and demonstrate how his subjects can benefit Glantri, they will reconsider his bid.

(Source: AC1010, p. 233)

Kaldmont 12 Dwarves Find Oenkmar

Kori Fire-Eye finds Oenkmar on her 10th scouting mission.

(Source: AC1010, pp. 233-234)

Kaldmont 13 Deaths: Gastenoo “Longblade”

Gastenoo “Longblade” is incinerated by a malfunctioning magical device whilst inspecting the new Grandmasters Recreational Arena at Gastenoo’s World of Adventure on Safari Island.

(Source: AC1011, p. 151)

Kaldmont 17 Five Shires Declare War

The Shires formally declare war on the Black Eagle Baron. A large force of light skirmishes cross the border into the Achelos Woods whilst the main army boarded his pirate vessels.

Ludwig voin Hendriks sends the bulk of his forces north to engage the hin.

Devlin Yakov volunteers to act as scout and saboteur to assist the hin.

General Zandra Sulanov leads Karameikan forces to Luln to prevent Ludwig’s and Shires’ forces from moving deeper into Karameikos and to assist refugees. The Karameikan forces in Luln drew most of Ludwig’s attention.

(Sources: AC1010, p. 234, Dragon 206, p. 66; AC1013, p. 159; Kingdom of Adventure, Explorer’s Guide, pp. 62 & 64)

Kaldmont 18 Dwarves Step up Building Programme

The dwarves near Oenkmar send back requisitions to Dengar for more materials to build rafts.

(Source: AC1010, p. 234)

Kaldmont 20 Mastwalker Leaves Bellissaria

Having finished scouting Bellissaria, the Mastwalker flies for Monster Island.\

(Source: AC1010, p. 235)

Kaldmont 22 Assault on Edairo Rebuffed

Advance units of the Thyatian navy marching on Edairo from Trikelios are plagued by mummy attacks whilst they camp. The Thyatians flee.

(Source: AC1010, p. 235)

Kaldmont 23 Bargle Shows His Colours

The main hin forces lead by Sheriff Jaervosz Dustyboots land south of Fort Doom and march north, surprising the Black Eagle. The bulk of the Black Eagle's forces are unsuccessfully trying to engage the hin skirmishes on the shores of Blight Swamp.

A popular uprising against the Black Eagle occurs with the hin invasion, encouraged by Yolanda and Sascia of Luln, cut off the town garrison from the fort.

The Karameikan Fury in the West Battalion were on full alert to prevent Shires troops from advancing north whilst General Zandra Sulanov lead the Baator's Jailers Battalion advanced to Luln to prevent forces from either side advancing further into Karameikos and to aid refugees. Kermin Dilandrov is part of the forces serving in Luln.

Bargle assures Ludwig von Hendriks that his magic will scatter the hin invaders. Ludwig rides out to meet the hin forces with his forces. Bargle then ransacks the treasury and teleports to Skyfyr in Esterhold where King Xanthus employs him as an aide. The Shires army defeats the Black Eagle forces and captures Ludwig von Hendriks.

The Iron Ring in Fort Doom fled to smaller bases inside the barony.

Shires forces continue to clean out resistance throughout the Barony.

(Sources: AC1010, pp. 235-236, Dragon 206, pp. 66 & 67; AC1011, p. 134)

Kaldmont 27 Thyatis Ignores Thothia

Thyatian forces return to Trikelios after fleeing Thothian mummies. The Thyatians decide to ignore Thothia, instead call for adventurers to explore the Great Escarpment for the possibility of establishing colonies there.

(Sources: AC1010, p. 237; AC1011, pp. 174-175)

Kaldmont 28 Denwarf Returns

The now insane Denwarf clambers up the caverns to assert his right to rule Dengar and to lead the dwarves to purge the world of all humans, demi-humans and

humanoids. He proclaims himself king with Duric and Bifia of the Hurwarf Clan as his heirs.

(Source: AC1010, p. 237; AC1011, pp. 174-175)

**AC 1011 Halag Normalised, Hukt Debuts in the Coliseum, Verge
Wall Construction, New Mayor of Vyonnes**

With the defeat of the Black Eagle, life gets back to normal in Halag.

A baron is appointed by King Stefan Karamaikos to rule Halag, however the baron resigns as the region proves ungovernable. Milo Korrigan is appointed castellan and takes up residence in the manor on Duumtor. After an attack by undead, he orders the passages below the manor to be sealed until adventurers can be found to clear them.

A 15' high wooden palisade is built around the town to protect it from humanoid attacks.

Kermin Dilandrov buys The Rising Mist tavern in Halag and markets it to adventurers and hin.

The barracks north of the town square revert to their original use as the Fishermen's Hall.

A warehouse in the SE of town is converted into a temple of the Church of Traladara. Bishop Caliana, 2 priests and 3 guards run the church.

Hin begin emigrating to Halag.

Five Shires open a consulate to the SW of the town square.

Igon Trakador returns to Halag and is re-united with his brother Egon who was imprisoned in Fort Doom. They open the Child in Drakness tavern in the NW of town to assist people track relatives displaced by the Baron's rule.

The NE barracks are converted to ostler's yards.

A bronze statue of Ludwig von Hendriks is melted down and re-formed into a militia bell.

(Sources: Dragon 206, pp. 67-68; Kingdom of Adventure, Explorer's Guide, p. 64)

An ogre slave, Hukkt, makes his debut in the Coliseum of Thyatis City.

(Source: AC1013, p. 107)

Construction begins on a wall around the village of Verge as the community recovers from a humanoid attack.

(Source: Kingdom of Adventure Explorer's Guide, p. 11)

Vicomte Gilles Grenier of Fausseflames arranges for his illegitimate daughter Claudette to be appointed Mayor of Vyones.

(Source: Mark of Amber p. 62)

Nuwmont 1 Reactions to the Day of Dread, Start of the 6th Year of Rule, Rockhome Divided, Dreams in the Night

Spellcasters call emergency guild and council sessions and communities take stock of the damage from the Day of Dread.

(Source: AC1011, p. 173)

King Stefan celebrates his 6th year as monarch with his family upon a dais outside the gates of his stronghold. He announces the Karamaikan School of Magecraft will open on Thaumont 15. Before he finishes his speech half a dozen agitated citizens attempt to storm the dais, but are arrested by the guards. One of the arrested shouts something about the Day of Dread as they are lead away. There are angry murmurs in the crowd. Later in the day, a spokesman for the arrested group is brought before the king and he demands to know what he is doing to ensure magic will not fail again. The king assures him everything that can be done is being done and the best clerica and mages are working on the problem.

(Source: AC1011, p. 174)

Gardar Everast XV of Dengar and his loyal clans (Everast, Buhrodar, Skarrad, Wyrwarf & Syrklist traders)leave for the Klintest Lowlands where they intend to make a stand against Denwarf and his supporters (Hurwarf, Torkrest, Syrklist miners & craftsmen).

(Source: AC1011, p. 175)

In the Shehid monastery of the hills of Gunjab, Anand Brishnapur awakens from a dream where Himayeti is struggling with another immortal. Himayeti's feet are placed in Sind and Alphatia. As the immortals fight, armies of the nations in between them fight. The 2 immortals suddenly transform into Aksyri the Destroyer, crushing states and armies where they tread.

In Sayr Ulan, Sitara Rohini awakens from a dream where an immortal appeared before her as a brilliant ball of light, proclaiming to be Gareth, returned from the Vortex. He advises Sitara that he has chosen her to be her mouthpiece to spread his word offering protection to mortals against immortal interference.

(Source: AC1011, p. 175)

Nuwmont 2 Deaths: Lorenzo Benedetto

Shma-Uai disguised as an Alasiyan enters Darokinian merchant Lorenzo Benedetto's quarters in a Parsa caravansary and kills him for receiving stolen grave goods of Nennaya-Sherat that he has sent to his partner in Selenica.

(Source: AC1011, pp. 175-176)

Nuwmont 3 Curse of Nennaya-Sherat

Lorenzo Bendetta is found strangled with slight traces of dust in a Parsa caravansary. No possessions are missing. He is survived by his wife Luciana and 3 children.

(Sources: AC1011, pp. 175-176l; AC1012, p. 112)

Nuwmont 5 Black Eagle in Chains, Rockhome Dwarves Recalled

Heavily armed hin escort Ludwig nvon Hendriks to a boat, avoiding forces of the Black Eagle. They sail back to the Shires.

The hin continue to besiege Fort Doom. Many of the barony's citizens attempt to flee, the rest try to hide. Some fight the hin, not knowing that they are here to liberate them.

(Source: AC1011, p. 176)

The dwarves in the Broken Lands receive word of the clan war, pack and head for Dengar.

(Source: AC1011, p. 176)

Nuwmont 7 Thar Proposes Alliance

General Thar meets with King Alebane in Ogremoor and proposes an alliance against Dengar whilst they fight amongst themselves.

(Source: AC1011, p. 176)

Nuwmont 8 Anand & Sitara Speak Out

In Raneshwar, Anand Brishnapur preaches that the immortals have abandoned Sind and that Sindhis should abandon the immortals. His speech is initially met with shock which turns to angry agreement. He is arrested for disturbing the peace. Rishiyas calm the crowd. Sitara Rohini speaks to trusted friends in Sayr Ulan about her dream of the immortal Gareth.

(Source: AC1011, pp. 176-177)

Nuwmont 9 Denwarf Marches on Everast

Denwarf's army marches to engage Gardar Everast XV's forces who have taken position in a Klintest Lowlands pass.

(Source: AC1011, p. 177)

Anand Brishnapur is released from prison on condition he leaves Raneshwar.

(Source: AC1011, p. 177)

Nuwmont 10 Mastwalker and Flying Fish Rendesvous at Monster Island

The Mastwalker and the Flying Fish reach the northern tip of Monster Island where they camp for the winter.

(Source: AC1011, p. 177)

Nuwmont 13 Thyatis Takes Stock

Admiral Alrigo Gioncardi of the Thyatian fleet stationed in Trikelios, continues to commission adventurers to explore the Great Escarpment. He also call for scouts into Thothia and spellcasters (especially clerics) are offered good pay.

(Source: AC1011, p. 177)

Nuwmont 15 Wrath of the Immortals Day

Emperor Thincol Torion I of Thyatis does not decree the celebration of Wrth of the Immortals day this year, but citizens celebrate anyway. Alphatians are attacked and looting occurs.

(Source: AC1011, pp. 177-178)

Nuwmont 17 Black Eagle Tried – and Convicted

In Shireton, Ludwig von Hendiks is found guilty within an hour and sentenced to death by stoning.

(Source: AC1011, p. 178)

Nuwmont 18 The Black Eagle Escapes

Karameikan ambassador, Lazlo Manolescu, protests the brevity of the trial and the harshness of the sentence. Ludwig von Hendriks is lead to the centre of a field. As the crowd of hin begin to stone him, he disappears. Ludwig has been rescued by a djinn, summoned by goblin shaman, Broknag “the Sly”, from the Broken Lands. Broknag and Ludwig then magically escape to the Broken Lands.

(Source: AC1011, p. 178)

Nuwmont 27 Thar Invades Rockhome

Thar and Alebane's forces pass through the southern border of the steppes, inviting Ethengarians they meet to join them for loot. They then attack Fort Denwarf.

(Source: AC1011, p. 178)

Watermont 1 Clan War Ceases

Denwarf learns of the humanoids attack on Fort Denwarf and calls a parley. He informs Gardar Everast XV of the attack on Fort Denwarf and suggests a ceasefire to deal with the threat. Everast agrees and the 2 armies march down Stahl Road toward Fort Denwarf.

(Source: AC1011, pp. 178-179)

Watermont 3 Fort Denwarf Falls

Thar's legion breaks through Fort Denwarf's defences slaughtering the garrison. General Balis, daughter of Bali is the last to fall. The victors loot the fort and spend the day getting drunk. At nightfall, the Ethengarians scout ahead and report the road to Stahl is clear. Most of the army marches out, but some too drunk to proceed stay behind.

(Source: AC1011, p. 179)

Watermont 5 Humanoids Overrun Stahl

The armies of Thar and Alebane reach Stahl. After some heated debate of how to attack the city, the 2 leaders decide on a frontal assault at dusk.

(Source: AC1011, p. 179)

Watermont 6 Battle of Stahl Plain

After a night's fighting, the forces of Thar and Alebane take Stahl by dawn. They proceed to loot and burn the upper city.

Later in the day, the armies of Denwarf and Gardar Everast XV arrive and engage the humanoids in the plain around Stahl. Denwarf goes beserk for a period, killing friend and foe alike, before recovering. By nightfall, the dwarves are victorious and Stahl is free. Thar and his followers flee into the Denwarf Spur. King Alebane and his followers return to the Broken Lands whilst the Ethengarians return to the steppes.

(Source: AC1011, p. 179)

Watermont 9 Anand Speaks Out Again

Anand Brishnapur travels to Sayr Ulan and speaks out against the immortals. The crowd reacts the same as in Raneshwar and anand is arrested and delivered to the Rishiyas. Sitara Rohini hears Anand's speech. With the help of 2 friends, she manages to free Anand and they flee the city.

(Source: AC1011, p. 179)

Vaterrmont 10 Challenge of the Kings

Denwarf challenges Gardar Everast XV to the traditional Combat of Gardars. Each gardar selects 6 champions to join him in the combat. The battle begins at noon. Giled, son of Gilar is first to fall. Denwarf slays 2 more Everast champions, then goes mad, killing 1 Everast champion and 4 of his own. Denwarf's remaining champions fall back in horror. Everast and his remaining 2 champions fall upon Denwarf and slay him. The remaining dwarves clash, Everast is mortally wounded by Balin, son of Korin who in turn is slain by Bofin, son of Bifin the last dwarf standing. Bofin now succeeds his father as Gardar Everast XVI. Duric and Bifia claim Everast XV used magic to create Denwarf's madness and as Denwarf's heirs, claim the title themselves.

(Source: AC1011, pp. 179-180)

Vaterrmont 12 The Lines are Drawn Again, Monster Island Patrol Lost

Whilst Gardar Bofin Everast XVI recovers, his sister Noris rallies support for his rule. Likewise, Duric and Bifia rally their supporters for a military confrontation.

(Source: AC1011, p. 180)

A 30 man patrol from Denwarf-Hurgon encounters a dire wolf pack. They run from it all day, killing 2 wolves at the cost of 2 men, before they find a defensible mountain ledge at dusk. The wolves drive them from the ledge. Since deploying at Denwarf Hurgon, the 6th Army of Seashield has lost 50 men.

(Source: AC1011, p. 180)

Vaterrmont 13 Blizzard Hits Hard

One of the biggest snowstorms in memory hits NE Brun. Glantri is 2' under snow, Khanates up to 5' under. Northern Darokin and Aengmor receive heavy rain. After 3 messages from Everast XVI to Duric for a ceasefire, he finally agrees and the forces withdraw from the snowy field.

(Source: AC1011, pp. 180-181)

Vaterrmont 14 Fort Doom Falls, Heldannic Armada Founders

The hin use a horn of blasting to create a breach in the eastern wall of the fort. They looted the fort, freed prisoners and razed the barracks, Bargle's Tower and the gaol. The Public Gallows in the town square are destroyed.

Upon hearing of Fort Doom's fall, a unit of Rakash's Reavers attacks Luln but is defeated by Baator's Jailers stationed there.

Human mercenaries laid down their weapons in exchange for safe passage out of the barony. Humanoids fled to surrounding areas in western Karameikos.

(Sources: Dragon 206, pp 66 & 67; AC1011, p. 181)

The 1st Armada of the Heldannic Knights gets caught in the blizzard whilst returning from harassing Helskir. 8 galleys sink, losing all on board. The remainder are hurtled into rocky shores of the Grand Duchy of Westrouke where only 12 galleys beach without serious damage. Casualties are almost 1,000 men and 237 marines.

(Source: AC1011, pp. 181-182)

The blizzard reaches Norowld and the northern Isle of Dawn.

(Source: AC1011, p. 181)

Vatermont 15 Monster Patrol Flees

The Seashield patrol continues to flee from the dire wolves. Over the past few days they have lost another 7 men.

(Source: AC1011, p. 182)

Vatermont 17 Blizzard Dissipates

The blizzard peters out over the Alphantian Sea. Denagoth, Wendar, Norwold and Helskir are covered with up to 4' of snow.

(Source: AC1011, p. 181)

Vatermont 18 Monster Patrol Meets Mastwalker, Clan Hurwarf Betrayed

The Seashield patrol on Monster Island is now down to 19 men. They spot the Mastwalker and quickly run to it whilst the dire wolves slink away.

(Source: AC1011, p. 182)

Torkrest clan members kidnap Duric and Bifia and hand them over to Gardar Everast XVI in Stahl. The Torkrest declare their support for Gardar Everast XVI and apologise for siding against the true gardars of Dengar.

(Source: AC1011, p. 182)

Vatermont 23 Duric & Bifia Exiled

Duric and Bifia are tried for treason and found guilty. Punishment is exile, they have one day to prepare.

(Source: AC1011, p. 182)

Vatermont 24 Graakhalians Find Sanctuary

Ka the Preserver saves 2,500 Graakhalins (500 elves, 2,000 gnolls) by placing them in caverns just on the Hollow World side of the Worldshield.

(Source: AC1011, pp. 182-183)

Vatermont 28 Anand & Sitara in Nagpuri, Halfling Forces Withdraw

Anand Brishnapur and Sitara Rohini arrive in Nagpuri where they have private conversations with the rural people to spread their message.

(Source: AC1011, p. 183)

The hin forces withdraw from the Black Eagle Barony and return to the Shires. Looting continues in Black Eagle Barony.

(Source: AC1011, p. 183)

Thaumont Zandor Orders Skyship Construction

Emperor Zandor of New Alphatia sets up a secret skyship facility on Eadrin Island. He has designed 2 skyships which his mages, engineers and crews are to construct. The skyships are to be equipped with blight belchers stolen from the Heldannic Knights.

(Source: AC1012, p. 161)

Thaumont 1 Alphatian Skyships Depart

The Mastwalker and Flying Fish depart for Alphatia.

(Source: AC1011, pp. 183-184)

Thaumont 3 Stopover in Floating Ar

The Mastwalker and Flying Fish stop by Haaken in Floating Ar to inform Admiral Haldemar of Eriadna and Alphatia's survival in the Hollow World. Haldemar says he will travel there once the Ark is repaired.

(Source: AC1011, p. 184)

Thaumont 4 Kantinomeiros Returned

The Karameikan warship pulls into Specularum with Theodosius Kantinomeiros and some of the passengers of the Salvation. There are joyful re-unions.

(Source: AC1011, p. 184)

Thaumont 8 Thar Reaches Vestland

Thar and his followers reach an orc lair in the Makkres Mountains of Vestland. The chieftain of the lair tells Thar there aren't enough stores for Thar's horde to stay there. At which point, Thar flies into a rage and slays 3 orcs. His followers attack. Once the local orcs are down to half their numbers, Thar forces the remainder to submit.

(Source: AC1011, p. 184)

Thaumont 10 Sea Reavers Take Heavy Toll on Sea of Dread Shipping

3 groups of Desert Nomad Sea Reavers each capture a cargo ship in the waters near Malpегghi Bay – a Minrothad trader, a large Thyatian vessel and a small Karameikan ship.

(Source: AC1011, p. 184)

Thaumont 12 Mario's Marauders Run Amok

Bored by the winter hiatus, 200 Thyatian mercenaries, Mario's Marauders, rampage across Helskir's countryside.

(Source: AC1011, pp. 184-185)

Thaumont 14 The 1st Armada Limp Home

The 1st Armada of the Heldannic Knights limps home to Freiburg with only 17 galleys. Clerics tend the crews with healing magic.

(Source: AC1011, p. 185)

Thaumont 15 Karameikan School of Magecraft Opens, White Horse Escapes

The School of Magecraft opens in Krakatos with 150 students and 15 faculties.

(Source: AC1011, p. 185)

A white horse to be sacrificed to protect the Murkit Tribe escapes at Xantha. The shamans announce that Yamuga has decided that the horse spirit will guard the herds in the flesh this year. The shamans choose an honour guard to follow and watch the horse.

(Source: AC1011, p. 184)

Thaumont 16 Alphantian Skyships Arrive at North Polar Opening

The Mastwalker and Flying Fish land in the arctic and are pulled on sleds by golems powered by an immortal artifact.

(Source: AC1011, p. 185)

Thaumont 19 Heldannic Knights March on Oceansend

As soon as the spring thaw permits, Wulf von Klagendorf orders the Heldannic Knights in Landfall to march against Oceansend. He sends another 5 divisions and crack Ethengarian troops to accompany them. 5 more divisions board troop transports which are to be guarded by the 2nd & 3rd Armadas of the Fighting Sea Lions. The 4th Armada remains to protect the Heldannic coast. Heldannic agents agitate in Ostland for raids on Helskir.

(Source: AC1011, pp. 185-186)

Thaumont 24 Werewolves Stage a Rescue

An elite band of adventurers (some werewolves) from Nouvelle Averoine and Morlay-Malinbois sneak into the dungeons beneath Chateau Sylaire to rescue Isidore and Richard d'Ambreville. However, they are defeated by the guards and flee with some captured or killed. Prince Henri d'Ambreville now considers handing over the prisoners to Dame Genevieve de Sephora, Comtesse de Touraine.

(Source: AC1011, p. 187)

Thaumont 25 Wedding Bells in Threshold

Aleena Halaran marries Karamaikan adventurer Dmitri Yurevich in Threshold. Baron Sherlane Halaran declares a holiday and hosts a great wedding feast.

(Source: AC1011, pp. 187-188)

Thaumont 26 Longships Launch from Ostland

Incited by Heldannic and Thyatian agents, Ostland drakkars set sail for Helskir to plunder. Prince Geir Hordson has secretly convinced a jarl to let him come along.

(Source: AC1011, p. 188)

Thaumont 27 Emperor Thincol Makes an Appearance

Emperor Thincol Torion of Thyatis appears in front of the Senate building to address the citizens of Thyatis, quashing rumours he has died. Prince Eusebius then announces the Isle of Dawn and Hinterlands are open for colonisation. Citizens may apply for emigration permits through the Ministry of Colonisation.

(Source: AC1011, pp. 188-189)

2nd Quarter Senator Demetrionitas Repays Debt

In Thyatis, Senator Demetrionitas reimburses his debt to the Heldannic Order in full with a total 15% interest over a period of a year.

(Source: Bruce Heard's Heldannic Knights)

Flaurmont 1 White Wolf's Fury

The White Wolf of Morlay and over 100 werewolves ambush 20 of Sire Henri's guards as they transport Dame Isidore and Sire Richard d'Ambreville to Touraine. The guards agree to let the d'Ambrevilles go and head back to Sylaire.

(Source: AC1011, p. 189)

Flaurmont 3 Ostland Raiders Strike

Ostlanders, breaking their treaty with the Heldannic Order, raid coastal villages. Warbirds give chase but the longships disappear into the thick sea fog. They spend several days playing hide-and-seek until the warbirds are recalled. Until then the longships stay away from Ostland to avoid incriminating their nation. The Ostlanders are disappointed by the lack of booty to plunder.

(Sources: AC1011, pp. 189-190; Bruce Heard's Heldannic Knights)

Flaurmont 5 The Princess Ark Sets Sail

Having completed repairs, the Princess Ark sets sail for Green Bay.

(Source: AC1011, p. 190)

Flaurmont 6 Heldannic Armadas Arrive

5 Heldannic divisions disembark troop transports one day's march from Oceansend. They march half way to Oceansend. The 2nd & 3rd Armadas of the Fighting Sea Lions blockade Oceansend's harbour and harass shipping.

(Source: AC1011, p. 190)

Flaurmont 7 Prince Malachie Brings Charges

In an emergency session of the Council of Princes, Prince Malachie du Marais of Morlay-Malinbois brings charges against Prince Henri d'Ambreville of Nouvelle Averoigne. The charges include assault, kidnapping, unlawful torture, defamation of character and tax evasion. Henri accuses Isidore and Richard d'Ambreville of treason and spreading lycanthropy. The Council agrees to hear the matters in 1 week.

(Source: AC1011, p. 190)

Flaurmont 10 Oceansend Besieged

The Heldannic troops fend off ineffectual sorties from Oceansend and ransack farms before besieging the city. King Ericall of Alpha calls for volunteers to relieve Oceansend.

(Source: AC1011, pp. 190 & 194)

Flaurmont 11 Heldanners Attack Oceansend

The Heldanners begin probing Oceansend's defences at dawn. By dusk they decide to settle in for a siege.

(Source: AC1011, p. 190)

Flaurmont 14 Council Hearing Begins, Oberack Raids Heldannic Territories

The Council of Princes hearing into the charges against Prince Henri d'Ambreville of Nouvelle Averoine commence.

(Source: AC1011, pp. 190-191)

At dusk, Oberack's raiders attack the small town of Nordenham in the Heldannic Territories. Oberack casts a lightning bolt that destroys the bell tower on the town hall. The mayor's house and 2 taverns are ransacked.

(Source: AC1011, p. 191)

Flaurmont 15 Karameikan School of Magecraft Celebrates 1st Month

The Karameikan School of Magecraft celebrates its first month.

(Source: AC1011, p. 191)

Flaurmont 16 Thar Attacks Village

Thar gains 4 orcish tribes and a band of goblins by promising them trinkets and food. During the early hours, the humanoids kill shepherds of the large village of Hammersted. At dawn, they fire arrows into the village and the villagers fire back. The humanoids withdraw beyond missile range and settle in for a siege. The humanoids drive goats and sheep into the Makkres Mountains.

(Source: AC1011, p. 192)

Flaurmont 17 King Kol Petitions Council

King Kol petitions the Council of princes to propose the enfeoffment of the Principality of New Kol. The motion is narrowly defeated due to continuing humanoid raids. Prince Malachie du Marais believes Kol could be an asset to Glantri if he can control the tribes of the Broken Lands as well as his own in the Great Crater.

(Source: AC1011, pp. 192-193)

Flaurmont 18 Heldannic Reinforcements Arrive

Heldannic reinforcements consisting of 5 divisions and Ethengarians reach Oceansend. The Heldannic forces bombard the city with siege engines whilst the Ethengarians raid the countryside.

(Source: AC1011, p. 193)

Flaurmont 22 Behemoth Strikes

3 Minrothaddan trading vessels are attacked by the Behemoth on a journey from Thyatis to Ochalea. The creature swallows one ship whole, a 2nd ship founders in the monster's wake and a 3rd staggers into the port of Chung Tsu.

(Source: AC1011, p. 193)

Flaurmont 23 Karameikan Expedition Leaves Farend

Farseeker leaves Farend and sails through the breaking ice caps.

(Source: AC1011, p. 193)

Flaurmont 26 Zandor Sets Out to Reclaim His Empire

Emperor Zandor of New Alphatia leads 20 submersibles from Seashield toward Bridgeport, Dawnrim in a campaign to bring te recalcitrant kings of Bellissaria into line.

(Source: AC1011, pp. 193-194)

Flaurmont 27 Camille d'Ambreville's Vision

Dame Camille d'Ambreville receives a vision that her son Etienne is still alive. Showers of gold rain down on the chosen ones to free Etienne. Camille tells Petite-Singe of her vision and asks him to seek out these chosen ones.

(Source: Mark of Amber, p. 23)

Yarthmont 1 Troops Sail From Alpha, Emigration Wave Begins

Volunteers set sail from Alpha to attempt to lift the siege of Oceansend. The fleet consists of 2 royal large sailing ships, a host of fishing vessels, 6 longships and an old war galley. The troops consist of 2 divisions of the royal army, 5 mercenary companies (1,000 troops), adventurers and 25 diaboli.

(Source: AC1011, p. 194)

The first ship bearing hundreds of hopeful colonists, farm animals, tools and supplies leave Thyatis City for either the Hinterlands or the Isel of Dawn.

(Source: AC1011, p. 194)

Yarthmont 3 Ericall Sends Ambassadors

An elite band of adventurers leaves Alpha to travel to the Wyrksteeth mountains to try to establish diplomatic relations with the dragons there and seek an alliance against the Heldannic Knights. The adventurers have a 50,000gp emerald and a sword+2,+4 v dragonkind as gifts.

(Source: AC1011, pp. 194-195)

Yarthmont 4 Expedition Leaves Farseeker

The Karameikan polar expedition leaves the Farseeker with dog sleds. 4 fighters, 2 magic-users and a cleric stay behind to guard the ship.

(Source: AC1011, p. 195)

Yarthmont 5 Alphatians Protest Gaity

An Alpathian delegation including Queen Tristilia of Ierendi and some Alpathian officers now in the Thyatian military appear before the Imperial Senate in Thyatis City. They protest the treatment of the people of Gaity, claiming 500 have died in Rainbow Park internment over the last 12 months. The delegation asks for their release where they can be shipped to Bellissaria or Esterhold. The Senate begins to debate the request.

(Source: AC1011, p. 193)

Yarthmont 6 Earthquake on Aegos

At 2pm local time, a powerful earthquake with its epicentre at Pittston rocks the island of Aegos. The quake was caused by Thyatian mages trying to test magical anti-earthquake measures. The pit collapses even further. The quake is felt as far away as Caerdwicca. Tidal waves hit the other Alatian Isles, Ochalea, Isle of Dawn and Pearl Islands.

(Source: AC1011, pp. 195-196)

Yarthmont 7 Prince Henri Fined

The Council of Princes votes to fine Prince Henri d'Ambreville of Nouvelle Averoine 50,000 dc in addition to payment of taxes owing. Additionally, he may take no further action against Richard and Isidore d'Ambreville, with loss of his title of Prince a consequence if he disobeys.

(Source: AC1011, p. 196)

The Thyatian Senate votes to send an investigative team to Gaity.

(Source: AC1011, p. 195)

Yarthmont 10 Hammersted Ransacked

Shortly before dawn, Thar's forces breach Hammersted's stockade and rampage through the village. They take every piece of metal they find, then withdraw to the Makkres mountains.

(Source: AC1011, pp. 196-197)

Yarthmont 14 Dwarves Return, King Kol Receives Arms

With the clan war over, the dwarves return to their mission of finding Oenkmar.

(Source: AC1011, p. 197)

A merchant caravan from Sind, organised by Ludwig von Hendriks, arrives in the Great Crater with a large supply of weapons for King Kol's army.

(Source: AC1011, p. 197)

Yarthmont 15 Settlers Arrive

The first shipload of Thyatian settlers arrives in West Portage. They make enquiries about how they get to their allotments in Westrouрке, Septentriona or the Great Escarpment.

(Source: AC1011, p. 197)

Yarthmont 16 Zandor Takes Bridgeport

Zandor and Commander Broderick lead 2,300 Seashield troops from their submersibles in a surprise attack on Bridgeport. The small town surrenders without a fight. Zandor then leads 40 marines against a flock of seagulls on the shore. Zandor unleashes his spells and slays the gulls. He then congratulates his troops on the capture of Bellissaria. He orders them to put down any insurrections. He then teleports back to Seashield to celebrate his victory.

(Source: AC1011, pp. 197-198)

Yarthmont 18 Norwold Forces Arrive

Relief forces from Alpha land on a spit, 100 miles east of Oceansend. The 2 large sailing ships, a few longships and the old war galley harass the Heldannic armadas. The remaining ships head for home.

(Source: AC1011, p. 198)

Yarthmont 20 Atruaghin Clans Revolt

Atruaghin appears to his shamans and tells them the Spirits they serve are false and must be destroyed. The shamans speak to their chiefs who in turn speak to their finest warriors.

(Source: AC1011, p. 198)

Yarthmont 22 Norwold Naval Skirmish

The fleet from Alpha engages 5 Heldannic war galleys. The Alphan ships scatter and flee before the rest of the Heldannic ships arrive.

(Source: AC1011, p. 198)

Yarthmont 24 Stefan Awards Dominions

King Stefan Karameikos awards the Black Eagle Barony to a young adventurer, Alfheim elven clans receive the Estates of Radlebb and Achelos.

(Source: AC1011, pp. 198-199)

Klarmont 1 Ierendi Crown Tourney

Queen Tristilia declined to compete this year due to personal business. Reston of Akesoli and Lillian (actually Queen Stillian of Trikelios) win the crown tourney. Eleanora Gottfrid of Norwold was runner up.

(Source: AC1011, p. 199)

Klarmont 2 Norwold Forces Arrive, Naval Skirmishes Continue

The volunteer troops from Alpha reach Oceansend. They attack the Heldannic Knights to the north of the city whilst the Oceansend defenders sally forth. By the end of the day, the Heldannic Knights withdraw from the field. The Alphan troops enter the city to bolster the defences whilst some forces enter the hills to stage guerrilla warfare.

(Source: AC1011, pp. 199-200)

The ships from Alpha harassing the Heldannic armadas have been successfully evading Heldannic rams by use of magic or magical weapons to control water elementals.

(Source: AC1011, p. 200)

Klarmont 3 Strangler in Selenica, Seashield Army Takes Alinquin, Strange Sightings at Sea

For more than a month, Selenica has been plagued by murders of strangled victims. Darokinian detectives discover that the killer is the mummy Shma-Uai and all his victims are connected to the grave goods from the tomb of Nennaya-Sherat. Clerics are hired to deal with the mummy whilst people who have handled the grave goods either leave town or hire bodyguards.

(Source: AC1011, p. 200)

10 Seashield submersibles appear off the shore of Alinquin. King Teskilion of Dawnrim invites Commander Broderick into Alinquin and pledges allegiance to Emperor Zandor. Broderick accepts and requests the use of Dawnrim's navy. Broderick sends emissaries to each of the other Bellissarian monarchs seeking a peaceful resolution.

(Source: AC1011, p. 200)

The Seahorse, a large sailing ship, exploring the Sundsvall maelstrom encounters Azlum Swith's Geodome, but it flies away.

(Source: AC1011, pp. 200-201)

Klarmont 9 Rescue at Sundsvall Maelstrom, Settlers Arrive in Hinterlands

The Seahorse rescues a half-drowned woman, Adriana, from the Sundsvall maelstrom. She claims to be from Alphatia in the Hollow World.

(Source: AC1011, p. 201)

The first sailing vessels with colonists from Thyatis City arrive at Raven Scarp. The officials in Raven Scarp do not have the means to cope with the influx. Many settlers are billeted with local families.

(Source: AC1011, p. 201)

Augustus Ignazio arrives at his land grant, the Barony of Albarocca, on a river in a forested area south of Trikelios. He begins clearing the wilderness and driving out monsters.

(Source: AC1011, p. 206)

Klarmont 10 Polar Expedition Makes Good Progress

The Karameikan polar expedition meets 3 adventurers returning home after a failed expedition to find the North Polar opening.

(Source: AC1011, pp. 201-202)

A small girl lapses into a coma after an illness in Ranpur, Nagpuri.

(Source: AC1011, p. 202)

Klarmont 12 Power Struggle in Notrion

Deaths: Clifton Caldwell

The 2 strongest contenders for the throne of Notrion meet to discuss how to deal with Zandor's invasion of Bellissaria. One advocates they fight and maintain independence whilst the other wants to pledge allegiance to Zandor. The argument quickly develops into a magical duel which destroys an entire block of Aaslin. The contenders and their supporters then withdraw.

(Source: AC1011, p. 202)

The merchant Clifton Caldwell dies of a heart attack in his castle west of Threshold. Baron Sherlane Halaran of Threshold confiscates his castle and puts it on the market for the price of 6 years' taxes owed on the property.

(Source: AC1012, p. 112)

Klarmont 13 Minor Miracle in Nagpuri

Anand Brishnapur and Sitara Rohini arrive in Ranpur, Nagpuri. They learn of a little girl in a coma. Sitara heals the girl. Sitara and Anand tell the villagers of the immortal Gareth.

(Source: AC1011, p. 202)

Klarmont 14 Princess Ark in Green Bay

The Princess Ark reaches Green Bay and begins searching for a ripstorm.

(Source: AC1011, p. 206)

Klarmont 15 Thyatis Invades Thothia

Thyatian naval vessels lead by Admiral Alrigo Gioncardi sail up the Aurora River to Edauro. Ground troops march from the desert to the north and the NE arm of the Great Escarpment toward Edauro. Thothia sends forth an undead army including drolems from Edauro and a dozen stone golems from Upper Thothia. A number of Thyatian troops drop their weapons and flee.

(Source: AC1011, pp. 202-203)

Klarmont 16 Skirmishes in the Broken Lands

King Kol's kobolds equipped with quality weapons defeat humanoids of the Great Crater rebelling at Kol's edict of no raids into Glantri or Darokin.

(Source: AC1011, p. 203)

Klarmont 17 Rioting in Aaslin

Half a dozen mages fight for the Notrion throne. There is widespread rioting in Aaslin.

(Source: AC1011, p. 203)

Klarmont 18 Seashield Armies at Aaslin

12 Seashield submersibles and 1 Dawnrim large sailing ship enter Aaslin's harbour today. Utilising many sleep spells and some of Aaslin's own citizens, the Seashield forces take the city by nightfall. Commander Broderick selects a warrior Corydon as Governor – he has struggled to keep order whilst the mages squabble.

(Source: AC1011, pp. 203-204)

Klarmont 26 Horken Sides With Seashield

In response to emissaries from Aquas, King Villuin of Horken pledges allegiance to Zandor and orders the 2nd Navy of Horken to report to Commander Broderick in Aaslin.

(Source: AC1011, p. 204)

Felmont Arturo Olivera Searches for the Prophets of Gareth

Arturo Olivera leaves Darokin for Sind to try to find the prophets of Gareth.

(Source: AC1012, p. 156)

Felmont 1 New Philosophy in Darokin

Darokinian merchants returning from Sind bring word of a new immortal of peace, Gareth to Akesoli. A Darokinian youth heads west to find Anand Brishnapur and Sitara Rohini.

(Source: AC1011, p. 204)

Felmont 2 Thyatis Withdraws From Edairo

Admiral Alrigo Gioncardi orders a withdrawal from Edairo, but a surge from Thothian forces including spellcasters riding sphinxes causes a rout.

(Source: AC1011, pp. 204-205)

Felmont 3 Ostlanders Raid Heldann

Spurred by lean pickings in Helskir and tales of Heldannic riches from Oberack and agents of Alpha, Ostland longships raise nearly a dozen Heldannic villages at dusk.

(Source: AC1011, p. 205)

Felmont 5 Crackdown on Sea Reavers, Thralls Freed in Zeaburg

Ships from Ierendi, the Shires, Karameikos and Minrothad Guilds start patrolling Malphegghi Bay for the Desert Nomad Sea Reavers.

(Source: AC1011, p. 205)

Thralls are freed in Zealand, Sumarland and Kalsloviki today. Freethralls in Zeaburg parade through the streets to the Temple of Odin where they thank Queen Yrsa and Odin.

(Source: AC1011, p. 205)

Felmont 6 Reaction to Freedom

Some thralls continue to work for their masters for wages, some are granted land by their masters, some leave to work for new masters. Foreign thralls seek passage home. A few thralls seek retribution against their former masters.

(Source: AC1011, pp. 205-206)

Felmont 7 Warbird Finds Princess Ark

The Princess Ark drives off a Heldannic warbird that attacked a lifeboat in Green Bay.

(Source: AC1011, p. 206)

Felmont 9 Albarocca Barony Founded

Baron Augustus Ignazio of Albarocco declares his barony by a river in a forested area south of Trikelios ready for settlement. Construction of a temporary wooden keep, farm houses and barns are begun.

(Source: AC1011, p. 206)

Felmont 13 Crop Blight in Thyatis

Thothian agents disease Thyatian crops with an alchemical form of mummy rot.

(Source: AC1011, p. 207)

Felmont 15 Great Wall Half Finished

Labourers of the Great Wall of Darokin take the day off to celebrate completing half the project. The wall now connects Forts Fletcher & Runnels.

(Source: AC1011, p. 207)

Felmont 17 Warbirds Over Oceansend

2 Light Heldannic Warbirds reach Oceansend and bombard the city.

(Source: AC1011, p. 207)

Felmont 18 Fortress Construction Begins

Darokin begins construction of Fort Highlake in the Highlake Hills, 60 miles N of Akesoli. Completion is estimated at 1 year. Once complete it will house 5,000 troops.

(Source: AC1011, p. 207)

Felmont 21-23 Humanoids Raid Gunjab

On Ludwig von Hendrik's advice Kol sends his humanoids to raid other humanoids in the Amsorak mountains of Gunjab.

(Source: AC1011, p. 208)

Felmont 22 Dragons Attack Warbirds

5 large red dragons from the Wurmsteeth Range attack the Heldannic Warbirds above Oceansend. 1 dragon is severely wounded and crashes into the city square. The warbirds retreat. Wulf von Klagendorf recalls 2 warbirds from the Savage Coast to assist in Oceansend.

(Source: AC1011, p. 207)

Felmont 23 – Fyrmont 1 First Monsoon of the Season

The first monsoon forms just north of the Western Thanegioth Archipelago, travels up the east coast of the Serpent Peninsula, along the Barren Plain coast, then up the Asanda River valley and finally to the Adri Varma plateau. The Asanda floods.

(Source: AC1011, pp. 208-209)

Felmont 26 Karameikan Expedition Halts

The Karameikan expedition enters the Darklands.

(Source: AC1011, p. 209)

Fyrmont 1 Thothia Marches on Trikelios, Phenomenal Harvests

Pharoah Ramenhotep XXIV decides to drive the Thyatians from the eastern Isle of Dawn. The navy sails for Trikelios whilst the 2 armies march on Trikelios via the northern desert and the Spider River valley.

(Source: AC1011, p. 209)

The silt from the floods plus spring rains produce a phenomenal grain harvest in Darokin's Streeel Plain.

(Source: AC1011, p. 209)

Fyrmont 3 Klagendorf Receives Word

A Heldannic warbird limps into Freiburg, having left Stonehaven in the Hollow World on Kaldmont 19 last year. It reports of the grim situation in Stonehaven, when it left, to Wulf von Klagendorf. It sustained damage fighting the Princess Ark in Green Bay. Von Klagendorf dispatches 4 warbirds to rescue Stonehaven.

(Source: AC1011, pp. 209-210)

Fyrmont 4 Expedition Presses On

The Karameikan expedition realises that the North Polar opening is much larger than expected and that they are probably already in it. They decide to push on. The expedition leader sends word of their plans back to the Farseeker via a scroll of communication.

(Source: AC1011, p. 210)

Fyrmont 5 Bellissarian Summit Meeting

At the invitation of Commander Broderick, the monarchs of Bellissaria attend a summit meeting in Alinquin. The monarchs agree to recognise Emperor Zandor and in return they keep their titles, except King Teskilion of Dawnrim who would require Zandor's approval to be recognised as king.

(Source: AC1011, p. 210)

Fyrmont 6 Expedition's Magic Fails

The Karameikan expedition reaches the anti-magic zone.

(Source: AC1011, p. 210)

Fyrmont 13 Battle in the Strait of Dawn, Princess Ark Finds Ripstorm

The Thothian fleet encounters the Thyatian 4th and 19th fleets in the Strait of Dawn. The 19th fleet composed of Alphatians turns on the 4th fleet, siding with the Thothians.

Once the Thyatians casualties reach 30%, Admiral Alrigo Gioncardi orders a withdrawal to Trikeios. The Thothian/Alphatian fleets only suffer 10% casualties.

(Source: AC1011, p. 211)

4 Heldannic warbirds enter a ripstorm in Green Bay, closely followed by the Princess Ark.

(Source: AC1011, p. 212)

Fyrmont 18 Baron of Fiorenza Arrives

Justinian Silvestro, his wife and retainers arrive in Raven Scarp. They go to the Ministry of Colonisation's office and get directions to Justinian's new barony of Fiorenza which is 150 miles to the NW on the coast and has an area of 500sqm. He must provide an accurate survey of his dominion to the Ministry within a year and must pay minimum tax of 1,000 Lc p.a within 3 years or lose his title.

(Source: AC1011, pp. 212-213)

Fyrmont 19 More Warbirds at Oceansend

2 more Heldannic warbirds arrive at Oceansend from the Savage Coast. The 5 red dragons attack the 4 warbirds but are defeated. 3 are killed while the surviving 2 flee to the Wyrksteeth Range. 3 warbirds are badly damaged and head back to Freiburg whilst 1 warbird remains to patrol the skies.

(Source: AC1011, p. 213)

Fyrmont 20 Fleets Recalled

Prince Eusebius Torion of Thyatis recalls the 3rd, 6th and 17th fleets to return to Thyatis City from the Isle of Dawn. 3 fleets set sail for Trikelios, the 21st and 22nd from Thyatis City and the 18th from Tel Akbir. Despite Admiral Helena Daphnotarthius' objections, half the 20th fleet is sent from Aegos to Trikelios. Of the Alphatian fleets, only the 3rd obeys, the 6th and 17th fleets defect to Thothia. Eusebius is concerned about the Alphatian manned 5th, 8th, 13th & 14th fleets stationed in Thyatis City.

(Source: AC1011, p. 213)

Fyrmont 20 Isidore Petitions the Council

Dame Isidore d'Ambreville petitions the Council of Princes to reconsider her claim to Nouvelle Averoine, arguing that she was in captivity when the matter was decided.

(Source: AC1011, p. 213)

Fyrmont 21 Trikelios Blockaded

The Thothian navy blockades Trikelios Bay.

(Source: AC1011, p. 213)

Fyrmont 26 Albarocca Makes a Deal

The Barony of Albarocca now has 500 inhabitants and 50 permanent structures. An Albaroccan patrol detects a Thothian army marching toward Trikelios. Baron Augustus Ignazio parleys with the Thothians. The Baron agrees to stay neutral if the Thothian army does not march through his lands. A few Thyatian residents protest, but quickly quieten when they see the undead troops. The Baron secretly sends a message to warn the Governor of Trikelios.

(Source: AC1011, p. 214)

Fyrmont 27 Council Votes to Reconsider Succession

The Council of Princes vote on the motion to reconsider the succession of Nouvelle Averoine. 6 are in favour (Malachie, Jherek, Carlolina, Juliana, Urmahid and Harald), 6 are against (Dolores, Henri, Brannart, Morphail, Jaggar & Carnelia). To break the deadlock, the matter is sent to the parliament.

(Source: AC1011, p. 214)

Ambyrmont 3 Gaity Investigators Report

The investigation team sent to Gaity reports to the Thyatian Imperial Senate of the mistreatment of the people of Rainbow Park where there have been an estimated 650 deaths. They also report Governor Ottavio Giacomo's attempts to bribe, threaten, assault and sabotage their investigation. A captured saboteur testifies to their claims.

(Source: AC1011, p. 215)

Ambyrmont 6 House of Lords Votes on Succession Matter, Thyatian Empress Dies

Glantri's House of Lords narrowly votes in favour of re-opening the succession issue of Nouvelle Averoine. The Council of Princes suggests a date of Sviftmont 6, however Prince Malachie du Marais of Morlay-Malinbois cannot attend that day, so they agree on Sviftmont 8.

(Source: AC1011, p. 215)

Empress Gabriela Torion of Thyatis dies in her sleep. Clerical attempts to raise her fail. An imperial official orders an investigation, but no foul play is detected.

(Source: AC1011, p. 215)

Ambyrmont 9 Gabriela Laid to Rest, Zandor Receives Tribute

Empress Gabriela Torion of Thyatis is laid to rest in the imperial cemetery. Emperor Thincol Torion of Thyatis is conspicuously absent (due to poor health), fuelling rumours that he poisoned her or that he is dead.

(Source: AC1011, p. 216)

Commander Broderick returns to Seashield with tribute from Bellissaria and gives it to Emperor Zandor of New Alphatia. On Broderick's advice, Zandor recognises Teskilion and Corydon as kings, the former because it would ensure his loyalty and the latter because the mage candidates would not defer to Zandor. Zandor declares a holiday in Aquas, then retires to his quarters to celebrate by creating armies of rats and watching them fight.

(Source: AC1011, p. 216)

Amyrmon 10 Riots in Thyatis, Baron Finds His Barony

Angered by a 3rd cut in daily bread rations (due to Thothian mummy rot) and rumours of Emperor Thincol Torion of Thyatis' death, a mob attacks the Imperial Bakeries in Thyatis City. The riot quickly spreads throughout the city. The 3rd and another Imperial Cohorts are unable to quell the riots. Prince Eusebius Torion of Thyatis sends the elite 1st Cohort into the streets. By nightfall, most of the rioters have dispersed.

(Source: AC1011, p. 216)

Justinian Silvestro, his wife and retainers arrive at the Barony of Fiorenza. It is mainly swamp with occasional jungle-claoked knolls. They begin building a temporary home.

(Source: AC1011, p. 216)

Amyrmon 15 Thyatians Meet Thothians

Thyatian forces encounter Thothian infantry and cavalry 24 miles east of Trikelios at dawn. The Thyatians withdraw to move to a more defensible position, closer to Trikelios, after they sustain casualties of 10%. The Thothian navy keeps the Thyatian 4th fleet busy. Thyatis calls for reinforcements in Trikelios.

(Source: AC1011, p. 217)

Amyrmon 17 Outbreak of Mummy Rot

The daily bread rations in Thyatis City contain mummy rot. A spate of mummy rot breaks out amongst the poor.

(Source: AC1011, p. 217)

Amyrmon 18 20th Fleet Ambushed

Half the Thyatian 20th fleet sailing to Trikelios clashes with 6 Thothian naval divisions near Edauro. The Thyatians manage to break free, but lose their war galley.

(Source: AC1011, pp. 218-219)

Ambyrmont 19 Thyatis Withdraws

Thyatis withdraws from Trikelios to Ekto as Thothian forces converge on them.

(Source: AC1011, p. 218)

Ambyrmont 20 Ferdynand's Gargantoid

Ferdynand Lillipot emerges from his secret laboratory in the Colossus Mountains in his newly created Gargantoid to fight the Alphatians. He flies to Glantri City, landing in Alexander Platz and hurries to the parliament. His informed by the clerk that the war is over and Alphatia has been destroyed. Ferdynand dejectedly goes to a nearby pub. When he returns to the Platz, his machine is gone.

(Source: AC1011, pp. 218-219)

Ambyrmont 21 Guest Lecturer Invited to Karamaikan School of Magecraft

Igor Grygoryvich of Kelvin accepts a temporary faculty position at the School of Magecraft to teach ancient Traladaran magic and enchantment techniques.

(Source: AC1011, p. 219)

Ambyrmont 27 – Sviftmont 1 Last Monsoon of the Season

The last monsoon of the season forms north of the Western Thanegioth Archipelago and moves along the Serpent Peninsula and Great Waste's coasts. The monsoon brings torrential rainfall, but not high winds.

(Source: AC1011, p. 214)

Ambyrmont 28 Party Guest Suffocates

At a party at Senator Helenites Osteropolus' house, Salvatore Rosario passes out from too much wine and suffocates under 2' of rose petals dropped from the ceiling. Rosario's wife believes the senator poisoned her husband.

(Source: AC1011, p. 219)

Sviftmont 1 Thyatis Fortifies Ekto, Weather Magic in Aengmor

The Thyatians raze all buildings in Ekto except for the central keep and lace the ruins with traps. The remnants of the 4th and half 20th fleets take position in Ekto Bay. Admiral Alrigo Gioncardi sends messages to the Thyatian governors on the Isle of Dawn requesting troops and supplies.

(Source: AC1011, pp. 219-220)

Shadow Elf emissaries return from Norwold with weather magic. They cast it and bring a few minutes of misty rain to the dry Canolbarth forest.

(Source: AC1011, p. 220)

Sviftmont 2 Bombardment Continues

A Heldannic warbird returns to Oceansend to continue the bombardment after being repaired in Freiburg.

(Source: AC1011, p. 220)

Sviftmont 5 Prince Malachie's Business

Sire Henri d'Ambreville's spies report Prince Malachie du Marais of Morlay-Malinbois' agents are active near the Fortress d'Ylourgne. Henri orders his spies to discover what they are up to. Malachie's agents are pretending to attack the tower of Niccolo Galateo in the hills near Y'lourgne to destroy all records of spell research into destroying lycanthropes.

(Source: AC1011, pp. 220-221)

Sviftmont 7 Thothian Army Reaches Ekto

The Thothian forces, consisting of 5,000 infantry and cavalry, 1,000 skeletons and 200 zombies, reach the ruined farmlands east of Ekto.

(Source: AC1011, p. 221)

Sviftmont 8 Final Succession Vote

The parliament votes are deadlocked between Henri and Isidore d'Ambreville to rule Nouvelle Averoine. The succession is to be settled by duel at 7am, Sviftmont 15. Henri sends agents to attack Isidore or at least find out what spells she is preparing.

(Source: AC1011, p. 221)

Sviftmont 9 Henri Attacked, Heldannic Knights Break Ericall's Relief Forces

5 werewolves attack Sire Henri d'Ambreville as he is returning to Chateau Sylaire. Henri and his bodyguards manage to kill the werewolves.

(Source: AC1011, p. 221)

9 Glory of Vanya divisions of the Heldannic Knights and Ethengarian forces rout Ericall's forces in the Oceansend countryside. 1,000 of Ericall's forces including 5

diaboli are captured. The Oceansend defenders sally forth and overrun the 7th Glory of Vanya Division, destroying much of their siege equipment. However, the tide is turned by the 2 warbirds, one bombards the undefended city whilst the other attacks the troops. The cavalry of the 7th division rallies and counterattacks. The Oceansend forces retreat to the city, with 20% wounded or dead. Mercenaries employed by Ericall start raiding the countryside, before deserting to the south. Some of Ericall's forces continue the guerrilla war whilst others head back to Alpha.

(Source: AC1011, p. 221-222)

Swiftmont 10 Prisoners Marched to Oceansend

The Heldannic Knights parade 1,000 prisoners in sight of the Oceansend defenders before they are imprisoned in the Heldannic camp.

(Source: AC1011, p. 222)

Swiftmont 11 Thyatian Fleets Beaten

Despite the late arriving 18th Thyatian fleet and some ships from Westrouke, 3 Thothian and 6 Alphatian naval divisions drive the 4th and half of the 20th Thyatian fleets from the mouth of Ekto Bay to the waters by the city. The Thyatians lose half their ships. Admiral Alrigo Gioncardi orders the sinking of the remaining ships so their hulls can form a protective circle around Ekto's port. Siege machines are positioned on the quays facing the bay.

(Source: AC1011, p. 221)

Swiftmont 12 Isidore Attacked

Sire Charles d'Ambreville pretends to agree to help Sire Henri d'Ambreville kill Dame Isidore d'Ambreville whilst she is staying with him at the Amberhouse in Glantri City. Henri hires thugs from the guild for 9,000 Dc and sends them to the Amberhouse. However, they are slain upon entry by Charles, Isabelle and Isidore.

(Source: AC1011, pp. 222-223)

Swiftmont 14 Ericall's Commanders Executed, Henri Cursed

After a 3 day trial, the Heldannic commander finds the commanders of Ericall's troops guilty of crimes against the Heldannic people and sentences them to death. 3 commanders are executed with crossbow bolts at noon in view of the Oceansend defenders.

(Source: AC1011, p. 223)

Sire Henri's agents break into Niccolo Galateo's laboratory and take parchments, scrolls, notes and a spell book back to Sire Henri d'Ambreville at Chateau Sylaire. Henri opens and reads a cursed scroll. He suspects he is cursed with lycanthropy. He tries to remove the curse but fails.

(Source: AC1011, p. 223)

Swiftmont 15 The Duel

An agent of Prince Malachie du Marais of Morlay-Malinbois poisons Sire Henri d'Ambreville's breakfast with a potion of lycanthropy. At 6:55am, Dame Isidore d'Ambreville and Henri enter the Dueling Court at the Great School of Magic. When the sun rises at 7:15am, Isidore is able to resist transforming into a werewolf, but Henri does transform into a werewolf and is disintegrated by Isidore. Henri's accusations of Isidore being a werewolf now appear to be false. Isidore is proclaimed Princess of Nouvelle Averoine. The Council of Princes relieves Prinz Jaggar von Drachenfels of Aalban of his duties as Chamberlain of the Land and awards this title to Isidore.

(Sources: AC1011, pp. 223-224; AC1013, p. 141)

Swiftmont 16 Thyatian Fleets Arrive, King Olaf Sues for Peace

The 21st and 22nd Imperial Fleets skirmish with 3 Thothian naval divisions in the Eastern Sea of Dawn. 3 naval divisions of Alphatian irregulars sail to attack East Portage whilst 3 other Alphatian fleets harass Ekto.

(Source: AC1011, p. 224)

King Olaf Yarrvikson of Oceansend rides out of the city gates and surrenders to the Heldannic commander. Oceansend agrees to the appointment of a Heldannic Knights governor and full access to the port. In return the Knights agree to no further harm to the prisoners or citizens of Oceansend. The Knights march into the city. Hermann Adalard is appointed Governor. Olaf Yarrvikson is given the title Councillor.

(Sources: AC1011, pp. 224-225; AC1012, p. 33)

Swiftmont 20 Queen Lillian Abdicates

Upon learning of the liberation of Trikelios, Queen Lillian of Ierendi (Stillian) abdicates. Stillian teleports to Trikelios. Eleanora Gottfrid of Norwold who came 2nd to Lillian in the Crown Tourney becomes Queen of Ierendi.

(Source: AC1011, p. 225)

Eirmont 1 Sea of Grass Ablaze, Famine in Thyatis, Assault on Ekto

A lightning storm triggers fires on the drier than usual Sea of Grass.

(Source: AC1011, p. 225)

Mummy rot has spread throughout mainland Thyatis causing famine.

(Source: AC1011, pp. 225-226)

Thothian undead forces controlled by clerics enter Ekto, setting off many of the traps. Thyatian archers fire upon them, but take cover as Thothian crossbowmen provide covering fire. The undead use scaling ladders to storm the central keep of Ekto, but the Thothian forces withdraw at day's end and continue to bombard the city with artillery.

(Source: AC1011, p. 226)

Eirmont 2 Alphatians Attack East Portage

Encouraged by Pharaoh Ramenhotep XXIV of Thothia, 3 naval divisions of Alphatian irregulars overwhelm the 8 Thyatian ships defending East Portage. Within hours, the Thyatian cohort defending East Portage withdraws and marches for Kendach. On hearing of East Portage's fall, Duke Lornce M'Jozee flees Thyatis City for his distant cousin's estate in Esterhold for fear of being accused of neglecting his dominion.

(Sources: AC1011, p. 226; AC1012, p. 98)

Eirmont 6 Announcement at the Great School of Magic

To limit the loss of students to the Karameikan School of Magecraft, Grand Master Harald Haaskinz announces that some Glantrian wizards will share some of their magical research and custom designed spells with select students at the Great School of Magic.

(Source: AC1011, p. 226)

Eirmont 7 The Wheat Flour Massacre

2 rival gangs in Thyatis City clash over stolen wheat stores. 50 are killed including innocent bystanders. Desperate citizens descend on the area to salvage spilt flour.

(Source: AC1011, p. 226)

Eirmont 11 Star of Ylaruam Returned

Ruling Guild Master Oran Meditor presents the Star of Ylaruam to Sultan Mohamed Al-Kalim in a lavish ceremony in Ylaruam city. The 2 rulers retire to the Sultan's palace for a feast to celebrate. Trade agreements are agreed.

(Source: AC1011, p. 227)

Eirmont 13 A Flash of Inspiration

Deaths: Lukas Maximos

In reviewing the latest reports from Bellissaria, Emperor Zandor of New Alphatia notices that the communiques from the magic-user monarchs are not as respectful as the communiques from the non-mages. Zandoer orders Commander Broderick to

return to Bellissaria to demand that the Queens Siaron Lagrius, Drulivia and Gratia step down and name a non-spell casting successor. Later, Zandor realises the less respectful communiques were all from women.

(Source: AC1011, p. 227)

Lukas Maximos, a famous philanthropist, is murdered in Kerendas City.

(Source: AC1012, p. 112)

Eirmont 14 Siege of Ekto Continues, Thyatian Skyship Launches

Thothian clerics have been animating dead to replenish their undead armies. The Thyatians and Thothians race to control the sewers and catacombs beneath the city.

(Source: AC1011, pp. 227-228)

The newly built Imperial Eagle skyship launches from Featherfall.

(Source: AC1011, p. 228)

Eirmont 15 Eagle Ordered to Ekto

The Imperial Eagle is ordered to assist the defence of Ekto.\

(Source: AC1011, pp. 228-229)

Eirmont 16 A Plague of Wererats

Pets and children among the poorer areas of Thyatis city are being eaten by hungry giant rats and wererats.

(Source: AC1011, pp. 228-229)

Eirmont 20 Senate Approves Removal

The Imperial Thyatian Senate approves the removal of Alphatians imprisoned in Rainbow Park by fellow Alphatians of Skyfyr in Esterhold. Governor Ottavio Giacomo of Gaity is replaced by Gregorio Baldassar. Giacomo is ordered to stand trial in Thyatis City for mismanagement of a province. Tristilia and her friends head for Gaity to arrange the transport of over 4,000 Alphatians to Skyfyr.

(Source: AC1011, p. 229)

Eirmont 21 Mutiny Aboard the Eagle

Encouraged by Thothian agents words and gold, the Alphatian crew members of the Imperial Eagle (roughly half) attack the Thyatian crew whilst flying above the Great Escarpment. They gain control of the ship and imprison the Thyatian survivors in the hold.

(Source: AC1011, p. 229)

Eirmont 25 Kendach Navy Sets Sail

The navy of Kendach sets sail for Ekto.

(Source: AC1011, p. 232)

Eirmont 28 Riots Worsen

Riots and looting has worsened throughout Eirmont in mainland Thyatis and especially Thyatis City itself.

(Source: AC1011, p. 230)

Kaldmont 1 The Emperor Quiets the Mobs, Thar Unites Humanoids

Emperor Thincol Torion of Thyatis addresses the citizens from the Senate building. Using an amulet of ventriloquism, he projects an authoritative voice, reassuring the people that Thyatis will survive. The crowd cheers. Upon entering the Senate building, Thincol has a stroke which paralyses his right side and causes aphasia.

(Source: AC1011, pp. 230-231)

Thar now has more than 1,000 humanoids under his control in the Makkres mountains of Vestland. Through selective raiding of Vestland, the local humanoids enjoy more success than in many generations without causing reprisals from Vestland.

(Source: AC1011, p. 231)

Kaldmont 4 The Eagle Arrives

The Imperial Eagle joins the Thothian camp in Ekto.

(Source: AC1011, pp. 230-231)

Kaldmont 8 Bellissarian Leaders Meet

Bellissarian monarchs meet in Aaslin at the request of Commander Broderick. Broderick relays Emperor Zandor of New Alphatia's gratitude at receiving tribute, confirms Corydon and Teskilion's titles as kings and his orders that the magic-user monarchs abdicate and nominate non-spell casting successors. Queen Gratia of Surshield angrily storms out. Queen Drulivia of Meriander agrees to comply. Queen Siaron Lagrius of Lagrius requests a few days to consider the order. Broderick tells her she has 1 week. Broderick orders Seashield submersibles to Spearpoint. King Villuin of Horken agrees to provide troop transports whilst and King Corydon of Notrion and King Teskilion of Dawnrim will provide troops.

(Source: AC1011, p. 231)

Kaldmont 9 Renewed Assaults on Ekto

At dawn, Thothian forces begin bombarding Ekto supported by an aerial bombardment by the Imperial Eagle including insect plagues cast by the crew's Thothian clerics.

(Source: AC1011, p. 231)

Kaldmont 10 Treasonous Charges

Maharaja Hara Rudraksha of Peshmir informs Rajadhiraja Chandra ul Nervi of Sind that Bel Vandin (Hara's wife) is selling vital information to Darokin. Chandra charges Bel with treason and sets her trial date for 1 week's time. Chandra secretly seeks adventurers to try to free Bel before her trial.

(Source: AC1011, p. 232)

Kaldmont 11 Reinforcements Arrive

The 11th Imperial Cohort of Thyatis and 2 divisions from Kendach, camp half a day's march from Ekto and send scouts. The Thothian forces at Ekto have been bolstered by Alphatian mercenaries to number 6,000 and clerics have now animated 750 zombies.

(Source: AC1011, p. 232)

Kaldmont 12 Battle of Ekto

The Thyatian relief forces march on the Thothians besieging Ekto. The main body of Thothian troops engages the Thyatian relief forces in the fields near Ekto whilst the zombies, Imperial Eagle and mercenaries harass the defenders of Ekto. By the end of the day the Thyatian relief forces are beaten. A Kendach division routs after an assault by Thothian infantry and Alphatian combat mages. The Ekto defenders sally forth to assist the 11th Cohort to withdraw to Ekto Keep.

(Source: AC1011, p. 232)

Kaldmont 15 Successors Named, Karameikos Sends Aid

Commander Broderick receives communiques that Queen Siaron Lagrius of Lagrius and Queen Drulivia of Meriander are prepared to abdicate and name successors. Siaron has chosen a trusted advisor, Elenitsa. Drulivia nominates Hubertek, the Commander of the armed forces. Broderick sends a messenger to Aquas with the news.

(Source: AC1011, pp. 232-233)

King Stefan Karameikos sends tonnes of wheat (bought from Darokin) and clerics from the Church of Karameikos to Thyatis City via merchant ships as a gesture of

goodwill. Mages form the School of Magecraft and volunteers teleport bags of wheat to Thyatis City.

(Source: AC1011, p. 233)

Kaldmont 19 Murders in Nouvelle Averoine

Synn and werewolves conjured by her agents kill some of Henri d'Ambreville's advisors to prevent them from supplying information to Princess Isidore d'Ambreville of Nouvelle Averoine and to cast suspicion on Isidore for the attacks.

(Source: AC1011, p. 233)

Kaldmont 20 Riot on the Wharfs

Karameikan merchant vessels transporting the donated wheat dock in Thyatis City. The prospect of food causes crowds of Thyatians to mob the docking ships. 2 entire cohorts are required to maintain order after many deaths. The adventurer, Joshuan Gallidox, witnesses the events.

(Sources: AC1011, p. 233; AC1013, p. 4)

Kaldmont 21 Enfoeffment Approved

The Council of Princes votes to create New Kolland as a principality with Kol XIV as prince. Kol founds his capital Kolossopolis in the north of the Great Crater.

(Sources: AC1011, p. 233; AC1012, p. 28)

Karameikan mages teleport the last bag of wheat to Thyatis City.

(Source: AC1011, p. 233)

Kaldmont 25 Alfheim Avengers Scheme

Deaths: Eleonora Gottfrid

Young elves in the Estate of Achelos begin to call themselves the Alfheim Avengers. Their goal is to reclaim the Canolbarth forest from the Shadow Elves.

(Source: AC1011, p. 234)

Queen Eleonora Gottfrid of Ierendi dies when she is thrown from her horse. Her will stated she did not want to be resurrected. King Reston of Ierendi organises a funeral and day of mourning.

(Source: AC1012, p. 112)

Kaldmont 27 Preparations for the Day of Dread

Magic-users with dangerous creatures secured by magical wards release of kill them today. Some mages travel to other planes, others prepare experiments to learn more about the Day of Dread.

(Source: AC1011, p. 234)

Kaldmont 28 The Day of Dread, Thyatian Slaves Revolt

Magic fails. The floating islands of Floating Ar only lose slight altitude.

(Source: AC1011, p. 234)

Thousands of Thyatian slaves revolt at dawn and riot through Thyatis City. Gladiators break out of the Coliseum and join them. Thyatian troops are hard pressed. They send Pegasus riders to seek help. 12 gladiators storm their owner's estate taking him and his family hostage. 70 gladiators leave the city and head for the northern hills. By the end of the day the revolt has spread to the countryside where thousands of farm slaves join in. Joshuan Gallidox wins the publishing rights to the Poor Wizard's Almanac from Rikard Prospero gambling in the Emperor's Arms inn in Thyatis City.

(Sources: AC1011, pp. 234-235; AC1013, pp. 4-5)

AC 1012 Sinaria Verlien Disappears, Roderick von Drachenfels Disappears, Jissel de Gheyn Takes Over Followers of the Fire

Deaths: Rowena Krollnar

Prince Jherek Virayana IV and his son Sir Ralindi rescues his other son Sir Rejladan from High Sonden and as retribution captures Countess Sinaria Verlien of High Sonden and imprisons her in his fortress in the Demiplane of Nightmares.

(Source: Kdm of Magic, pp. 35 & 53)

Vicountess Rowena Krollnar of Bergen summons a fiend which slays her. She is succeeded by her son Mirn.

(Source: Kdm of Magic, p. 35)

Roderick von Drachenfels disappears from Ritterburg and becomes a thief for hire in Glantri City under the assumed name of Tirrek Horth.

(Source: Kdm of Magic, p. 25)

The world's largest pike at 16' is caught without magic in Lake Amsorak.

(Source: AC1013, p. 17)

Herr Roderick von Drackenfels secretly leaves ritterburg for Glantri City where he operates as a thief for hire named Tirrek Horth.

(Source: Kdm of Magic, p. 25)

The dwindling Followers of the Fire are revitalised by the new leadership of Jissel de Gheyn who rose to power by using crystal hyponisis balls.

(Source: Kdm of Magic, p. 79)

Winter AC 1012

BeB Magic Company conducts a mass advertising campaign across eastern Brun.

1st Quarter Port Lucinius Borrows

The city of Port Lucinius borrows tens of thousands of gold pieces from the Consulate of Vinton to repair and expand the current network of aqueducts. Part of the funds are quickly transferred from Freiburg to cover the loan.

(Source: Bruce Heard's Heldannic Knights)

Nuwmont Darokin Diplomatic Mission to the Khanates

Ursula Bremen leads a Darokin Diplomatic Corp mission of 6 diplomats to the Ethengar Khanates via a merchant caravan. The journey through the Broken Lands was relatively trouble free. The diplomats meet with Moglai Khan, Akmad ibn Yussef and tribal khans in Bargha.

(Source: AC1013, pp. 18-20)

Nuwmont 1 Reaction to the Deay of Dread, Revolt in Thyati, Dreams in the Nights, Capital Named

There wasn't as much disruption yesterday as the year before as people were prepared. In Floating Ar, Alphatian nobles gather to discuss the results of many experiments they carried out. After much debate, they conclude that the floating islands don't fall like skyships because they were created by Palatarkan on his path to immortality.

(Source: AC1012, p. 150)

Tens of thousands of slaves continue to riot in Thyatis City. Wealthy citizens barricade themselves indoor. An Imperial Baker is dragged from his house and stabbed to death by the mob in front of his family before legionnaires cut down the murderers with 3 of their own lost. The legionnaires retreat as the mob attacks a nearby goldsmith's shop. The mob deface and topple monuments and statues. Mages and clerics at the Great Imperial Library desperately fight off rioting slaves. An army of gladiators defends the Coliseum.

(Source: AC1012, pp. 151-152)

Anand Brishnapur awakes from a dream where a band of orcs captured a lanky, pale-skinned youth travelling through mountains. A genderless voice instructs Anand to rescue the youth. Sitara Rohini awakes from a dream where the immortal Gareth told her to continue to spread the message and gain more people to spread the word. Anand and Sitara discuss their dreams in Jalbad Village and decide they must go to the Amsorak Mountains to rescue the youth.

(Source: AC1012, pp. 152-153)

King Stefan Karameikos announces that Specularum will now be known as Mirros which is Traladaran for hope.

(Source: AC1012, p. 153)

Rikard Prospero leads Joshuam Gallidox through the rioters to his office above a pastry shop in Merchants' Row, Thyatis City. Joshuan gives Rikard all the gold in the till plus some of his own coins to assist Rikardo leave Thyatis in exchange for Rikardo acting as a correspondent.

(Source: AC1013, p. 5)

Nuwmont 2 Ransonm Met

The brother of a gladiator owner meets the ransom demands of his brother's 12 gladiator captors, being gold and passage on a ship to the Isle of Dawn.

(Source: AC1012, p. 112)

Nuwmont 4 Spies in Spearpoint

Commander Broderick's spies arrive in Spearpoint and begin gathering intelligence.

(Source: AC1012, p. 153)

Nuwmont 5 Siege of Ekto Broken

Thothian zombies followed by regular troops assault Ekto Keep at dawn. Hundreds of Thothian troops enter the keep through the catacombs. At noon, Admiral Alrigo Gioncardi surrenders. By mid afternoon Thothia controls Ekto and 3,000 Thyatian prisoners.

(Source: AC1012, pp. 153-154)

Nuwmont 9 Seashield Forces Clash with Surshield Navy

A Surshield naval patrol encounters enemy ships from Dawnrim 300 miles west of Spearpoint. The Surshield ships try to harass the Dawnrim ships until help can arrive. The Dawnrim vessels decide to ignore the patrol and continue east. By noon,

reinforcements arrive to give Surshield 4 large galleys & 6 caravels against 2 large galleys, 3 caravels & a galleon. A Surshield large galley rams and sinks a caravel. 5 submersibles then ram the enemy from below the waterline, crippling 1 large galley and damaging 3 caravels. When a further 10 submersibles emerge, the Surshield navy retreats to Spearpoint.

(Source: AC1012, p. 154)

Nuwmont 13

Darokinian explorer, Arturo Olivera, is searching the Amsorak Mountains for the prophets of the immortal Gareth. He is abandoned by his Sindhi guide who also takes his mule and most of his supplies.

(Source: AC1012, p. 156)

Nuwmont 14 New Kolland Borders Set

The Council of Princes formally set the borders of New Kolland.

(Source: AC1012, p. 155)

Nuwmont 15 Rebellion Suppressed, The Princess Ark Returns

The Imperial legionnaires have suppressed the worst of the rebellion. Slave merchants benefit from increased demand. The 4th banner of the 3rd Imperial Cohort pursue a band of nearly 100 gladiators through the countryside.

(Source: AC1012, p. 155)

The Princess Ark returns to Floating Ar. Prince Haldemar of Haaken meets with King Qissling in Skyreach that Eridna and Alphatia survive in the Hollow World. Haldemar then visits his family estate in Haaken, before the Princess Ark sets off for Seashield to deal with Zandor.

(Source: AC1012, p. 155)

Nuwmont 16 Rescue in the Mountains

At night Arturo Olivera is captured by orcs. Anand Brishnapur and Sitara Rohini enter the orc lair, offer the orcs food for Arturo's release.

(Source: AC1012, p. 156)

Nuwmont 17 Frost Giants Capture Keep

12 adolescent frost giants (1 a wicca) attack King's Road Keep at dawn. 2 giants dimension door into the keep to open the gates. One third of the Goblin Crushers are sick with the flu. Within 2 hours, 42 guards are dead and 200 are prisoners. 2 guards

are given a week's worth of rations and told to tell King Stefan Karameikos that he can have his keep back for 10,000 RI and the Master of the School of Magecraft.

(Source: AC1012, pp. 156-157)

Nuwmont 20 Slaves Unleash Terror

3 escaped slaves investigate a ruined farmhouse near the village of Piceno in central Thyatis. They discover some heucuvras and flee into Piceno where they are captured by legionnaires.

(Source: AC1012, p. 157)

Nuwmont 27 Raid on Kirken

Thar directs a small force of orcs, some goblins and some trolls to raid the Village of Kirken in the foothills of the Makkres Mountains of Vestland. They kill some villagers and escape into the mountains with food and farm animals.

(Source: AC1012, p. 157)

Vatermont Darokin Diplomatic Mission Reports

Ursula Bremen's team reports to the Darokin Diplomatic Corp on their mission to the Ethengar Khanates.

(Source: AC1013, pp. 18-20)

Vatermont 1 White Horse Appears

The sacred white stallion appears at Bargha in the first day of the Winter Festival and attacks Moglai Khan's best stallion. The Khan's stallion flees. The sacred stallion rounds up 6 mares and gallops off.

(Source: AC1012, p. 158)

Vatermont 3 Warbirds Emerge

4 Heldannic Warbirds emerge from the South Polar opening and head toward their Green Bay outpost.

(Source: AC1012, p. 158)

Vatermont 4 Princess Ark Arrives at Aquas

The Princess Ark reaches the sky above Aquas. Prince Haldemar of Haaken requests an audience with Emperor Zandor of New Alphatia. A submersible takes Haldemar and his adjutant Myojo Katamura to Seashield. Zandor receives Haldemar and is fascinated by Mjojo, the first rakasta he has seen. Haldemar then request a private audience with Zandor accompanied by Myojo, Queen Zynnica of Aquas and 2 imperial

guards. Haldemar presents Zandor with a gift from Eriadna. When Zandor finally accepts the gem an image of Eriadna appears, chides him for executing her emissaries and bids him to accompany Haldemar to the imperial palace in the Hollow World. Zandor's amulet of magic resistance protects him from Eriadna's geas compelling him to go with Haldemar. Zandor throws down the gem and disintegrates it. He bursts into a tirade at Haldemar and orders him and Myojo to be imprisoned in a magically warded holding cell. When Zynnica protests he threatens to lock her up too.

(Source: AC1012, pp. 158-159)

Vaterrmont 5 Frost Giants Captured, Zandor Changes His Mind

Agents of King Stefan Karameikos use spells and magic items to enter King's Road Keep, surprising the frost giants. The agents kill 4 giants, capture 6 including the wicca whilst the remaining 2 escape into the mountains. The agents are badly wounded, but all survive. The 200 Goblin Crushers taken prisoner are freed. The agents take their 6 captives south, heading for Mirros.

(Source: AC1012, p. 159)

Emperor Zandor of New Alphatia orders Prince Haldemar of Haaken and Myojo Katamura to appear before him in his audience chamber. Zandor apologises for his behaviour yesterday, blaming it on too much wine. He says he would happily go to his mother's palace in the hollow World, but he has a duty to perform here to re-unite the Alphatian colonies in the face of the Thyatian and Heldannic Knights' threats. Instead he offers to send a delegation to explain the situation and if his mother still insists that he come to her, just return and he will go. With no real options, Haldemar agrees to take Zandor's delegation to the Hollow World.

(Source: AC1012, pp. 159-160)

Vaterrmont 7 Seashield Mages Drill, Princess Ark Departs Aquas

A division of Seashield combat mages land on the beach 12 miles from Spearpoint and conduct drills all day. Queen Gratia of Surshield orders her troops not to attack unless they harm citizens.

(Source: AC1012, p. 160)

The Princess Ark departs Aquas with a delegation from Zandor to address Empress Eriadna "the Wise" of Alphatia.

(Source: AC1012, p. 161)

Vaterrmont 8 Queen Gratia's Bedchambers Disturbed

In the wee hours of the morning, a female agent of Commander Broderick enters Queen Gratia of Surshield's bedchamber. Gratia awakens, but the intruder covers her mouth, holds her down and tells her that Commander Broderick suggests she flee to avoid a fight she cannot win, bloodshed and a horrible fate if captured and presented

to Zandor. The intruder then teleports away. Gratia's guards search for the intruder but find no signs. Gratia considers her situation and at dawn decides to disguise herself and flee with her most valuable treasures.

(Source: AC1012, p. 160)

Vatermont 9 Surshield Surrenders

Commander Broderick learns that Queen Gratia of Surshield has fled. He orders his naval forces to blockade Spearpoint's harbour. The city surrenders. Broderick chooses General Rolando Rutherford to be king.

(Source: AC1012, p. 166)

Vatermont 12 Princess Ark Attacked

Whilst the Princess Ark is flying over the Grey Islands, it is attacked by 2 skyships sent by Emperor Zandor of New Alphatia. The Princess Ark is badly damaged, resists a geas spell to serve Zandor and 2 imperial boltmen are killed and 12 injured by a fireball spell. The Princess Ark damages the 2 skyships and they crash into the ocean.

(Source: AC1012, p. 161)

Vatermont 13 Queen Gratia's Escape

A Horken naval patrol stops and boards a merchant vessel on its way to Port Marlin from Spearpoint in the Strait of Minaea, 250 miles N of Spearpoint late this afternoon. Gratia disguised as a commoner shows the medallion of Seashield given to her by Commander Broderick's agent. A Seashield officer assures the Horken officer that she is on legitimate business and the vessel is allowed to continue. The vessel is accompanied by 3 Horken ships through the strait to protect it against pirates.

(Source: AC1012, pp. 161-162)

Vatermont 15 Shadow Elves Learn of Oenkmar

A Shadow Elf scout informs Radiant Princess Tanadaleyo of Aengmor of the discovery of the ancient city of Aengmor, however it is inhabited by humanoids and is besieged by dwarves. Tanadaleyo consults with the Radiant General Garafaele Galeifel. A message is sent to King Telemon in the City of Stars. The Shadow Elves prepare to recover the ancient city by force.

(Source: AC1012, p. 162)

Vatermont 16 Thothia Contacts Kendach

Pharaoh Ramenhotep XXIV of Thothia sends emissaries to Countess Marie Kendach, Archduke Thrainkell Firestorm of Westroucke and Count Anaxibius and Countess Stefana Torion of Redstone to propose a truce. The Pharaoh pledges he is only interested in the former Alphatian territories of the Isle of Dawn and promises peace if

these dominions do not attack East Portage, Ekto or any other Thothian interest. Marie Kendach agrees subject to exemption if directly ordered by the Emperor of Thyatis, she will defend West Portage, Redstone and Dunadale and all Thyatian prisoners captured at Ekto must be released.

(Source: AC1012, p. 162)

Vaterrmont 18 New Monster Displayed, Frost Giants Tried

A corpse of an unknown large worm-like creature is the biggest attraction at the Monster Fair this year in Glantri City. The adventurers who slew it found it in a cavern under the Great Crater. The creature is dubbed a spitting worm. Mages begin seeking adventurers to capture specimens from the Great Crater.

(Source: AC1012, p. 163)

King Stefan Karameikos' agents arrive in Mirros with the 6 captured frost giants from King's Road Keep. After a trial they are found guilty of murder. The ringleader is sentenced to death, 4 giants are sent back to the Altan Tepes to face frost giant justice and the wicca is pardoned and enrolled in the School of Magecraft.

(Source: AC1012, p. 159)

Vaterrmont 22 Mt Bina-Bura Rumbles

Mt Bina Bura in southern Ierendi begins to rumble and smoke. Locals begin to evacuate.

(Source: AC1012, p. 164)

Vaterrmont 23 Thyatian Shipping Begins

Thyatian merchant ships set sail in the hope of trading goods for in demand foodstuffs. Other ships transport more colonists to either the Isle of Dawn or the Hinterlands.

(Source: AC1012, p. 163)

Vaterrmont 26 Shadow Elves on the March

Advance troops of Shadow Elves march from Canolbarth Forest across northern Darokin and into the Broken Lands where they battle humanoids.

(Source: AC1012, p. 163)

Vaterrmont 27 Karameikan Ships Arrive

12 cargo ships from Mirros arrive in Thyatis City port bearing tonnes of grain. Thyatian citizens chant "Karameikos" as the grain is unloaded. There are a few

scuffles, but nothing major. Clerics from the Church of Karameikos disembark to set up a hospital to treat mummy rot.

(Source: AC1012, p. 164)

Watermont 28 Eruption in Ierendi

Mt Bina-Bura erupts in southern Ierendi. Ash falls from the sky up to 50 miles away. Farms and homes are destroyed.

(Source: AC1012, p. 164)

Thaumont 1 Gratia Arrives at Port Malin, Thyatian Prisoners Released

Gratia arrives in Port Marlin where she plans to set up as a mage for hire.

(Source: AC1012, p. 165)

Pharaoh Ramenhotep XXIV of Thothia orders the release of Thyatian prisoners at Ekto Keep. They are given ox carts and supplies for their journey to the Fortress of Kendach.

(Source: AC1012, p. 165)

Thaumont 2 Pirates Hunt Thothian Ships

Thothian naval patrols patrolling the Eastern Sea of Dawn north of the Alatian Islands run into pirates encouraged by Baron Uthgaard McRhomaag of Caerdwicca. Pharaoh Ramenhotep XXIV orders 2 more naval divisions into the area.

(Source: AC1012, p. 165)

Thaumont 3 Princess Ark Limpes into Port

The Princess Ark limpes into port at the Haaken Estate. The attack by Zandor's skyships has effected Berylith with an infliction.

(Source: AC1012, p. 166)

Thaumont 4 Legionnaires Infected

Mummy rot breaks out amongst the 1st Imperial Thyatian Cohort, but the joint efforts of priests from the High Temple of Vanya and Church of Karameikos clerics bring the disease under control.

(Source: AC1012, p. 166)

Thaumont 6 New King in Surshield

Clerics of the immortal Alphatia crown General Rolando Rutherford, King of Surshield.

(Source: AC1012, p. 166)

Thaumont 7 Mt Bina-Bura Calms

Mt Bina-Bura stops erupting. The lava flow extends the coastline by 8 miles. Smoke and dust clouds the air.

(Source: AC1012, p. 164)

Thaumont 9 Diplomat Arrives

A member of the Darokin Diplomatic Corp arrives in Rafielton to meet with Radiant Princess Tanadaleyo to inquire about the troop movements in the north. Tanadaleyo tells the diplomat to mind his own business and has him escorted to the border. DDC agents comb Aengmor and the Broken Lands to discover what the Shadow Elves are up to.

(Source: AC1012, pp. 166-167)

Thaumont 11 Mercantile Machinations

The minor merchant House of Arden announces an auction of a secret way to the Atruaghin Plateau to be held in the Merchants' Guild Hall in a week's time.

(Source: AC1012, p. 157)

Thaumont 12 Disciples Flock to Prophets

Anand Brishnapur and Sitara Rohini are now in Karakandar and are being referred to as gurus. 5 Sindhis approach them to be their disciples (chelas).

(Source: AC1012, p. 167)

Thaumont 14 Orc Hunt Begins

King Harald Gudmundson has proclaimed a 5,000 guldans and great honours on anyone that can deliver him Thar or his head. Many adventurers, soldiers and monster hunters gather in Rhoona to prepare to hunt Thar. Local jarls also offer a 1 gulden bounty on each orc or troll head of fighting age. Misha Mananov journeys to Vestland to try to end the humanoid wars.

(Sources: AC1012, pp. 167-168; AC1013, p. 156)

Thaumont 15 White Horse Ceremony, Rain in Canolbarth Forest, Death Toll Calculated

The last year has been the best on the steppes of the past decade with hers increasing by 20%. Shamans at Bargha break with tradition by offering the sacred white stallion from last year fruit instead of sacrificing it. They then let it free in the hope the good times will continue.

(Source: AC1012, p. 168)

Shadow Elves cast weather magic from the Shiye at the same time as that natural storms hit Darokin. AS a result, the Canolbarth Forest receives a downpour of rain for an hour followed by sporadic showers. The Shadow Elves rejoice.

(Source: AC1012, p. 168)

The Imperial Thyatian Census Bureau presents a report to the Senate today which highlights that in Thyatis City 40,000 have died of famine, 55,000 have died of mummy rot and 15,000 were killed in the riots. The Bureau estimates mainland Thyatis has lost 10% of its population.

(Source: AC1012, p. 168)

Thaumont 18 Auction in Darokin, The princess Ark Leaves Ar

Toney House buys House of Arden's map of the passage to the Atruaghin Plateau for 10,000 daros.

(Source: AC1012, p. 168)

The Princess Ark has been repaired, but seems to be suffering from an ageing curse to Berylith. Haldemar learns his old friend Favian Vern survived the war and is now residing in Skyfyr. The Princess Ark sets off to seek Favian Vern's assistance in removing the curse.

(Source: AC1012, p. 169)

Thaumont 19 Eusebius Addresses Citizens

Prince Eusebius Torion of Thyatis addresses citizens from the Senate building. He tells the crowd that the emperor is gravely ill. Eusebius assures the crowd he will take over the government and will lead Thyatis through recovery. The reaction from the crowd is mixed.

(Source: AC1012, p. 169)

Thaumont 23 Assault on Oenkmar

The dwarves begin to rain stones down onto Oenkmar. Oenkmar's Flying Terror squad takes to the air consisting of 50 orcs and 25 goblins on skinwings. The dwarves start abseiling down to Oenkmar. A thousand dwarves make it to the city to battle the Oenkmar defenders before the city floats away from further abseiling dwarves.

(Source: AC1012, pp. 169-170)

Thaumont 24 Reinforcements Arrive

A thousand more dwarves abseil into Oenkmar as the city floats under their positions.

(Source: AC1012, pp. 170-171)

Thaumont 27 Farseeker Sets Sail, Fighting Continues

As the ice breaks up, the Farseeker leaves the arctic for Qeodhar. They leave some supplies and a scroll of communication in a shelter near where they were moored.

(Source: AC1012, p. 171)

4,000 dwarves are now in Oenkmar and have reduced the defendees from 2,000 to 500. The dwarves have lost 2,000.

(Source: AC1012, p. 171)

Thaumont 28 Ambassadors in Skyfyr

Ambassadors from Emperor Zandor of New Alphatia arrive in Skyfyr. The ambassadors tell King Xanthis of Blackrock that Zandor is acting a little irrationally and believes Esterhold owes him tribute. If he does not receive the tribute he will probably invade Esterhold. Xanthis throws the ambassadors into the dungeons.

(Source: AC1012, p. 171)

Flaurmont Darokin Diplomatic Mission, Richard & Isidore d'Ambreville Captured

Ursula Bremen heads a delegation sent by the Darokin Diplomatic Corp to the Bear Clan. Scout Ennar Mitren is sent to the Elk Clan. Diplomat Barrows is sent to the Tiger Clan.

(Source: AC1013, pp. 10-11)

Synn returns Henri d'Ambreville to life. He re-unites with Carmina de Belcadiz and they journey to Chateau Sylaire where Henri captures Isidore and Richard and imprisons them in his quarters. He then disguises himself as Richard and Carmina is disguised as Isidore.

(Source: Mark of Amber, p 55)

Flaurmont 1 Defense League Meets

The Western Defense League meets in Selenica to discuss the activities of the Shadow Elves, a proposal for a free trade agreement, a position regarding Thyatis and the

upcoming athletic games. The members agree to coordinate intelligence to prepare for a possible military response to Shadow Elf activity in the Broken Lands. That night, the Darokinian representative takes the Dengar representative aside and tells him to be more open – Darokin knows the dwarves have discovered Oenkmar.

(Source: AC1012, p. 172)

Flaurmont 2 Talks Continue, Imperial Granaries Robbed

The Dengar representative at the Western Defense League meeting reveals that Dengar is currently assaulting a city of humanoids deep beneath the Broken Lands. He promises to reveal more information once studies are completed in return for military assistance. He insists the city will belong to Dengar due to the lives lost to date.

(Source: AC1012, p. 172)

Wererats from the Big City tunnel into the the Imperial Granaries in Thyatis City and steal all the grain.

(Source: AC1012, p. 172)

Flaurmont 3 Shadow Elves Attack

1,000 dwarves in the tunnels surrounding Oenkmar's cavern are attacked by 1,500 Shadow Elves. Nearby humanoids pick off stragglers from the fierce fighting.

(Source: AC1012, p. 173)

Flaurmont 4 Prince Kol Protests "Invasion"

Deaths: Zotl

Prince Kol of New Kolland protests the invasion of New Kolland by hooligans hunting down spitting worms. Kol wants restitution and a registration and permit process to regulate monster hunts. The Council agrees to regulate monster hunts, but defer the restitution request to Parliament after a full day's debate.

(Source: AC1012, pp. 173-174)

Lord Zotl of Oenkmar falls in battle against the Dwarves.

(Source: AC1012, p. 174)

Flaurmont 5 Malachie Receives News, Victory in Oenkmar

Prince Malachie du Marais of Morlay-Malinbois receives word from his agents that Lady Margaret of Hillsbury was barren as confirmed by her physician. Malachie orders his agents to discover who Dolores Hillsbury really is.

(Source: AC1012, p. 174)

High Priest Xilochtli of Oenkmar receives a dream from Atzanteotl where he is instructed to flee Oenkmar. Xilochtli wakes and flees with the sacred blue knife. With the loss of their leader and army commander, the Oenkmarians surrender to the dwarves. Angus McClintock speaks on behalf of the Oenkmarians, pleading with the dwarves to spare the city.

(Source: AC1012, p. 174)

Flaurmont 6 Dwarves Request Help

At the Western Defense League meeting in Selenica, the Dengar representative requests immediate military assistance against the Shadow Elves and Humanoids in the Broken Lands. The Darokinian representative says that his intelligence is that the Shadow Elves are not allied with the humanoids. The city is an ancient elven city that they are trying to regain. Darokin urges military action against the Shadow Elves who are disrespecting Darokinian territory. The other representatives agree to approach their governments for assistance.

(Source: AC1012, p. 174)

Flaurmont 7 Ambassadors in Freiburg

Ambassadors from Alpha, meet with Wulf von Klagendorf in Freiburg. They bring a message from King Ericall: Alpha will fight fiercely if the Heldannic Knights advance beyond Oceansend. Von Klagendorf replies the Heldannic Knights obey the will of Vanya and at the moment an attack on Alpha is not planned.

(Source: AC1012, pp. 174-175)

Flaurmont 8 Shadow Elf Assault

Shadow Elf forces push the dwarves defending the entrances to the Oenkmar cavern whilst other Shadow Elves assault Oenkmar city with magic and skinwing riders.

(Source: AC1012, p. 175)

Flaurmont 9 Unlikely Alliance

The dwarven commander in Oenkmar proposes an alliance with Oenkmar against the Shadow Elves to Angus McClintock and high ranking Oenkmarians. He also proposes that the Oenkmarians may keep their city with Dengar to have mining rights. The Oenkmarians agree and the Shadow Elves are driven back.

(Source: AC1012, p. 175)

Flaurmont 10 Mission of Revenge

Sheriff Jaervosz Dustyboots of Seashire resigns his positions to embark on a mission to capture Ludwig von Hendriks and bring him to justice. He recommends Knight-Hero Joam Astlar as the new War Leader of the Shires due to his heroic efforts in the invasion of the Black Eagle Barony. Joam Astlar succeeds Jaervosz as Sheriff of Seashire. Sheriff Sildil Seaeyes of Southshire declines the opportunity to become War Leader.

(Sources: AC1012, p. 175; AC1013, pp. 117, 129)

Flaurmont 11 Troops Arrive, Princess Ark at Skyfyr

Relief troops from Dengar arrive in the Broken Lands and drive back the Shadow Elves from the tunnels around Oenkmar cavern.

(Source: AC1012, pp. 175-176)

The Princess Ark reaches Skyfyr. Prince Haldemar of Haaken learns Favian Vern has been imprisoned on a treason charge.

(Source: AC1012, p. 176)

Flaurmont 12 Dinner in Skyfyr

Prince Haldemar of Haaken dines with King Xanthus of Blackrock and Skyfyr's elite. Haldemar tells Xanthus he has come to Skyfyr seeking Favian Vern to repair the Princess Ark. Xanthus replies that Vern is being held on suspicion of teaching magic to Jennite slaves and rebels, but he could be made available to repair the ship under guard and geas. Xanthus hopes Vern can repair the ship so he can capture it for himself and his appearance may expose rebels who trying to rescue him.

(Source: AC1012, p. 176)

Flaurmont 14 Pirates on the Prowl

Minaean pirates begin their raiding season in the Minaean Strait. King Rolando Rutherford of Spearpoint and King Villuin of Horken send as many ships as possible to protect shipping. The offer bounties on pirates captured for trial and charters allowing pirate hunting ship captains to keep all booty.

(Source: AC1012, p. 176)

Flaurmont 15 Emperor Thincol I Dies

Emperor Thincol Torion of Thyatis dies. Vanya's curse prevents his resurrection. Prince Eusebius Torion contacts his allies to garner support for his succession.

(Source: AC1012, pp. 176-177)

Flaurmont 16 Progress in Skyfyr

Favian Vern identifies the Princess Ark's ailment as an age magic item spell. He estimates a 6 week time frame to dispel the magic and restore the Ark. Later in the day Favian uses sign language to communicate with a Jennite rebel that a rescue attempt would be too dangerous.

(Source: AC1012, p. 177)

Flaurmont 19 Zandor Receives Tribute

Commander Broderick returns to Seashield and reports to Emperor Zandor of New Alphatia that Bellissaria has been secured with General Rolando Rutherford appointed as King of Surshield. Zandor confirms Rolando's title and accepts gifts sent by him as tribute. Zandor requests Broderick go to Esterhold to seek the homage of the kings there after his ambassadors seemed to have failed. He also requests Broderick capture the Princess Ark for him and places a geas on the Commander to forget immediately if told of the survival of Eriadna or Alphatia or Zandor going to the Hollow World. Zandor takes Rolando's gifts to his quarters where he play with the silver miniature soldiers for the rest of the afternoon.

(Source: AC1012, p. 177)

Flaurmont 22 Imperial Funeral

The funeral of Emperor Thincol Torion of Thyatis is conducted at the High Temple of Vanya in Thyatis City.

(Source: AC1012, pp. 177-178)

Flaurmont 23 Darokin Calls for Peace

In Rafielton, Memembers of Darokin's Diplomatic Corp request Radiant Princess Tanadaleyo of Aengmor to attend peace talks with Dengar. Tanadaleyo rejects the request and warns Darokin to remove their spies from the Broken Lands or risk all out war.

(Source: AC1012, p. 178)

Flaurmont 27 Eusebius Crowned Emperor, Return to Castle Amber

Deaths: Monique d'Ambreville

Eusebius Torion is corwned Emperor of Thyatis in Thyatis City. Senators who support him sponsor games at the Coliseum. Imperial Cohorts I & II support him as do many influential figures. His opponents find they don't have the support to contest the throne.

(Source: AC1012, p. 178)

People from Old Averoine on Laterre sense a calling to Chateau d'Ambreville on Laterre. They travel from all over Glantri to Chateau Sylaire and Dame Catharine

d'Ambreville (and her bodyguard Sebastien Moncrieff) returns from Thyatis City sensing Etienne may still be alive. Petite-Singe sees an event in Glantri City that matches the prophecy. He urges the adventurers involved to come to Chateau Sylaire to help bring back Prince Etienne d'Ambreville. At 9pm, Monique d'Ambreville is killed when she reads a cursed scroll of amber death planted in her room by Henri d'Ambreville.

(Sources: AC1012, p. 176, Mark of Amber, pp. 52, 64, 28)

Flaurmont 28 Deaths: Simon and Catharine d'Ambreville

A maid discovers Monique d'Ambreville's body encased in amber. Simon d'Ambreville raises Monique at 7am. Henri d'Ambreville and Carimna de Belcadiz posing as Richard and Isidore d'Ambreville, conduct a thorough investigation of the incident. At 9am at breakfast, Catharine d'Ambreville is accused of murdering Monique and is placed under house arrest. Mid-morning, Guillame and Jeanette d'Ambreville are captured by Henri and imprisoned in his quarters. At noon, The wedding ceremony of Andre-David de Foret and Magdalene d'Ambreville is presided over by Simon d'Ambreville. After the ceremony at 1pm Simon d'Ambreville bursts into flames and dies, despite Jean-Louis d'Ambreville's heroic attempt to save him. Simon's garments are discovered to have been treated with an inflammatory chemical, raising suspicion on Gilles Grenier. Guillame and Jeanette are also under suspicion as they are nowhere to be found. At 11pm, Henri kills Catharine and makes it look like she hung herself from a chandalier.

(Source: Mark of Amber, pp 28 – 35)

Yarthmont Darokin Diplomatic Mission Returns

Ursula Bremen reports to the Darokin Diplomatic Corp that the Bear, Horse and Elk Clans are willing to trade. Diplomat Barrows has not returned from Tiger Clan territory and is presumed dead.

(Source: AC1013, pp. 10-11)

Yarthmont 1 Fighting Continues, Eusebius Calls for Action

Deaths: Magdalene d'Ambreville, Andre-David de Foret, Sebastien Moncrieff, Claude d'Ambreville, Guillame d'Ambreville & Janette d'Ambreville

Reinforcements from the City of Stars arrive in Oenkmar, allowing the Shadow Elves to renew their attack on the city. Shadow Elf magic is used to create tunnels to bypass the defending dwarves. After hours of fierce fighting, the Shadow Elves are repulsed. Troops from the Emirates and the Shires reach Fort Nell to assist Darokin against Shadow Elf incursions. Karameikan troops stand ready to march, however King Stefan Karameikos is still pushing for a diplomatic solution.

(Source: AC1012, p. 179)

Emperor Eusebius Torion of Thyatis announces he will send ships to every friendly nation of the known world to buy grain and hire clerical aid to cure the mummy rot. The first arrest of an enemy of Eusebius is carried out. The enemy's estate is confiscated and added to the imperial treasury to assist with financing the grain/clerical imports.

(Source: AC1012, p. 179)

Monique d'Ambreville is very weak, but recovering. In the early morning hours, Henri d'Ambreville kills and disguises himself as Andre-David de Foret and kills Magdalene d'Ambreville with a poisoned sword, he then transforms into a werewolf and kills Andre-David. At noon, Catharine d'Ambreville's body is discovered. Her bodyguard, Sebastien Moncrieff is interviewed by Richard and Isidore d'Ambreville (Henri d'Ambreville and Carmina de Blecadiz in disguise). Henri slips an elixir of madness into Sebastien's drink during the interview. Sebastien is released but goes mad during the afternoon where he takes werewolf form and slays some maids before being killed by guards. In the late afternoon, Henri drives a stake through Claude d'Ambreville, killing him. In the evening, Henri tortures Guillame and Janette d'Ambreville to death.

(Source: Mark of Amber, pp 34 – 36)

Yarthmont 2 Deaths: Marie-Helene d'Ambreville, Charles d'Ambreville, Gilles Grenier

At 6am the body of Claude d'Ambreville is found. When the spear is removed from his body, he sits up and declares he feels much better. The d'Ambrevilles credit Claude's revival to one of Etienne's contingencies. Claude states that he did not see or hear his attacker. At 9am, Richard and Isidore d'Ambreville (Henri d'Ambreville and Carmina de Blecadiz in disguise) announce that Gilles Grenier has been detained for attempting to poison Isidore. Richard orders a magen guard to accompany every family member. Shortly afterwards, the bodies of Andre-David de Foret and Magdalene d'Ambreville are discovered, with the scene appearing to suggest they killed each other. Isidore faints. Guard patrols are increased. At 10am Charles d'Ambreville is poisoned by a special candle placed in his room by Henri. Mid-afternoon, Marie-Helene d'Ambreville is drowned in her bath by her magen guard on Henri's orders. 6pm Charles dies of poison. At midnight, Gilles Grenier is tortured to death by Henri.

(Source: Mark of Amber, pp 37 – 38)

Yarthmont 3 Haldemar and Favian Talk, Pirate Captain Captured, Etienne d'Ambreville Returns

Admiral Haldemar of Haaken charms Favian Vern's 2 guards, convincing them to go to the nearest inn and then creates an illusion so he can speak privately to Favian. Favian tells Haldemar that King Xanthus of Blackrock is a tyrant who has instituted his own laws once Alpathia sank. There is a growing rebellion. Haldemar promises to assist.

(Source: AC1012, p. 179)

The newly commissioned Bellissarian pirate hunting ship, Sea Stalker, captures the notorious Minaean pirate ship Stormrider, its Captain Firebrand, 36 pirate crew and hefty booty in the Minaean Strait.

(Source: AC1012, p. 180)

Petite-Singe stands trial for bringing hired assassins into the Chateau. Richard d'Ambreville (Henri d'Ambreville) pronounces Petite-Singe guilty and sentences him to death. Petite-Singe trips his guards with his chains and a simulacrum of Genevieve de Sephora attacks Henri's golems whilst the adventurers, Jean-Louis and Tariana d'Ambreville attack Richard and Isidore. As the battle goes against Henri, he drops his pretense and slays Genevieve's simulacrum with magic missiles. Etienne d'Ambreville's coffin begins to radiate. Magic from the coffin reveal Richard and Isidore as Henri and Carmina. Camille d'Ambreville attacks Henri. Etienne d'Ambreville leaps out of his coffin and neutralises a golem with a stone to flesh spell. Etienne addresses the shocked crowd by stating his mother his right, Henri should step down as prince. He then neutralises all golems. Henri attacks Etienne and Carmina de Belcadiz flees. Henri realises he has broken his geas and flees to Old Averogne in an attempt to avoid whatever fate that will bring. Etienne tells his family what happened to him. As he mourns the death of Genevieve, he realises the body is a simulacrum. Genevieve then reveals herself disguised as the maid Ariette. Etienne wishes the dead back to life. Isidore and Richard are found and freed.

(Source: Mark of Amber, pp 43 – 45)

Yarthmont 4 White Wolf Declared Dead

Princess Dolores Hillsbury of Fenswick displays an enormous white wolf pelt to the Council of Princes and claims that it is the White Wolf of Morlay. She claims it was trespassing in Fenswick and she killed it and trapped it in wolf form with an alchemical oil made by Dame Genevieve de Sephora. With Prince Malachie du Marais of Morlay Malinbois and Dame Genevieve missing since Flaurmont 27, the Council commence an investigation. Meanwhile, Doloros has agents at Chateau Sylaire to find out what is going on.

(Source: AC1012, pp. 180-181)

Yarthmont 8 Glantri's Canals Drying Up

Glantri's canals are drying up, despite the high water levels of the nearby Vesubia and Isoile Rivers. The low water level has been caused by earth and water elementals summoned by a mage who they slew. The earth elementals have created cracks in the sewers and canal beds and they fight the water elementals.

(Source: AC1012, p. 181)

Yarthmont 9 Leaders Meet on Isle of Dawn

Rulers of Helskir, Redstone, Dunadale, West Portage and Kendach meet with Archduke Thrainkell Firestorm of Westrouрке in Newkirk to discuss the implications of Thincol's death and the Thothian threat. Queen Asteriela Torion of Helskir declares her kingdom is to remain independent and her brother is happy with Helskir as an ally, but cannot spare any troops to help its defence. Thrainkell intends to declare independence, but is worried about a Thothian invasion. Countess Stfania Torion of Redstone believes peace with Thothia is possible if the northern states of the Isle of Dawn show a united front. She is not concerned if it is under the Thyatian banner or not. Countess Marie Kendach and Governor-Genenal Edmondo Tiberia of Dunadale assert their loyalty to the empire and see any moves toward independence as treason. Baroness Perianda Docerius of West Portage keeps her own counsel on the matter.

(Source: AC1012, p. 181)

Yarthmont 10 Diplomats Try Again

Radiant Princess Tanadaleyo grants an audience to representatives of the Darokin Diplomatic Corp and the Kingdom of Karameikos in Rafielton. They propose a cessation of hostilities above and below the Broken Lands and a meeting between Denagar and Aengmor in Selenica. Tanadaleyo agrees to the meeting and calls a truce.

(Source: AC1012, pp. 181-182)

Yarthmont 11 Spies in Esterhold, Awards Festival Begins

Commander Broderick's agents arrive in Skyfyr to determine the fate of Zandor's ambassadors and the prospects for subduing Esterhold.

(Source: AC1012, p. 182)

The Council of Princes declare Prince Malachie du Marais of Morlay-Malinbois dead without an heir. The Glantrian awards festival begins with Archduke John Beamarys-Moorkroft being elevated to Prince of Morlay-Malinbois.

Note: The Viscomtesse of Malinbois is Malachie's wife – shouldn't she inherit the Principality?

(Source: AC1012, p. 182)

Yarthmont 12 Colony Ship Lost

A Thyatian ship with colonists bound for the Hinterlands is lost when a sudden squall hits the Sea of Dread.

(Source: AC1012, p. 182)

Yarthmont 14 Prince Malachie Returns

Prince Malachie du Marais of Morlay-Malinbois returns to Chateau Sylaire, discovers what has happened, then teleports to the parliament in Glantri City and challenges Princess Dolores Hillsbury of Fenswick to a duel. Dolores apologises to Malachie who accepts it. All the nobles who shifted during the Awards Festival now have to move back.

(Source: AC1012, p. 182)

Yarthmont 15 Consensus Reached, Fighting Halts

The rulers of the northern Isle of Dawn dominions agree to remain loyal to the Thyatian Empire. Helskir agrees to become a subject nation of Thyatis, however the rulers will keep their royal titles. Via magical communication, Emperor Eusebius agrees to add the Northern Territories of Dawn and part of northern Dunadale to the Kingdom of Helskir; Dunadale is elevated to a Duchy and Edmondo Tiberia its Duke.

(Source: AC1012, pp. 182-183)

Fighting halts between the Shadow Elves and dwarves. Radiant Princess Tanadaleyo of Aengmor and Gardar Everast XVI of Dengar meet in Selenica. Half way through the day, Tanadaleyo insists Aengmor is an ancient elven city whilst Everast XVI insists it is a humanoid city, Oenkmar. He offers the shadow elves the same rights as Western Defense League states, but is refused.

(Source: AC1012, pp. 183-184)

Yarthmont 18 Heldannic Knights Send Aid

Vanya has instructed her clerics to assist with curing mummy rot in Thyatis. Wulf von Klagendorf sends 24 of his highest ranking clerics to Thyatis City to assist with curing mummy rot.

(Source: AC1012, p. 183)

Yarthmont 19 Raid on Chernok, Thieves on the Princess Ark

Minaean pirates attack the village of Chernok in Surshield and take 12 prisoners. The pirates send a ransom note to King Rolando Rutherford of Surshield, saying the hostages will be killed in 2 weeks if they do not receive word that Captain Firebrand will be freed. Rolando sends adventurers to rescue the villagers.

(Source: AC1012, p. 183)

Broderick's agents use invisibility and rings of flying to board the Princess Ark this night. They use wands of paralysation to neutralise the guards. They use passwords and a map of the ship provided by an informant to get to the bridge. When they activate the control crystal Berylith awakens and an alarm brings Haldemar to the bridge. The agents use magic to escape.

(Source: AC1012, pp. 183-184)

Yarthmont 22 Summit Breaks Down

Negotiations turn into a shouting match. At the end of the day, Radiant Princess Tanadaleyo and her entourage leave Selenica and head for Rafielton. Gardar Everast XVI of Dengar and his entourage then leave for Dengar City.

(Source: AC1012, p. 184)

Yarthmont 25 Assassination Foiled, 6th Army Recalled

Prince Finn Hordson of Ostland kills an assassin that was about to stab his sleeping mother with a poisoned knife.

(Source: AC1012, p. 180)

Commander Broderick convinces Emperor Zandor of New Alphatia to recall the 6th Army of Seashield from Denwarf-Hurgon to be on stand-by to deal with the recalcitrant kings of Esterhold. Aquan naval vessels arrive at Monster Island to transport the 6th Army home.

(Source: AC1012, p. 185)

Yarthmont 27 Redstone Suggests Treaty

At the request of Emperor Eusebius Torion of Thyatis, pegasus-riding messengers sent by Countess Stefania Torion of Redstone deliver an invitation to Pharaoh Ramenhotep XXIV of Thothia in Edauro. The invitation involves a meeting in Redstone Castle to discuss a Thyatian-Thothian treaty.

(Source: AC1012, p. 185)

Yarthmont 28 Fighting Resumes, New Port Established

Intense fighting resumes in the underground territories surrounding Oenkmar and above ground in northern Darokin. More troops arrive at Fort Nell from the Shires, Dengar and the Emirates. Karameikan forces march up King's Road into Darokin. Chancellor Corwyn Mauntea has told the Darokin Diplomatic Corp that they must achieve peace by Klarmont 28, so the World Games in Fyrmont will not be impacted.

(Source: AC1012, p. 185)

The Heldannic Knights open the port of Neuhafen between Freiburg and Landfall. The port's dry dock capacity is 3 large sailing ships. There are 5 lumber camps in the nearby forest to provide shipbuilders with timber to meet the High Cleric's expectation of 1 new ship per month.

(Source: AC1012, p. 185)

Summer 1012 Maria Amelia de Salinas Debuts

Princess Carlolina de Belcadiz y Fedorias hosts a party at the Belcadiz Mansion in Glantri City in honour of the summer debut of Maria Amelia de Salinas. The hopeful gentlemen attending included Noussoir du Marais and Prince Urmahid Krinigar of Bramyra. Prince Malachie du Marais of Morlay-Malinbois and his wife Dame Diane de Moriamis also attended. Many of the guests headed for an after party at Federico Fortescu's apartments.

(Source: AC1013, pp.37-43)

Klarmont 1 Ierendi Crown Tourney, Heldannic Recruiting Drive

Reston of Akesoli and Kira Madir from Roister Island win the Ierendian Crown Tourney.

(Source: AC1012, p. 186)

The Heldannic Knights begin a recruitment drive to be able to have the military to be able to hold their expanding territories.

(Source: AC1012, p. 186)

Klarmont 2 Battle in the Black Hills

Fort Nell scouts report of a shadow elf army numbering 1,000 marching through the Black Hills toward the Broken Lands. The commander of Fort Nell orders 5,000 allied troops into the field to block their path and battle ensues. After an hour the shadow elves withdraw having sustained 200 casualties to the allies 100.

(Source: AC1012, p. 186)

Klarmont 4 Rebels Armed, Ragnar is Heard

Commander Broderick arranges for the secret arming of the Jennite rebels in Blackrock.

(Source: AC1012, pp. 186-187)

This afternoon, the jarls at the Thing in the town of Soderfjorf agree to hear Jarl Ragnar "the Stout" of Soderfjord's proposal. Ragnar's speech warns that the Jarldoms will be consigned to mediocrity if they do not elect a king. There are also the threats of humanoids to the west and the Heldannic Knights to the north who seem to be allied with Vestland. Ragnar proposes that he be elected king. The jarls agree to put Ragnar's proposal to a vote.

(Source: AC1012, p. 187)

Klarmont 5 Chaos in Skyfyr's Shipyards, Treaty Talks Begin, King Alebane Calls for Unity

Admiral Haldemar of Haaken uses the last wish on his ring of wishes to remove the geas from Favian Vern. Rebels armed with magic items in Skyfyr storm the skyship yards and rescue Favian Vern, however King Xanthus and his troops arrive and force the rebels onto the Princess Ark. Xanthus combat mages manage to capture the Ark. Talasar and some crew manage to escape, the rest are thrown into Xanthus' dungeons.

(Source: AC1012, p. 187)

Pharoah Ramenhotep XXIV of Thothia meets with Countess Stefania Torion and Count Anaxibius of Redstone in Redstone Castle. Stefania has been given full powers to negotiate by Emperor Eusebius Torion of Thyatis. The parties agree on the need for a peace treaty, but disagree on a border.

(Source: AC1012, p. 187)

King Alebane of the Broken Lands in Lower Ogremoor, gives an impassioned speech for humanoid unity to drive out the dwarven and shadow elven invaders.

(Source: AC1012, pp. 187-188)

Klarmont 7 Victory for Ragnar

The jarls vote for Ragnar "the Stout" to become King of Soderfjord at the Thing in Soderfjord. Ragnar drinks heavily and passes out.

(Source: AC1012, p. 188)

Klarmont 8 Escape from Skyfyr

Xanthus' troops quickly quash a rebellion in the Merchants' District of Skyfyr which was a diversion whilst Talasar, some Ark crew and rebels storm the dungeons and free prisoners. Some are recaptured. Favian Vern decides to stay in Skyfyr to help the rebels. The Princess Ark crew members and Zandor's ambassadors flee to the countryside where they are harboured by Jennite rebels.

(Source: AC1012, pp. 188-189)

Klarmont 9 Investigators in Oenkmar, Beast-Man Grave Discovered

An investigation team from the Darokin Diplomatic Corp covertly enters Oenkmar and searches for clues to its origin.

(Source: AC1012, p. 189)

A farmer plowing a field in Verge discovers a grave with pottery goods. A local sage announces it as a beast man grave. Scholars flock to the Verge and discover another grave containing gold jewelry. The graves are actually Hutaakan.

(Source: AC1012, p. 189)

Klarmont 13 Treaty Signed, Malachie Investigates

Pharaoh Ramenhotep XXIV of Thothia and Countess Stefania Torion of Redstone on behalf of the Empire of Thyatis, sign the Isle of Dawn Treaty. Thyatis agrees to abandon all claims to the Great Escarpment and the island of Aeria. Thothia relinquishes all claims to the northern Isle of Dawn (including Dunadale), the western and southern coasts at the base of the Great Escarpment and to Aegos Island. Thyatis is required to remove all troops and officials from Gaity. Gaity and Ne'er-do-Well are to be independent of Thyatis and Thothia.

(Source: AC1012, pp. 189-190)

Prince Malachie du Marais of Morlay-Malinbois hears rumours of wolf poaching to the SE of les vallee des Loups. He sets off in wolf form to investigate.

(Source: AC1012, p. 190)

Klarmont 15 Night of the Red Moon

In Glantri City, many mages believe they see Etienne d'Ambreville. SE of la Vallee des Loups, Dame Genevieve de Sephora's hunting party pursues the White Wolf of Morlay.

(Source: AC1012, p. 190)

Klarmont 16 Chaos Continues, White Wolf Evades Pursuers

Shadow elf reinforcements continue to arrive in the Broken Lands via the City of Stars and new tunnels from Aengmor. Dwarves and Oenkmarians continue to fight them, but are having difficulty co-operating. Alebane's humanoids make opportunistic attacks on troops passing through their lands.

(Source: AC1012, p. 190)

After being chased all night, the White Wolf of Morlay manages to evade his pursuers by entering the swamps south of the hills of Les Perdus.

(Source: AC1012, p. 190)

Klarmont 17 Helenites Osteropolus Killed

When Imperial Legionnaires attempt to arrest Senator Helenites Osteropolus on a treason charge today, he suffers a heart attack and dies. His widow Fabia gifts her husband's estate to Emperor Eusebius Torion of Thyatis and moves to an estate in the countryside.

(Source: AC1012, p. 190)

Klarmont 18 Broderick Reports, Further Assaults on Oenkmarr

Emperor Zandor of New Alphatia requests a report from Commander Broderick. Broderick reveals his plan to use rebels in Skyfyr to weaken Blackrock's troops before committing Seashield's forces. Zandor approves of the plan. Broderick informs Zandor that the Princess Ark is a sentient being and doubts it would serve any but Haldemar, although Xanthus seems to have temporarily dominated it. Zandor is furious and wants the Ark destroyed. Later, Queen Zynnia of Aquas approaches Broderick when he is alone and reminds him of Haldemar's mission to take Zandor to the Hollow World. However, the geas on Broderick prevents him from remembering what she said. Zynnia begins to suspect Broderick has been ensorcelled.

(Source: AC1012, pp. 190-191)

Shadow elves break through the dwarves guarding the passages to Oenkmar and assault the city itself. It takes an enormous effort for the defenders to repel the attack.

(Source: AC1012, p. 191)

Klarmont 20 Gratia Sets Out for Skyfyr

Gratia of Surshield boards a merchant vessel in Port Marlin bound for Skyfyr in response to a common Alphatian's request for assistance to overthrow Xanthus.

(Source: AC1012, p. 191-192)

Klarmont 21 Colonisation Increases, Daring Plan to Battle Plague

Emperor Eusebius Torion of Thyatis directs the Ministry of Colonisation to increase colonisation of the Isle of Dawn. The ministry recruits more settlers and hires more merchant captains to transport them.

(Source: AC1012, p. 192)

The Alphatian mage Breindel Tzuriel proposes an expedition to the Alphatian Trench to see if books and equipment can be recovered from the Alphatian Centre for Disease control to Emperor Eusebius Torion of Thyatis. With the equipment and the help of Thyatian mages, a cure for the mummy rot could be found.

(Source: AC1012, p. 192)

Klarmont 22 Dwarves Ask for More Help

At a Western Defense League meeting in Selenica, Dengar requests the league to send troops underground. The request is unanimously rejected. A diplomatic end to the situation is urged.

(Source: AC1012, p. 192)

Klarmont 24 20th Fleet Withdraws

Admiral Helena Daphnotarthis orders the 20th fleet to withdraw from Aeria and Gaity to Aegos in accordance with the Isle of Dawn Treaty.

(Source: AC1012, p. 193)

Klarmont 26 Truce Called, Village Destroyed

Representatives from the Darokin Diplomatic Corp and the Kingdom of Karameikos meet with Radiant Princess Tanadaleyo in Rafielton to propose a truce.

(Source: AC1012, p. 192)

King Xanthus of Blackrock flies in the Princess Ark to the village of Whitewaters, 2 miles NE of Skyfyr, after hearing reports Prince Heldemar of Haaken was being harboured there. His troops find evidence that the village was harbouring rebels, but they seem to have left. Xanthus orders the village be razed as a warning to others thinking of harbouring rebels.

(Source: AC1012, p. 193)

Klarmont 27 Thyatian Ships Turn Pirate

Thyatians deserters from the 20th fleet, disembark from 2 sailing ships raid the village of Tephtah on Aeria.

(Source: AC1012, p. 193)

Klarmont 28 Humanoids Amass For Attack

Humanoid troops assemble in Lower Ogremoor. King Alebane goes over battle plans with tribal leaders.

(Source: AC1012, p. 193)

3rd Quarter Neuhafen Logging Disrupted

Rangers of the Altenwald with the help of forest druids and woodland creatures are hampering logging efforts near Neuhafen. The rangers are the survivors of Halvard's freedom fighters - mostly old men still living with their memories of a time now past. Ever since Halvard's death, they have travelled the land in search of an heir they believe still lives in the Heldannic Territories.

(Source: Bruce Heard's Heldannic Knights)

Felmont 1 Peace Talks Resume

In Selenica, Gardar Everast XVI of Dengar and Radiant Princess Tanadaleyo of Aengmor discuss peace. Members of the Darokin Diplomatic Corp reveal they secretly sent investigators into Oenkmar and found it is indeed an ancient elven city. Everast storms out and demands his own investigation of the city's origin.

(Source: AC1012, p. 193)

Felmont 2 Humanoids Attack

2,000 humanoids of the Broken Lands attack the dwarves and shadow elves in separate groups, driving them back.

(Source: AC1012, p. 193)

Felmont 3 Shadow Elves Withdraw

General Garafaele Galeifel orders a withdrawal to the Canolbarth, in the hope that the humanoids and dwarves will weaken each other.

(Source: AC1012, p. 194)

Felmont 4 Betrayal in Oenkmar

With the withdrawal of the shadow elves, the Oenkmarians lead by General Tlatepetl turn on the dwarves, slaughtering many and forcing the survivors to retreat to the citadel.

(Source: AC1012, p. 194)

Felmont 5 Dwarves Demand Troops, Ragnar Crowned King

At a Western Defense League meeting in Selenica, Dengar representatives ask for troops to be sent to rescue thousands of dwarves trapped in Oenkmar. The member states refuse. Dengar puts out a call to mercenaries and adventurers for help.

(Source: AC1012, p. 194)

The Jarls of Soderfjord crown Ragnar “the Stout” King of Soderfjord in Soderfjord town.

(Source: AC1012, p. 194)

Felmont 7 Fighting in the Broken Lands

Troops from Dengar, bands of mercenaries and adventurers push through the Lower Broken Lands towards Oenkmar.

(Source: AC1012, p. 194)

Felmont 8 Dwarves Sue for Peace, Gratia Arrives in Skyfyr

The dwarves parley with General Tlatepetl of Oenkmar. They ask to be allowed to leave the city or else they will fight to the death. Tlatepetl refuses to allow them to leave.

(Source: AC1012, pp. 194-195)

Gratia of Surshield using the pseudonym of Gracinha Vasillii arrives in Skyfyr. Gratia contacts the rebels and they interview her to see if she is a spy.

(Source: AC1012, p. 195)

Felmont 10 Rescue Forces Make a Stand

Dengar troops, mercenaries and adventurers have fought their way to the vicinity of Oenkmar.

(Source: AC1012, p. 195)

Felmont 11 Exodus from Oenkmar

Dwarves above the city of Oenkmar lower ropes for their brethren trapped in the citadel to escape up. Some dwarves steal skinwings and fly out of the city. An adventurer with a flying carpet rescues about 40 dwarves. The Karameikan mage, Gustav Miksa, rescues more than 50 dwarves via fly, teleport and teleport any object spells. Unfortunately, Gustav and the dwarves he is carrying teleport into solid rock on his last spell. Fewer than 2,000 dwarves were rescued.

(Source: AC1012, p. 195)

Felmont 12 Rescue Attempt Fails, Retreat from the Broken Lands

Admiral Haldemar of Haaken, Favian Vern and some crew board the Princess Ark. Vern negates Xanthus' domination via protection from evil spell and they fly off. However, the protection from evil spell fades and Haldemar's domination is overpowered by Xanthus. Haldemar and co flee in a lifeboat as the Ark returns to Skyfyr. They take refuge in an abandoned mine serving as a rebel base.

(Source: AC1012, pp. 196-197, 201)

The dwarves, mercenaries and adventurers begin a fighting withdrawal from the Lower Broken Lands.

(Source: AC1012, p. 197)

Felmont 13 Trouble in Neuhafen

Wulf von Klagendorf is informed that the lumber camps near Neuhafen have been harassed over the last few weeks by woodland creatures. Von Klagendorf orders a team of adventurers to investigate.

(Source: AC1012, p. 197)

Felmont 15 Heirs Announced

King Stefan Karameikos announces his heir will be his daughter Adriana. Queen Olivia Karameikos is infuriated.

(Source: AC1012, p. 197)

Felmont 16 Thar Eludes Hunters

Thar and his humanoids have successfully been evading hundreds of soldiers and bounty hunters in the Makkres Mountains for the past 4 months.

(Source: AC1012, p. 197)

Felmont 18 Spies in Oenkmar

12 humanoids under King Alebane's command sneak into Oenkmar on lava rafts and ropes. They are to assess the viability of conquering the city.

(Source: AC1012, p. 197)

Felmont 19 Jennite Prince Executed

A Jennite prince captured at the Fort Halvor mine is executed in Faraway on the orders of King Nicodemus of Verdan.

(Source: AC1012, pp. 197-198)

Felmont 20 Rare Magical Mineral Found, Jennites Rebel

Adventurers exploring caves north of Denwarf-Hurgon discover the mnemonics minerals which effect spell memory.

(Source: AC1012, p. 198)

Jennites rebel this morning in Faraway, outnumbering the King's troops by 5:1.

(Source: AC1012, p. 198)

Felmont 21 Council to Improve Travel, Xanthus' Agent Discovered

Glantri's Council of Princes vote to offer rewards to people who can build safe roads and wizards who can magically transport goods or people. The motion was opposed by Princess Dolores Hillsbury of Fenswick, Prince Brannart McGregor of Klantyre and Prince Morphail Gorevitch-Wozlany of Boldavia. Dolores is furious that Prinz Jaggar von Drachenfels of Aalban voted for the motion.

(Source: AC1012, pp. 198-199)

The Skyfyr rebels discover King Xanthus' agent among their organisation.

(Source: AC1012, p. 199)

Felmont 22 Princess Igrid Kidnapped

Princess Igrid Yrsasdottir of Ostland convinces a foreign warrior to take her to relatives in Vestland where she can escape “bad men”. She intends to become an adventurer, so she will be able to protect her mother from attacks. Queen Yrsa Svalasdottir of Ostland believes her daughter has been kidnapped by a foreigner.

(Source: AC1012, p. 199)

Felmont 28 Rebellion in Skyfyr, Final Summit Meeting

Jennite and common Alphatian rebels block streets, storm the estates of government officials and march on the palace. Favian Vern and 4 rebels secretly enter Xanthus’ palace and reach the throne room. Xanthus and 2 mages teleport to the Princess Ark and fly away. The palace guards rally and force Favian and the rebels to flee the palace. Expert tactical advice for the rebellion was provided by Gracinha Vasillii (Gratia).

(Source: AC1012, pp. 199-200)

The Western Defense League formalises the end of hostilities with the shadow elves in Selenica. Darokin concedes that groups of fewer than 50 shadow elves may march through Darokin. Radiant Princess Tanadaleyo of Aengmor retorts that they have better routes of travel than through Darokin. After the shadow elves leave, Darokin forbids the dwarves from marching through Darokin territory and warns Dengar will be expelled from the League if it pursues its reckless Broken Lands campaign. Gardar Everast XVI lets fly at the League members, highlighting their failure to commit troops underground to save thousands of dwarves, he then declares Dengar no longer desires to be a League member.

(Source: AC1012, p. 200)

Fyrmont 1 Famine & Plague Ease

Deaths from famine and mummy rot are declining on mainland Thyatis. An early uncontaminated harvest has eased the famine.

(Source: AC1012, pp. 199-200)

Fyrmont 2 Skyships Strike

The Princess Ark and an Alphatian Man-O-War drive back the rebels from King Xanthus’ palace in Skyfyr. A group of rebel mages (many hailing from Rainbow Park) badly damage both ships and cause them to retreat from Skyfyr to a secret base in the hills. Xanthus’ ground troops are then pushed out of the city by the rebels.

(Source: AC1012, pp. 200-201)

Fyrmont 3 Thothian Cure Provided

Thothian priests sent by Pharaoh Ramenhotep XXIV arrive in Thyatis City to share their knowledge of how to make potions to cure mummy rot. Emperor Eusebius Torion of Thyatis gives them an honour guard.

(Source: AC1012, p. 201)

Fyrmont 4 Adventurers Replenish Supplies

The adventurers who discovered the mnemonics mineral reach Sanctuary – a makeshift base town for adventurers and mercenaries on Monster Island. They trade some potions for supplies, then head back to mine some more. Thieves and mages learn of the new mineral and start planning on how they can benefit.

(Source: AC1012, p. 201)

Fyrmont 7 Princess Ark Attacked

Commander Broderick's best scout tracks the Princess Ark to Xanthus' secret base and touches the skyship with a rod of cancellation this morning, causing Berylith to roar in pain and take off. Xanthus teleports to the bridge and makes lots of promises to Berylith before she returns to the base. Admiral Haldemar of Haaken telepathically feels Berylith's pain and later learns of the attack.

(Source: AC1012, pp. 201-202)

Fyrmont 10 Broderick Makes a Deal, Mineral Rush is on!, Behemoth is Sighted

A meeting is arranged between Commander Broderick, King Xanthus of Blackrock and his aide Bargle "the Infamous". Broderick tells Xanthus that 12 submersibles are submerged in Skyfyr harbour in addition to naval units masked by magic. Broderick is willing to assist Xanthus regain his throne if he will swear allegiance to Emperor Zandor and pay tribute plus 3 years' taxes. If not, Seashield forces will support the rebels and see that Blackrock gets a new king.

(Source: AC1012, p. 202)

A mnemonic mineral rush begins on Monster Island.

(Source: AC1012, pp. 202-203)

A merchant vessel crossing the Sea of Dread from Kastelios to N'Goro encounters the behemoth.

(Source: AC1012, p. 203)

Fyrmont 11 Xanthus Agrees

King Xanthus of Blackrock eventually agrees to Broderick's proposal with the Princess Ark being the specified tribute.

(Source: AC1012, p. 203)

Fyrmont 12 Rebels Driven Underground, Fire in Dymrak Forest

2,000 Seashield troops and 1,500 Blackrock forces assault Skyfyr. By nightfall, the rebellion is mostly an underground movement.

(Source: AC1012, pp. 203-204)

The Callarii elves battle fires in the Dymrak Forest with 50sqm of ancient oaks in danger. The Callarii contact the School of Magecraft for assistance.

(Source: AC1012, p. 204)

Fyrmont 13 Xanthus' Revenge

King Xanthus of Blackrock orders his troops to search the city to find and kill rebels. Broderick reluctantly sends some of his troops to assist, however they are ordered to capture rebels. At noon, the rebels send a message that if the raids do not stop, Blackrock officials held as prisoners will be killed. Xanthus ignores the threat. By nightfall, 500 rebels have been killed or captured.

(Source: AC1012, p. 204)

Fyrmont 14 Callanya Village Destroyed

Fire destroys Callanya Village in the Dymrak Forest. The elven population evacuated safely beforehand. The western blaze is being controlled, but the eastern blaze is unabated.

(Source: AC1012, p. 204)

Fyrmont 15 World Games Begin

The First Annual World Games begin in Selenica. Competitions include archery, wrestling, foot races, horse races, javelin throwing and swimming.

(Source: AC1012, pp. 204-205)

Fyrmont 16 Xanthus Stalls

When pressed, King Xanthus of Blackrock informs Commander Broderick that he cannot give up the Princess Ark until the last rebel is in custody. Broderick knows he is stalling, but is prepared to wait. Broderick is releasing prisoners where there is sufficient evidence which Xanthor publicly accepts whilst privately seething.

(Source: AC1012, p. 205)

Fyrmont 17 Cause of Fire Discovered

Adventurers investigating the source of the Dymrak Forest fires discover a pack of hellhounds.

(Source: AC1012, p. 205)

Fyrmont 18 Ethengar Mare Wins Race

Kazuko, a chestnut mare from the Ethengar Khanates, outruns 37 other horses in a cross-country 10 mile race to win the gold medal. 2nd place goes to an Emirates stallion 2 minutes back.

(Source: AC1012, p. 206)

Fyrmont 20 King Raganr Leads Expedition, Forest Fires Quelled

King Ragnar of Soderfjord leads an army into the Hardanger Mountains to deal with Psa'gh's Kobolds.

(Source: AC1012, p. 205)

A heavy downpour assist the fire fighters in Dymrak Forest who quell the last of the blaze.

(Source: AC1012, p. 206)

Fyrmont 21 More Fighting in Oenkmar

All of alebane's forces are now in the city of Oenkmar, holding most of the West Bend and the Enclave. The Oenkmarians hold the Citadel, Temple Hill and the Religious Quarter. The main battlegrounds are the downtown areas.

(Source: AC1012, p. 206)

Fyrmont 25 Scandals at the World Games

A Glantrian runner is accused by a Thyatian runner of using magic potions to aid recovery at the World Games in Selenica that were not revealed by detect magic spells. The Glantrian beat the Thyatian in 5 races. Officials order an investigation. There are protests at the weightlifting that a Vestland contestant has giant-kin heritage. As he has come 2nd in 2 of 3 trials, the officials take no action.

(Source: AC1012, p. 206)

Fyrmont 26 Zandor Learns of Mineral

A visitor to Seshield presents Emperor Zandor of New Alphatia with a gift of 5 mnemonics mineral potions and offers to supply the emperor at a mere 100 Cw per potion. When he refuses to tell Zandor where he obtained the mineral, Zandor has him arrested and interrogated.

(Source: AC1012, pp. 206-207)

Fyrmont 27 Broderick Recalled

Commander Broderick receives word that Emperor Zandor of New Alphatia requires him to return to Seashield immediately. Broderick leaves in a submersible, handing over leadership to his 2nd in command, Captain Sheemus Tayg of the 3rd Seashield Army.

(Source: AC1012, pp. 206-207)

Fyrmont 28 World Games End

Mages from the Great School of Magic and the School of Magecraft entertain the crowd with the closing ceremony finale. Mirros and Ierendi City vie to host the next games.

(Source: AC1012, p. 207)

Ambyrmont 1 Zandor Becomes Impatient, Tayg Gives Ultimatum

Emperor Zandor of New Alphatia uses his crystal ball to locate Commander Broderick, then uses a special teleport spell available to members of the Thousand Wizards on Broderick to recall him immediately to Seashield. Zandor flies into a rage at Broderick's incompetence for having withdrawn the 6th Army from Monster Island and missing the discovery of the mnemonics mineral. Broderick persuades Zandor to give him 6 weeks to deliver all the mnemonics mineral he desires. Zandor agrees, but makes it 5 weeks or pain of death. Broderick sends scouts to Monster Island.

(Source: AC1012, pp. 207-208)

Captain Sheemus Tayg of Seashield sends an ultimatum to King Xanthis of Blackrock – hand over the Princess Ark and 3 years taxed within a week or suffer the consequences. Xanthis replies he will be able to comply if he is able to deal with the rebels as he sees fit. Tayg replies that Imperial Law must be complied with. Meanwhile Tayg sounds out the rebels for a possible alliance against Xanthis.

(Source: AC1012, p. 208)

Ambyrmont 2 Zandor Refuses Request, Faraway Rebellion Crushed

Commander Broderick requests that a man-o'-war skyship be sent to assist in Esterhold. Emperor Zandor of New Alphatia refuses, stating that all skyship are required to deal with the marauders on monster Island and that Esterhold should be under control by now.

(Source: AC1012, p. 208)

The rebellion is crushed in Verdan with thousands of Jennite slaves killed. Hundreds of slaves have been publicly flogged or executed. Stricter curfews and laws are put in place to maintain order.

(Source: AC1012, p. 208)

Ambyrmont 3 Battle in the Hardanger Mountains

King Ragnar “the Stout” of Soderfjord and the 1st Regiment of the King’s Brigade are ambushed in a narrow valley by hundreds of kobolds, 40 miles NE of Castellan. The King’s brigade loses 12 troops with more wounded.

(Source: AC1012, pp. 208-209)

Ambyrmont 5 Rebel Base Attacked

Haldemar is telepathically alerted to Xanthus’ attack on the rebel base in an abandoned mine where he is holed up. Rebel mages attack Xanthus’ man-o’-war whilst Favian Vern, rebels and Ark crew board the flying lifeboat to try to board the Ark. Haldemar teleports himself, Talasar, Xerdon and Myojo to the bridge where they battle Xanthus, Bargle and guards. Haldemar casts feeblemind at Xanthus which fails, but distracts his control of Berylith long enough for her to roar and start bucking in the air. Realising his control has been broken, Xanthus and Bargle teleport away. Haldemar regains control of the Ark and Favian Vern and the lifeboat crew land on the Ark. Xanthus’ guards are dispatched.

(Source: AC1012, pp. 209-210)

Ambyrmont 6 Haldemar Heads for Home

The Princess Ark, now cured of aging by Favian Vern, but damaged in the rebellion, takes off for Floating Ar to be repaired.

(Source: AC1012, p. 210)

Ambyrmont 8 Mage Loses Magic, Survivors Wash Ashore, Captain Tayg Takes Skyfyr

The discoverer of the mnemonics mineral finds he can no longer memorise spells. The mage halts his use of the mioneral until he can find a cure.

(Source: AC1012, p. 210)

A submersible badly damaged by the behemoth beaches near the village of Orji on Thanegia Island. When the 6 adventurers on board disembark in their underwater gear, they scare the locals. When they remove their masks, they are able to communicate with the locals that they require assistance and are lead to the village.

(Source: AC1012, p. 210)

King Xanthus of Blackrock has not met Captain Sheemus Tayg of Seashield's ultimatum. Seashield forces assault Skyfyr. Fighting lasts most of the day with Xanthus' troops holding the palace. Then the rebels join the attack and the palace is overrun. Prisoners are freed whilst Xanthus' troops are imprisoned. Xanthus and Bargle have fled to their secret base, however. Tayg meets with the rebel leaders and informs them of Emperor Zandor's demands. Favian Vern is named as a possible monarch.

(Source: AC1012, pp. 210-211)

Ambyrmont 10 Seashield Forces Land

7 submersibles surface in the bay of Denwarf-Hurgon, releasing the 5th and 6th Seashield Armies to shore.

(Source: AC1012, p. 211)

Ambyrmont 11 Princess Igrid Returned

Queen Yrsa Svalasdottir "the Young" of Ostland receives a note instructing her to come alone to a place outside Zeaburg if she wants her daughter back. After eluding agents following her, Yrsa comes to the location and sees Igrid who explains she was not kidnapped. Yrsa grants amnesty to the people involved.

(Source: AC1012, p. 211)

Ambyrmont 12 Oenkmar Ransacked

Alebane's forces break the Oenkmarian forces and ransack the city. Oenkmarian defenders continue to hold the Citadel and the Great Temple.

(Source: AC1012, p. 211)

Ambyrmont 14 Shadow Elves Strike

The shadow elves attack Oenkmar. The Oenkmarians reluctantly join forces with Alebane to fight off the shadow elves. By the end of the day the shadow elves control the city with the humanoids grimly holding out in the Citadel and Great Temple.

(Source: AC1012, pp. 211-212)

Ambyrmont 15 Imperial Hospitaliers Established

Emperor Eusebius Torion of Thyatis decrees that Breindel Tzurriel be Prefect of the new Imperial Hospitaliers following his successful salvage mission to the Alphatian Centre for Disease Control. The hospitaliers are charged with investigating disease

outbreaks, public education on disease prevention and researching unknown diseases. The hospitaliers are provided with magesw, clerics and funding.

(Source: AC1012, p. 212)

Ambyrmont 16 Slaughter in Oenkmar

The shadow elves conquer Oenkmar. Thousands of humanoids are killed. Some flee on skinwings, Angus McClintock teleports to Glantri whilst others hide in sewers and tenements trying to avoid shadow elf hunting parties.

(Source: AC1012, pp. 212-213)

Ambyrmont 23 Gargantoid Rediscovered

After recently recovering his gargantoid, Ferdynand Lillypot decided to explore Mystara in it. He sets off for Sind, but the machine breaks down in the Khrish Massif. Adventurers exploring the rim of the Great Crater spot the gargantoid and meet Ferdynand. He asks them to retrieve components to allow the machine to be fixed.

(Source: AC1012, p. 213)

Ambyrmont 24 Denwarf-Hurgon Secured, Dar Inberlon Enters Glantri

The armies of Seashield backed by men-o'-war skyships from Bellissaria secure the upper level of Denwarf-Hurgon and the town of Sanctuary with little resistance. The 6th army is charged with guarding the settlements whilst Commander Broderick leads the 5th army to secure the mines.

(Source: AC1012, p. 213)

The Karameikan caravan of which Dar Inberlon the ostler and Theris are part, leaves the Broken Lands and spends the night in Trintan. The dwarf, Adri Rivensteel is disguised as a young boy.

(Source: Kingdom of Magic, Handouts 7A & 7C)

Ambyrmont 25 Ragnar's Brigade Retreats

Psa'gh leads his kobolds and allied Gnollheim clans to ambush the forces of King Ragnar "the Stout" of Soderfjord. Ragnar orders a retreat out of the mountains.

(Source: AC1012, pp. 213-214)

Broderick sends a shipment of enough mnemonics mineral for 10 potions from Denwarf-Hurgon with instructions to Emperor Zandor of New Alphatia on what it is and not to use more than 1 dose a day.

(Source: AC1012, p. 216)

Ambrymont 27 Mineral-Related Magic Loss Becomes Widespread

Mages who have indulged in mnemonics mineral potions begin losing their ability to memorise spells. Unaffected mages on Monster Island try to take advantage by securing their own supplies of the mineral.

(Source: AC1012, p. 214)

Ambrymont 28 Xanthus Gathers Forces

Xanthus' man-o'-war has been repaired. Mercenaries are flocking to him in the expectation of good pay. Troops from Verdun are on their way. Many Blackrock mages are ready to support Xanthus to reclaim his throne. Xanthus has requisitioned a flying yacht owned by a reclusive mage on Blackrock's eastern border.

(Source: AC1012, p. 214)

Sviftmont Aengmor City Colonised

Shadow Elves begin puring into Aengmor City. "Dyvyr" Red Arrow of the Alrheinm Avengers infiltrates Aengmor City to spy.

(Source: AC1013, pp. 230-231)

Sviftmont 1 Seashield Troops Recalled, Wanderers Reveal Themselves, Rumours in Mirros, Dar Inberlon Passes Through New Alvar

Emperor Zandor of New Alphatia orders the 2nd – 4th Seashield Armies to return to Aquas immediately. Captain Sheemus Tayg of the 3rd Army orders his troops to ransack Xanthus' palace, giving some of the gold to the rebels. They then depart for Aquas. Seashield mercenaries are dismissed, some join the rebels, others join Xanthus.

(Source: AC1012, p. 214)

The wanderer Felestrator teleports to Royal Wizard Kaanfasti's makeshift laboratory in the Citadel of Aengmor. He tells a startled Kanafasti that he became a wanderer nearly a century ago and that a community of nearly 100 lives in this city. He offers information on Aengmor as long as Kanafasti promises to prohibit contact with younger shadow elves, as commanded by Rafiel.

(Source: AC1012, p. 215)

Rumours abound in Mirros that Queen Olivia Karameikos is not speaking to her husband, except when compelled to in public due to her anger at Adriana being named heir. They are not true, but Olivia is sleeping separately due to Stefan's snoring.

(Source: AC1012, p. 215)

The caravan containing Dar Inberlon reaches New Alvar for some trading before setting off for Glantrio City.

(Source: Kingdom of Magic, Handout 7B)

Sviftmont 2 Storm in Glantri

A very heavy rainstorm that lasts all day, hits Glantri.

(Source: Kingdom of Magic, Handout 7B)

Sviftmont 4 Dar Inberlon Reaches Glantri City

The Karameikan caravan containing Dar Inberlon reaches Glantri City. At night, Theris meets the Canalmaster. The Canalmaster promises to share a secret that will make Theris rich if Theris will spy on a meeting between a minor noble and an Unseen Hand assassin.

(Source: Kingdom of Magic, Handout 7B-D)

Sviftmont 5 Mineral Mines Secured

After some skirmishes with miners, Commander Broderick leads the 5th Army of Seashield to successfully secure the mines. Broderick announces that mining may continue, however half of the minerals extracted are to be confiscated by Emperor Zandor of New Alphatia.

(Source: AC1012, p. 215)

Theris and Dar Inberlon travel to the warehouse to spy on a meeting between a minor noble and an Unseen Hand assassin, but are attacked by a werewolf. They flee.

(Source: Kingdom of Magic, Handout 7D)

Sviftmont 6 Xanthus Strikes

Xanthus besieges Skyfyr. The rebels tell Xanthus' messenger they will not surrender. The rebels outnumber Xanthus' forces 2:1.

(Source: AC1012, p. 215)

Sviftmont 8 Broderick Discovers Secret, Snow in Glantri City

The mage who discovered mnemonics mineral informs Commander Broderick of the spell memorising loss side effect of prolonged use of the mineral. He begs Broderick to shut down the mines. Broderick agrees to restrict further mining and provides the mage with a fully equipped laboratory and magic-user assistant to try to find a cure. Broderick realises he can use the mineral to rob Zandor of his spell casting abilities. He orders all mages and miners with knowledge of the mineral to be kept under strict supervision with word of the negative effects not to spread beyond Monster Island.

He announces all mnemonics minerals to now belong to Zandor, however miners will be paid handsomely.

(Source: AC1012, pp. 215-216)

The first snows hit Glantri City.

(Source: Kingdom of Magic, Handout 7DA)

Sviftmont 9 War in the Hardangers, Dar Inberlon Heads Home

King Ragnar “the Stout” of Soderfjord leads his forces back into the Hardanger Mountains to battle the kobolds and gnolls. The royal forces are joined by those of Jarl Vandrad of Ozurfold and Jarl Solvi of Castellan.

(Source: AC1012, p. 216)

The caravan containing Dar Inberlon leaves Glantri City for Karameikos.

(Source: Kingdom of Magic, Handout 7D)

Sviftmont 10 Senator Imprisoned

Senator Angelarian Canolacarius of Thyatis City is arrested on charges of treason and incarcerated in Blackrock prison to await trial. Canolacarius has been framed by one of Emperor Eusebius Torion of Thyatis’ investigators for refusing to allow his daughter to the investigator (“ a mere government official”).

(Source: AC1012, p. 216)

Sviftmont 12 Mineral Shipment Arrives

Emperor Zandor of New Alphatia receives the mnemonics mineral shipment and Broderick’s note. He gleefully mixes his first potion.

(Source: AC1012, p. 216)

Sviftmont 13 Xanthus Reclaims City

Xanthus retakes Skyfyr. Favian Vern and other rebels leaders retreat to the city’s sewers.

(Source: AC1012, pp. 216-217)

Sviftmont 14 Emperor Eusebius Attacked

An archer on a ministerial building in Thyatis City fires an arrow that causes a superficial wound to Emperor Eusebius Torion of Thyatis. Legionnaires chase the archer.

(Source: AC1012, p. 217)

Swiftmont 15 Troops and Tribute Arrive, Increase in Humanoid Raids

The 2nd-4th Seashield Armies return to Seashield. Captian Sheemus Tayg presents Emperor Zandor of New Alphatia with tribute form King Xanthus of Blackrock. Zandor is delighted and congratulates Captain Tayg. He spends the next few hours dancing and fondling the treasure.

(Source: AC1012, pp. 217-218)

Humanoids of the Lower Broken Lands flee to the Upper Broken Lands, fearing shadow elf attacks. Upper Broken Lands tribes are displaced by the tribesmen from below, some relocate to New Kolland whilst other head for the Makkres Mountains where Thar is having success. As a result of these migrations, humanoid attacks on the borders of Glantri, Darokin, Ethengar and Dengar increase.

(Source: AC1012, p. 218)

Swiftmont 16 Xanthus Receives Thank-You Note

King Xanthus of Blackrock is first startled, then angered, then amused by a letter he receives from Emperor Zandor of New Alphatia, thanking him for his tribute. He waives taxes until AY 2014 and invites Xanthus to Seashield for some deep sea hunting. Xanthus pens a reply accepting the hunting invitation once he ends a slave uprising and teleports it to Zandor.

(Source: AC1012, p. 218-219)

Swiftmont 17 Broderick Recalled Again

Emperor Zandor of New Alphatia uses his scroll of communication to order Commander Broderick to return to Seashield immediately. Broderick gathers as much mnemonics mineral as he can and boards a submersible.

(Source: AC1012, p. 219)

Swiftmont 18 Sparkling Spear Rediscovered

Adventurers return the Sparkling Spear to the Archives of the University of Ylaruam which they found in a Magian Fire Worshipper base in the Southwestern Highlands.

(Source: AC1012, p. 219)

Swiftmont 20 Unusual Rain in Zeaburg

Amid a thunderstorm, thousands of tiny fish rain down on Zeaburg. Queen Yrsa Svalasdottir “the Young” of Ostland sees it as heralding a new age of prosperity whilst High Godar of Odin, Asgrim “the Bowed”, sees it as a sign of ill fortune.

(Source: AC1012, p. 219)

Swiftmont 21 White Horse Crosses the Border

The sacred white stallion drives his mares into the Heldannic Territories near the headwaters of the Strel River. The honour guard follow and send a messenger back to inform the Great Khan's court.

(Source: AC1012, p. 220)

Swiftmont 23 Fierce Fighting in Hardangers

Soderfjord forces have had to split into smaller bands as they skirmish with kobolds and gnolls. They have found many small abandoned lairs, but nothing major.

(Source: AC1012, p. 220)

Swiftmont 28 Broderick Summoned, Shadow Elf Announcement

Commander Broderick disembarks his submersible at Seashield and is told to immediately report to Emperor Zandor of New Alphatia. He learns of the current situation on his way and sasks that Captain Sheemus Tayg wait for him at the Seashield Defenders HQ. Zandor flies into a rage about Admiral Haldemar of Haaken and his Princess Ark. Broderick accepts full responsibility, but offers a chest full of mnemonics mineral before receiving his sentence. Zandor accepts the chest. Broderick then promises to capture or destroy the Ark within 6 weeks.

(Source: AC1012, pp. 220-221)

Radiant Princess Tanadaleyo of Aengmor announces to the ambassadors in Rafielton that the city of Aengmor and the Lower Broken Lands now belong to the shadow elves. She assures them that merchant caravans will still be permitted to cross the Broken Lands, however, no one is to enter the Lower Broken Lands.

(Source: AC1012, p. 221)

Eirmont 1 Famine & Plague Officially End, Broderick & Zynia Conspire

The Imperial Hospitaliers announce the famine and plague have ended in Thyatis. Surplus grain was produced this year and there has not been a new case of mummy rot for over a month.

(Source: AC1012, p. 221)

Commander Broderick informs Queen Zynnica of Aquas of his plan for to kill Zandor after he loses his spell casting ability through the mnemonics mineral potions. Zynnica replies that Admiral Haldemar of Haaken may know a better way. As Zandor hates Haldemar, the latter could be a handy ally. Agents of Broderick and Zynnica interview

all newcomers to Seashield to ensure they know nothing of the mnemonics mineral's side effects. Broderick then departs in a small flying ship for Floating Ar.

(Source: AC1012, pp. 221-222)

Eirmont 4 Zynnia Encourages Zandor

Queen Zynnia of Aquas encourages Emperor Zandor of New Alphatia to continue his daily usage of mnemonics mineral, assuring him the Monster Island mines will be able to supply him for years to come.

(Source: AC1012, p. 222)

Eirmont 5 King Qissling's Decree

King Qissling of Floating Ar announces the formation of a Land Council charged with finding ways to increase the size of the kingdom's existing floating islands and the creation of new floating islands that will survive the Day of Dread.

(Source: AC1012, pp. 222-223)

Eirmont 7 Favian & Gratia Visit Ar

Favian Vern and Gracinha Vasillii (Gratia) visit admiral Haldemar of Haaken at his family estate to ask for assistance against Xanthus who has returned to power. Haldemar declines and then after swearing the 2 to secrecy, informs them of Eriadna and Alphatia's existence in the Hollow World and his mission to take Zandor there which is vital to all Alphatian outer world lands. He says he may be able to assist in Esterhold after he completes his mission. Favian and Gracinha offer to help capture Zandor if Haldemar will then assist in Blackrock.

(Source: AC1012, p. 223)

Eirmont 8 Black Eagle Captured

A group of his lead by Jaervosz Dustyboots ambush and capture Ludwig von Hendriks in the Great Crater near Kolossopolis. Prince Kol XIV of New Koland order Broknag "the Sly" to track down Ludwig.

(Source: AC1012, p. 223)

Eirmont 9 Broderick Meets Haldemar

Commander Broderick requests to dock at Haaken's skyport. Although suspicious, Admiral Haldemar of Haaken agrees. Broderick informs Haldemar of his plan to capture Zandor and Haldemar readily agrees to assist. Broderick consents for Favian Vern and Gracinha Vasillii (Gratia) to join them. Broderick tells them that if Zandor is removed, Seashield's forces would be available to be used against Xanthus. Haldemar realises Broderick has been ensorcelled when he can't communicate his mission to

bring Zandor to the Hollow World. Haldemar and Favian examine Broderick for magical effects and discover the geas which they remove.

(Source: AC1012, pp. 223-224)

Eirmont 12 Black Eagle Rescued

At the southern tip of the Great Crater, 25 well armed kobolds attack Jaervosz Dustyboots party. They kill 2 hin before Jaervosz sounds a retreat, abandoning their captive to the kobolds.

(Source: AC1012, p. 224)

Eirmont 13 Heldannic Knights Confront Ethengar Honour Guard

A Heldannic Knights patrol in the hills bordering the steppes encounters the Ethengarian honour guard following the sacred horse. One of the Ethengarians convinces the knights not to attack, instead they decide to monitor the Ethengarians.

(Source: AC1012, pp. 224-225)

Eirmont 14 Startling News

Prince Malachie du Marais of Morlay-Malinbois receives 3 cold dark black dragon scales from one of his top agents who claims they are from a dragon which Princess Dolores Hillsbury transformed into when on a hunting trip in the Colossus Mountains.

(Source: AC1012, p. 225)

Eirmont 15 Kol Protests Kidnapping

Prince Kol of New kolland protests the kidnapping of Ludwig von Hendriks by the Five Shires military to the Council of Princes. He requests a diplomatic reprimand be sent to Shireton.

(Source: AC1012, p. 225)

Eirmont 17 Thyatian Officials Arrested

A number of officials are arrested in Thyatis City on charges of conspiracy and fraud. They have been arresting wealthy citizens on trumped up charges and pocketing some of the confiscated wealth. They are stripped of office and imprisoned to await trial.

(Source: AC1012, p. 225)

Eirmont 18 Heldanners Insist Ethengarians Leave

The Temple of Grauenberg sends a company of knights to demand the Ethengarian honour guard returns to the steppes on suspicion of espionage. A skirmish results

with several wounded. The white horse and his mares gallop away, the Ethengarians disengage and pursue, the knights pursue the Ethengarians.

(Source: AC1012, pp. 225-226)

Eirmont 19 Malachie Asks Jaggar's Help

Prince Malachie du Marais of Morlay-Malinbois meets with Prinz Jaggar von Drachenfels of Aalban in Glantri City to ask for his assistance in identifying 3 dragon scales. Jaggar is excited to find that he has never seen these type of scales before. He returns 2 scales to Malachie and keeps one to research. Malachie now concludes that Jaggar knows nothing of Dolores' true nature.

(Source: AC1012, p. 226)

Eirmont 20 Canolbarth's Borders Recede

The trees of the Canolbarth Forest continue to wither and die. The southern forest has receded by a mile in the past year alone.

(Source: AC1012, p. 226)

Eirmont 21 Challenge to Thieves

The newly formed commercial treasury house, the Darokin Trust, offers a reward of 100,000 daros to any thief who can penetrate their depository's security. The President of the Darokin Trust is hoping to find a candidate to break into a Glantrian mage's house with similar security to steal documents that implicate the President in a plot to assassinate Corwyn Mauntea several years ago.

(Source: AC1012, pp. 226-227)

Eirmont 24 Five Shires Denies Responsibility

A member of the Darokin Diplomatic Corp, representing the Five Shires, informs the Glantrian Council of Princes that the Five Shires denies any military involvement in Glantri.

(Source: AC1012, p. 227)

Eirmont 25 Behemoth Strikes Again

The behemoth attacks a large convoy of Yavdlom merchant ships in the NW Sea of Dread on their way to Sind. 2 ships are swallowed and 3 are crushed.

(Source: AC1012, p. 227)

Eirmont 26 Scouts Discover Falun Caverns

Soderfjord scouts discover Falun Caverns and inform King Ragnar “the Stout” that a major kobold lair has been found.

(Source: AC1012, p. 227)

Eirmont 28 Princess Ark Positioned, Trade Route Re-Established, Farseeker Winters in Qeodhar

The invisible Princess Ark takes position in the sky above Seashield. Commander Broderick contacts Queen Zynnica of Aquas who informs him that Emperor Zandor of New Alphatia is showing no signs of spell loss.

(Source: AC1012, p. 228)

After much diplomacy, Chief Powakuan-Sleeps-With-Open-Eyes agrees to re-establish limited trade with Darokin through Toney House and the new trade route through caverns.

(Source: AC1012, p. 228)

The Farseeker has given up hope of the polar expedition returning, setting sail for Farend to winter. The captain informs Mirros via scroll of communication of the decision.

(Source: AC1012, p. 228)

Vasiliyon “the Younger” finds the Staff of Gareth lying on a barren crag ten miles from his lair.

(Source: AC1012, p. 232)

Kaldmont 1 New Kolland Requests Aid

Prince Kol of New Kolland requests financial and agricultural aid to assist with an influx of refugees from the Lower Broken Lands. Princess Carlolina Erewan strongly opposes the request, given Erewan has been denied aid. Prince Malachie du Marais of Morlay-Malinbos supports it given it will strengthen New Kolland’s ability to defend Darokin for humanoids and shadow elf invasions from the Broken Lands. The motion passes.

(Source: AC1012, p. 228)

Kaldmont 2 Quest for a Staff

Another dream from Gareth sends Sitara Rohini and Anand Brishnapur into the Khurish Massif to recover the Staff of Gareth from the lair of the dragon Vasiliyon “the Younger”, 75 miles SE of Karakandar. They gather supplies, equipment and hire adventurers/mountaineers.

(Source: AC1012, pp. 228-229)

Kaldmont 5 Avalanche in Hardangers

Psa'gh casts a shout spell from a scroll which casues an avalanche that kills 200 troops of Soderfjord's 2nd & 5th regiments of its 1st division as they march toward Falun Caverns.

(Source: AC1012, p. 230)

Kaldmont 7 Zynnia Begins to Despair

Queen Zynnia of Aquas begins to think that Emperor Zandor of New Alphatia is immune to the mnemonics mineral. She does not realise that Zandor has not been taking potions daily, today is only his 31st.

(Source: AC1012, p. 230)

Kaldmont 8 Ragnar Orders Retreat

Soderfjord priests warn King Ragnar "the Stout" of Soderfjord that a storm brewing in the west threatens to trap their forces in the Hardanger Mountains. Ragnar orders a retreat for the winter. A number of troops will set up forts in the foothills whilst Ragnar plans to raise more troops in Soderfjord town.

(Source: AC1012, p. 230)

Kaldmont 12 Zandor Succumbs to Mineral

This morning Emperor Zandor of New Alphatia calls Queen Zynnia into his chambers. He informs her he does not feel well, can't memorise spells and asks her to handle some business for him. Zynnia sends word to Commander Broderick and alerts agents within Seashield. Admiral Haldemar of Haaken orders the Ark to become visible. At noon Zynnia informs Zandor that Broderick has returned with the Princess Ark. Zandor orders his servants to dress him so he can meet Broderick aboard the Ark. Zandor, Broderick, Zynnia and 1 Imperial Guard step onto the teleportation circle of the bridge. When they arrive on the bridge, Broderick attacks the Imperial Guard, while the others cast their spells at Zandor - Zynnia ray of enfeeblement, Gratia hold person, Haldemar domination and Favian Vern power word stun. All but Haldemar's spells work. Favian then casts temporal stasis. Meanwhile the other Imperial guards on the Ark surrender when they are surrounded by Haldemar and Broderick's men. After a hard day's fighting in Seashield, Zynnia and Broderick's forces have overcome the Imperial guards.

(Source: AC1012, p. 231)

Kaldmont 13 Alphatian Council Formed, In the Lair of Vasiliyon the Younger

Using scrolls of communication, Queen Zynnia of Aquas informs the rulers of Bellissaria that Zandor has been deposed and that they should teleport to Seashield to

discuss the future of the empire. The monarchs arrive by late afternoon. Zynnica introduces Admiral Haldemar of Haaken who informs them of his mission ordered by Empress Eriadna “the Wise” to retrieve Zandor who was captured yesterday. Haldemar states that he believes Eriadna wishes for the New Alphatian Empire to continue as a council of semi-autonomous states that recognise her as empress. He suggests Commander Broderick be named Commander-in-Chief to co-ordinate multi-state military matters and a deciding vote if the council is deadlocked. After some deliberation, Haldemar’s proposal is agreed. King Rolanda Rutherford of Surshield abdicates so Gratia can be restored to the throne. Broderick proposes new military action against the evil Kingdom of Blackrock which is met with unanimous approval. The Council votes to send ambassadors to Floating Ar, Qeodhar, Norwold and Thothia with invitations to join the New Alphatian Empire.

(Source: AC1012, p. 232)

Sitara Rohini, Anand Brishnapur and their party reach Vasiliyon “the Younger” in his lair. They delight him with their wit. Vasiliyon agrees to give them the Staff of Gareth if they bring him the head of his mortal enemy, Evedire.

(Source: AC1012, p. 232)

Kaldmont 15 Princess Ark Sets Sail

The Princess Ark departs Seashield for the Sundsvall Maelstrom with Zandor in its brig.

(Source: AC1012, p. 232)

Kaldmont 16 Death of a Dragon

Sitara Rohini, Anand Brishnapur and their party kill the adult red dragon Evedire in his Mt Urpupurda lair. They are badly injured with their most devout follower killed.

(Source: AC1012, pp. 232-233)

Kaldmont 18 Return to Vasiliyon’s Lair, Into the Void

Sitara Rohini, Anand Brishnapur and their party return to Vasiliyon “the Younger” with the head of Evedire. Vasiliyon gives Sitara the Staff of Gareth after she answers 3 riddles.

(Source: AC1012, p. 233)

The Princess Ark enters the Void via a ripstorm above the Sundsvall Maelstrom and a disintegrate spell through the skyshield.

(Source: AC1012, p. 233)

Kaldmont 20 Collapse of the Griffon’s Arms

Shortly before dawn, the 4-storey Griffons Arms inn in the Merchant District of Mirros collapses, killing an estimated 200 staff and guests. Investigations into the collapse are undertaken by the government, the Kingdom of Thieves and the hotel's owner.

(Source: AC1012, pp. 233-234)

Kaldmont 28 Miracle in Sind

Maharaja Hara Rudraksha of Peshmir's 2 year old daughter accidentally falls to her death from a palace tower window in Karakandar. Hara summons a priest of Aksyri to try to raise her, but he can't because of the Day of Dread. Sitara Rohini, the prophet of a new immortal Gareth, asks permission to try to assist. Despite the protests of the priest of Aksyri, Hara agrees. Sitara returns the daughter to life with the Staff of Gareth.

(Source: AC1012, p. 235)

AC 1013 Chronicles of Sir Lile Graybow Published

Sir Lile Graybow's chronicles cover the exploits of Sir Fain Flinn and Johauna Menhir as they thwart the plans of Teryl Auroch to destroy Mystara.

(Source: Fall of Magic, p. 2)

Sitara Rohini and her followers are chased out of Karakandar by Rishiyas. Her followers transform Evedire's lair in the Khurish Massif into a monastery.

(Source: AC1013, p. 99)

Nuwmont Blackrock Conquered

Forces of the New Alphatian Empire invade the Kingdom of Blackrock and conquer it. Xanthus flees to Faraway where King Nicodemus of Verdan was preparing to resist a New Alphatian invasion. Bargle flees and is rumoured to have returned to the vicinity of Halag.

(Source: AC1013, p. 220)

Nuwmont 1 Heldannic Inquisition

After long consideration and finger-pointing, the three Primates of the Heldannic Order agree that all is not well. Knights of the Order are almost universally disliked if not profoundly hated. It's not to say it does not deserve its reputation. But somehow, events have had a way of bringing the worst out of the Order. Although the Primates do not exactly consider the Order to be a benevolent force in the world, they can't explain many of its worst acts of repression and abuse of power. Reluctantly, the Primates conclude that faith isn't all it should be among the Order and perhaps other forces may be at work. On this thought, the three agree to begin a time of meditation

and introspection to purify the Order's thoughts and soul. Oberherr Wulf von Klagendorf of the Heldannic Knights orders an inquisition into heretical beliefs in the Heldannic Territories.

(Sources: AC1013, p. 212; Bruce Heard's Heldannic Knights)

Nuwmont 2 Thyatian Tax on Publications

Emperor Eusebius Torion of Thyatis introduces a tax on publications.

(Source: AC1013, p. 212)

Nuwmont 3 Gargantoid Runs Amok in Akesoli

Ferdynand Lillypot stops in at Akesoli on his way to explore Sind in his gargantoid. His unattended gargantoid runs amok in the city for 6 hours causing substantial damage. The city council orders the immediate departure of the gargantoid and Ferdynand.

(Source: AC1013, p. 212)

Nuwmont 5 Snowstorm in Glantri

A great snowstorm blankets Glantri.

(Source: AC1013, p. 212)

Nuwmont 8 Deaths: Pallantia Bonifacius

Pallantia Bonifacius, famed poet and playwright of Thyatis, dies of pneumonia.

(Source: AC1013, p. 212)

Nuwmont 9 New Thyatian Coin

The Imperial Mint of Thyatis issues a new platinum emperor depicting Emperor Eusebius.

(Source: AC1013, p. 212)

Nuwmont 15 Cholera Epidemic in Ierendi

A cholera epidemic in Ierendi claims over 100 lives and overwhelms priests.

(Source: AC1013, p. 213)

Nuwmont 17 Norwold Earthquake

Severe earthquake in Norwold with shocks felt as far as Freiburg.

(Source: AC1013, p. 213)

Nuwmont 19 New Summer Palace

Construction begins on a new summer palace in Jahore for the Rajadhiraja of Sind.

(Source: AC1013, p. 213)

Nuwmont 21 Laszlo Kellemen Missing

Laszlo Kellemen, a rich merchant of Mirros, is missing, feared kidnapped by the Iron Ring.

(Source: AC1013, p. 213)

Nuwmont 22 Theatre Damaged

A miscast spell during rehearsal of a new play, "Fire Mage", severely damages the Royal Karameikan Theatre in Specularum by fire.

(Source: AC1013, p. 213)

Nuwmont 24 Deaths: Maera Tithonius

Carisa Ignatius, an insane young lady, murders her friend Maera Tithonius in a street of Thyatis City.

(Source: AC1013, p. 213)

Nuwmont 28 Theatre Repaired

With assistance from the School of Magecraft, the Royal Karameikna Theatre in Specularum is repaired.

(Source: AC1013, p. 213)

Watermont 1 Great Fire of Thyatis

Fire starts in the Blocks on the western side of Thyatis City after a brazier is knocked over. The fire squad were already engaged 15 blocks away. The fire spreads quickly fanned by a strong westerly. The fire squad have out at one fire by dawn, but it took half an hour for them to get to the main blaze due to people crowding in the streets. An hour after dawn there is a huge fireball as an illegal alchemist lab explodes. 15 volunteer fire squads arrive, but can't contain the fire. By mid morning more than 12 blocks are ablaze. Looters take advantage of the situation as legionnaires struggle to maintain order.

(Source: AC1013, pp. 214-215)

Watermont 2 Floating Ar Joins New Alphatian Empire

King Qissling of Floating Ar agrees to join the New Alphatian Empire.

(Source: AC1013, p. 214)

Watermont 3 Laszlo Kelemen Ransomed, Great Fire of Thyatis Ends

Laszlo Kellemen is ransomed for 10,000 royals. Karameikan soldiers fail to find the kidnappers.

(Source: AC1013, p. 214)

Eventually the fire is put out after 2/5s of Thyatis City is destroyed. 1,000 people died. Losses exceed 2,000,000 lucins. Rebuilding is planned to include parks, hospitals, public works and new tenements with fireplaces and chimneys. With the Imperial Treasury nearly bankrupt after the war, Emperor Eusebius appeals upon the Heldannic Order to help finance the cleanup and the rebuilding of these districts.

(Sources: AC1013, pp. 214-215; Bruce Heard's Heldannic Knights)

Watermont 4 Kantrium Slave Uprising

Farm slaves in the Duchy of Kantrium stage an unsuccessful uprising.

(Source: AC1013, p. 214)

Watermont 7 Deaths: Mrs Karovchek

Leonide Karovchek is found guilty of poisoning his wife and sentenced to death in Kelvin City.

(Source: AC1013, p. 214)

Watermont 11 Last Slave Caught

The final escaped Kantrium farm slave is caught and executed.

(Source: AC1013, p. 214)

Watermont 12 Norwold Blizzard Begins

A deadly blizzard hits the Heldannic Territories and Norwold.

(Source: AC1013, p. 214)

Watermont 14 Norwold Blizzard Ends

The deadly blizzard in the Heldannic Territories and Norwold ends.

(Source: AC1013, p. 214)

Vatermont 17 Snow in Southern Karameikos

Snow falls in southern Karameikos for the first time since 983 AC.

(Source: AC1013, p. 215)

Vatermont 18 Record Yowler Price

A trained yowler is bought for a record price of 5,000 ducats at the Monster Fair auction in Glantri City.

(Source: AC1013, p. 215)

Vatermont 19 Favian Vern Crowned

The New Alphantian Council names Favian Vern as King of Blackrock. King Favian's first act is to declare all Jennites of Esterhold to be free citizens. Jennites celebrated whilst Alphantian slave masters proved problematic.

(Source: AC1013, p. 221)

Vatermont 20 Rumours of Oliver Jowett's Death

Rumours circulate that Patriarch Oliver Jowett of the Church of Karameikos has died cause panic and confusion, but are proven false.

(Source: AC1013, p. 215)

Vatermont 20-26 7 Comets

A comet appears each night for 7 nights.

(Source: AC1013, p. 215)

Vatermont 22 Shadow Elf Diplomacy

Shadow elf diplomats arrive in Darokin City to try to restore diplomatic relations.

(Source: AC1013, p. 215)

Vatermont 28 Black Heart Lily Brawl

A brawl at the Black Heart Lily spills into the street. City guards take an hour to bring it under control and arrest 30 patrons.

(Source: AC1013, p. 215)

Thaumont 1 Academy of Music Opens

The new Academy of Music opens in Thyatis City.

(Source: AC1013, p. 216)

Thaumont 2 Pirate Ships Captured

The Thyatian navy captures the Evander and the Marinos which were former warships of the 20th Imperial fleet that turned pirate.

(Source: AC1013, p. 216)

Thaumont 3 Floating Ar to Move

With the approval of the New Alphatian Council, King Qissling of Floating Ar arranges for mages to start moving the floating islands toward the Yannivey islands.

(Source: AC1013, p. 221)

Thaumont 4 Aegyptus Polydorius Released

On his 80th birthday, former senator Aegyptus Polydorius convicted of treason in AC 981, is released from Blackrock Prison.

(Source: AC1013, p. 216)

Thaumont 6 Streel Bridge Opened

A new bridge across the Streel River is opened in Darokin.

(Source: AC1013, p. 216)

Thaumont 7 Glantrian Skaters Drown

Early thaw contributes to ice breaking on Glantri City's main canal causing 19 skaters to drown.

(Source: AC1013, p. 216)

Thaumont 8 Thyatian Colonisation

20 new towns have been established in the Hinterlands since Thyatis began its colonisation drive. Many more towns have been established on the western Isle of Dawn. Emperor Eusebius Torion of Thyatis introduces an emigration draft to continue the successful colonisation programme. Many poor citizens left homeless by the Great Fire are drafted to colonise the Hinterlands. Many young sons of nobles have petitioned to be given dominions in the colonies.

(Source: AC1013, pp. 216-217)

Thaumont 13 Finn Hordson's Coronation

Finn Hordson turns 18 and is crowned King of Ostland by High Godi of Odin, Asgrom "the Bowed". Queen Yrsa Svalasdottir abdicated in favour of her son. Prince Geir Hordson secretly leaves for the mainland Northern Reaches to hunt humanoids.

(Source: AC1013, pp. 217, 152 & 234)

Thaumont 14 Pirates Capture the *Seahorse*

Pirates capture Guild Corser's merchant ship, the Seahorse. Merchant-Princes launch a hunt for the pirates.

(Source: AC1013, p. 217)

Thaumont 27 Arcanium Mishap

On the 3rd day of the Arcanium Fair in Glantri, a mishap with a new spell demonstration destroys 3 fair tents.

(Source: AC1013, p. 217)

Flaurmont Alpha Joins New Alphatian Empire

King Ericall of Alpha agrees to join the New Alphatian Empire. Seashield sends troops to Alpha to defend against a Heldannic Knights invasion.

(Source: AC1013, p. 221)

2nd Quarter Heldannic Inquisitors Assembled, Pilgrims Settle Vanya's Rest

Some of the best priests of the Voice and of the Hammer are summoned to Freiburg. They are to form the backbone of the Heldannic Inquisition under the command of Manfred Himmelbrand, age 49. Their charter is drafted, defining their goals and duties. Powers are given for the Inquisitors to requisition troops, wealth, and materials to support their efforts.

Some of the pilgrims travelling to Vanya's grave decide to stay and settle in the Holy Land. With next to nothing to work from but their fate, these courageous pioneers build their shacks in the Davanian wilderness, there to grow a meagre crop, raise a few oxen, or hunt in the wilderness. Unusual lion-like rakasta, the Simbasta, are sighted in the vicinity of Vanya's Rest.

(Source: Bruce Heard's Heldannic Knights)

Flaurmont 2 Deserter Captains Hanged

The Captains of the Evander and the Marinos are hanged for treason in Thyatis City.

(Source: AC1013, p. 218)

Flaurmont 5 Battle of Einar Pass

King Ragnar “the Stout” of Soderfjord renews his war against the kobolds, fighting the battle of Einar Pass in the Hardanger Mountains.

(Source: AC1013, p. 218)

Flaurmont 6 Giant Clam Found

Divers off the coast of Trader’s Isle discover a 50’ clam weighing 800lbs.

(Source: AC1013, p. 218)

Flaurmont 9 Wedding Cancelled

In the early hours of this morning, a drunk Bernard Kalimi of Corun House mistakes a fireplace for a plumbing fixture at the Hallonica’s house in Selenica. The Hallonicas call off their daughter Felicia’s wedding to Bernard.

(Source: AC1013, p. 218)

Flaurmont 15 Thincol Remembered

Emperor Eusebius Torion of Thyatis honours the anniversary of his father’s death by gifting a denarius to each poor family in Thyatis City.

(Source: AC1013, p. 219)

Flaurmont 16-17 Sea of Dread Tempest

A violent tempest occurs in the Sea of Dread.

(Source: AC1013, p. 219)

Flaurmont 18 Silver Cloud Lost

The Karameikan merchant vessel Silver Cloud burns at sea with all cargo and 6 lives lost.

(Source: AC1013, p. 219)

Flaurmont 21 Selenica Masked Ball Theft

Thieves magically cause celebrants at the Masked Ball in Selenica to fall asleep and then proceed to steal 100,000 daros worth of jewelry.

(Source: AC1013, p. 219)

Flaurmont 22 Pirate Treasure Found

Laurentij Kolenka discovers a treasure chest with 50,000 ancient gold and silver coins whilst planting a new flower garden.

(Source: AC1013, p. 219)

Flaurmont 28 Purge Resumes

Emperor Eusebius Torion of Thyatis orders the resumption of the purge of senator and the wealthy.

(Source: AC1013, p. 219)

Yarthmont Red Dragon to Compete for Ierendi Crown

The Ierendi Tribunal approves for the large red dragon Respen-ak-Tarpis, Draconic Earl, Prnice of Arentela's request to complete in the Ierendi Crown Tourney.

(Source: AC1013, p. 223)

Yarthmont 1 King Stefan's Grand Tour

King Stefan Karameikos begins a grand tour of his kingdom, spending the night at the School of Magecraft.

(Source: AC1013, p. 220)

Yarthmont 3 Well Vapours in the Emirates

A salt caravan arrives at the desert encampment of the Janabah Tribe in the Emirates. 200 people are dead and 100 are dying. Clerics save 33. The cause is traced to noxious well vapours.

(Source: AC1013, p. 220)

Yarthmont 4 King Stefan in Kelvin

Baron Desmond Kelvin II arranges a grand feast and parade in honour of King Stefan Karameikos' visit.

(Source: AC1013, p. 220)

Yarthmont 6 King Stefan in Threshold

King Stefan Karameikos arrives in Threshold.

(Source: AC1013, p. 220)

Yarthmont 7-9 Thyatis City Riots

Riots break out in Thyatis City in response to the Emigration Draft. 700 are killed and 2,000 arrested and exiled to the Hinterlands.

(Source: AC1013, p. 220)

Yarthmont 9 King Stefan in Penhaligon

King Stefan Karameikos arrives in Penhaligon.

(Source: AC1013, p. 220)

Yarthmont 10 Thothia Joins New Alphatian Empire

Pharaoh Ramenhotep XXIV of Thothia signs a treaty granting him a seat on the New Alphatian Council and adding Thothia to the empire.

(Source: AC1013, p. 220)

Yarthmont 11 King Stefan in the Wufwoldes

King Stefan Karameikos heads west through the Wufwolde Hills, stopping at small holdings and hamlets along the way.

(Source: AC1013, p. 221)

Yarthmont 15 Partial Eclipse

A partial eclipse of Patera is observed in Glantri, Karameikos and Darokin. Lycanthropic activity increases.

(Source: AC1013, p. 221)

Yarthmont 19 King Stefan in Verge

King Stefan Karameikos reaches Verge.

(Source: AC1013, p. 221)

Yarthmont 21 King Stefan in Rifllian

King Stefan Karameikos reaches Rifllian and accepts a gift of a magnificent white stallion.

(Source: AC1013, p. 221)

Yarthmont 23 Black Peaks Caves Found

Adventurers announce their discovery of an extensive cave system near Mt Pavel in the Black Peak mountains. They invite investors to fund them to explore the caves.

(Source: AC1013, p. 221)

Yarthmont 26 King Stefan Returns to Mirros

King Stefan Karameikos interrupts his grand tour to deal with urgent matters in Mirros.

(Source: AC1013, p. 221)

Klarmont 1 Ierendi Crown Tourney

Reston of Akesoli and Erika Gaszi, a Karameikan mage, win the Ierendi Crown Tourney. At the end of the scheduled rounds, Reston was tied with the Draconic Earl Respen-ak-Tarpis, Prince of Arentela, a huge red dragon. The 2 battled for 2 hours before the dragon conceded to Reston.

(Source: AC1013, pp. 222-223)

Klarmont 3 Pioneer Sets Sail

A party of explorers sets sail from Mirros to the west on the Pioneer in an attempt to circumnavigate the world.

(Source: AC1013, p. 222)

Klarmont 11 Isle of Dawn Earthquake

An earthquake hits the Isle of Dawn, killing and estimated 75 people in West Portage. A tidal wave ripples through the Sea of Dawn and the Sea of Dread. Towns on the east coast of Hattias see some damage as the full force of the wave overshoots south of Hattias. Ships headed for Vanya's Rest are severely damaged. One overloaded vessel capsizes, drowning most of its passengers. After rescuing the few survivors, the flotilla returns to Southpoint.

(Sources: AC1013, p. 222; Bruce Heard's Heldannic Knights)

Klarmont 12 King Stefan Resumes His Grand Tour

King Stefan Karameikos resumes his grand tour, setting off down Westron Road.

(Source: AC1013, p. 222)

Klarmont 15 Triumphant Wins Kerendan Derby

Triumphant, a young stallion owned by Priam Iphisius of Acestes Village, wins the Kerendan Derby by 10 lengths at 30:1. Priam refuses an offer of 100,000 lucins for the horse.

(Source: AC1013, p. 222)

Klarmont 17 Fangs Payrolls Stolen

The payrolls for the Fang militia in Heartshire and Southshire totalling 21,000 yellows are stolen from the Shireton Dragon naval ship.

(Source: AC1013, p. 223)

Klarmont 18 Hivebrood in Hrukhur

The underground village of Hrukhur in Dengar is found to be infested with a hivebrood colony.

(Source: AC1013, p. 223)

Klarmont 22 Diplomatic Incident in Freiburg

Rufin Amantius, aide to the Thyatian ambassador to the Heldannic Territories, shoots a crossbow bolt into a Heldannic Knight for being a persistent admirer of his wife. Thyatian-Heldannic relations cool and Amantius is forced to resign.

(Source: AC1013, p. 223)

Klarmont 25 King Stefan Tours Halag

King Stefan Karameikos witnesses first hand the horrid conditions and troubles of Halag.

(Source: AC1013, p. 223)

Klarmont 26 King Stefan Survives Assassination

An assassin misses King Stefan Karameikos with an arrow in Fort Doom. The assassin escapes.

(Source: AC1013, p. 223)

Klarmont 28 King Stefan Tours Luln

King Stefan Karameikos under careful watch by his bodyguards visits Luln.

(Source: AC1013, p. 223)

Felmont The Race for the Crown

The world's largest piece of amber weighing over 33 lbs, is sold at auction in Thyatis City for 10,000 lucins. The amber was found in the Altan Tepe mountains.

(Source: AC1013, p. 227)

Felmont 14 King Stefan Returns to Luln

King Stefan Karameikos returns to Luln.

(Source: AC1013, p. 227)

Felmont 17 Dancing in Glantri City

A giant tarantella spider escapes in Glantri City, causing more than 100 victims to dance to exhaustion.

(Source: AC1013, p. 227)

Felmont 24 King Stefan Completes His Grand Tour

King Stefan Karameikos returns to Mirros, completing his grand tour.

(Source: AC1013, p. 227)

Felmont 25 Expedition to Study the Behemoth

Mages from the Great School of Magic and the School of Magecraft set sail on a joint expedition to find and study the behemoth.

(Source: AC1013, p. 227)

Felmont 28 Proposed Statue of Thincol

The Thyatian Senate votes to allocate 5,000 lucins toward a memorial statue of Emperor Thincol Torion "the Brave".

(Source: AC1013, p. 227)

Fyrmont 1 Morlay-Malinbois Plague

Plague in Morlay-Malinbois is quickly dealt with by priests brought into the principality by Prince Malachie du Marais.

(Source: AC1013, p. 228)

Fyrmont 4 Dardanus Donates

Karameikan adventurer, Valentin Dardanus, donates 100,000 royals to the city of Mirros for the purpose of establishing a public school and free general education.

(Source: AC1013, p. 228)

Fyrmont 11-28 Heldland Forest Fire

A forest fire destroys 2,471 acres of prime timber forest to the NW of Neuhafen. Loggers from Neuhafen set the fire when they got wind of an ambush from forest rangers.

(Sources: AC1013, p. 228; Bruce Heard's Heldannic Knights)

Fyrmont 12 Thyatians Given Asylum

King Stefan Karameikos grants asylum to 6 political refugees fleeing the latest purge of noblemen.

(Source: AC1013, p. 228)

Fyrmont 14 Mirros Tent City

5,000 tents are erected on the outskirts of Mirros to cope with visitors for the World Games.

(Source: AC1013, p. 228)

Fyrmont 15 World Games Open

The World Games open in Mirros. 70,000 visitors flock to the city. Events are to include wrestling, weapons combat, horse and foot races, boxing, swimming and diving.

(Source: AC1013, pp. 228-229)

Fyrmont 17 Athamius' 30' Blown Flame

In an exhibition at the World Games, Jerolin Athamius, a Thyatian circus performer, blows a 30' flame out of his mouth without magic.

(Source: AC1013, p. 228)

Fyrmont 18 Deaths: Hector Donius

The famous Thyatian mosaicist, Hector Donius, dies aged 104.

(Source: AC1013, p. 228)

Fyrmont 20 Mt Skullhorn Eruption

A mild eruption occurs at Mt Skullhorn.

(Source: AC1013, p. 229)

Fyrmont 21-22 Streel Plain Thunderstorms

Thunderstorms in the Streel Plain cause flooding and crop loss.

(Source: AC1013, p. 229)

Fyrmont 24 Return of the Green Cloak

After 12 years' absence, robberies with notes from the Green Cloak occur in the Shires. A copycat Green Cloak is suspected.

(Source: AC1013, p. 229)

Fyrmont 25 Sunken Alphatia Explored

A diving expedition sponsored by the Empire of Thyatis begins exploring sunken Alphatia.

(Source: AC1013, p. 229)

Fyrmont 26 Mirros Art Museum

Construction begins in Mirros of a royal art museum, sponsored by Queen Olivia Karameikos.

(Source: AC1013, p. 229)

Fyrmont 28 Thyatian Skyships Launched

Emperor Eusebius Torion of Thyatis officially launches the Thyatian naval skyships Adoria and Adrasteia in Thyatis City. The skyships were constructed on Aegos.

(Source: AC1013, p. 229)

Ambymont 1 Fort Denwarf Silver Mine Collapses

A silver mine near Fort Denwarf collapses, killing 17 swarven miners.

(Source: AC1013, p. 230)

Ambymont 3 Floating Ar Over the Yanniveys

The Floating Ar mages finish moving the floating islands to be above the Yannivey islands. They then begin the task of trying to enlarge the floating islands and ending resistance from the Yannifeys.

(Source: AC1013, p. 221)

Ambymont 4 Humanoids Raid Letizia Village

Humanoids raid Letizia Village near Fort Lakeside. They take off with lots of loot before troops from Fort Lakeside arrive.

(Source: AC1013, p. 230)

Ambyrmont 7 Vestland Defeats Orcs

Vestland forces defeat orkish forces in a sharp fight near Landersfjord.

(Source: AC1013, p. 230)

Ambyrmont 10 Vesubian Floods

A battle between shadow elves and humanoids atop a cliff alongside the Vesubian River in the Broken Lands, causes a massive mud and rock slide that blocks the river. The Vesubian floods along the caravan route between Corunglain and Trintan.

(Source: AC1013, p. 230)

Ambyrmont 13 Uprising in Hopetown

The forced emigrants to the new Thyatian colony of Hopetown in Provincia Meridiona rise up, resulting in the brutal slaying of many colonists and the abandonment of Hopetown.

(Source: AC1013, p. 230)

Ambyrmont 15 Cholera in Ierendi

874 people have now died from cholera in Ierendi since Nuwmont AC 1013.

(Source: AC1013, p. 231)

Ambyrmont 16 Sea of Dread Hurricane

A hurricane in the Sea of Dread wrecks 25 ships, kills an estimated 400 and damages the coasts of the Shires, Karameikos and Ierendi.

(Source: AC1013, p. 231)

Ambyrmont 20 Sir Peter Embarrassed

Sir Peter is found sleepwalking the streets of Kelvin at midnight in his night clothes.

(Source: AC1013, p. 231)

Ambyrmont 28 Sea of Dread Island Discovered

The crew of the Lauren discover an uncharted island 100 miles north of the Thanegioth Archipelago. The island contains ancient stone ruins and fierce, unusual beasts that drive the crew away. Subsequent attempts to find the island fail.

(Source: AC1013, p. 231)

4th Quarter Heretic Executed

A wild man travelling the Province of Heldland claims to be a prophet. He predicts that the end is near to all who listen. Priests of the Hammer capture him and question his beliefs. During the interrogation, they find out he was one of their own, a member of the mysterious and awesome Anvil of Blood. They call in the Inquisition. A few weeks later, under excruciating pain inflicted by Manfred Himmelbrand's executioners, the wild man admits he planned to found a heretical sect. The Inquisitor condemns him to ten years of meditation and atonement in a local abbey. He comes back on his word the very next day, and, as relapse, he is immediately found guilty of consorting with the forces of Chaos. He is burned atop a pyre before the end of the week. A manhunt begins to identify his followers.

(Source: Bruce Heard's Heldanic Knights)

Swiftmont 1 University of Tel Akbir Established

A council of wealthy merchants in Tel Akbir establishes a university to teach history, languages, mathematics, medicine, music, alchemy and astrology.

(Source: AC1013, p. 232)

Swiftmont 2 Alphatian Sea Gale

A gale off the coasts of Norwold and the Heldannic Territories causes 10 ships to be lost and kills 40 people.

(Source: AC1013, p. 232)

Swiftmont 3 Deaths: Captain Richards

Ierendi naval vessels corner and kill notorious pirate Captain Richards and his crew.

(Source: AC1013, p. 232)

Swiftmont 4 Soderfjord Forces Withdraws

King Ragnar "the Stout" of Soderfjord and his troops withdraw from the Hardanger Range for the winter.

(Source: AC1013, p. 232)

Swiftmont 9 Gian Sebastiano Tried

Gian Sebastiano is convicted of murdering 12 women to whom he had been engaged to marry and sentenced to death in Darokin.

(Source: AC1013, p. 232)

Swiftmont 10 Ships Collide in Thyatis City Great Harbour

The Emirates' merchant vessel Safiyyah collides with the Karameikan merchant vessel Foamrider in the Great Harbour of Thyatis City. The former sinks whilst the latter is badly damaged.

(Source: AC1013, p. 232)

Swiftmont 12 Karameikan Flagship Launched

The Lucius, Karameikos' new flagship, is launched from Mirros accompanied by fireworks by the School of Magecraft.

(Source: AC1013, p. 233)

Swiftmont 15 Great Reckoning Commences

The Great Reckoning is held in the Republic of Darokin.

(Source: Gaz 11, DMs, p. 31)

Swiftmont 18 Jahore Cyclone

A cyclone hits Jahore, wrecking several ships and doing 100,000 rupees worth of damage.

(Source: AC1013, p. 233)

Swiftmont 19 Explosions in Thyatis City

A build up of gases in the sewers of Thyatis City results in 14 explosions that rip apart 20 blocks of the newly rebuilt residential sector on the west side. More than 200 are killed and 1,000 are injured.

(Source: AC1013, p. 233)

Swiftmont 23 New Hope of Canolbarth Forest

Radiant Princess Tanadaleyo of Aengmor invites Tiernan Chossum of Radlebb and certain Alfheim refugees to Rafielton to discuss the future of the Canolbarth Forest.

(Source: AC1013, pp. 232-233)

Swiftmont 28 Humanoid Defense Fund Established

The Nordhartar Defense League establishes the Humanoid Defense Fund consisting of 1 million markka for bounties and rewards to independent operators against the humanoids of the Makkres and Hardanger mountains.

(Source: AC1013, p. 233)

Eirmont 1 The Anatomies Published

Leonidas Domidius, a member of the Imperial Hospitaliers of Thyatis, publishes “Te anatomies of Human, Demi-humans and Humanoids”.

(Source: AC1013, p. 234)

Eirmont 2 Ostland Conspiracy

30 conspirators are arrested by the Ravensguard in Zeaburg for planning ot assassinate King Finn Hordson of Ostland.

(Source: AC1013, pp. 234-235)

Eirmont 3 Great Fire of Freiburg

A great fire in Freiburg, suspected to be arson, destroys 100 houses. Arsonists were seen leaving the building that first caught fire. They included four rather old men and three women who rode off toward the Altenwald.

(Sources: AC1013, p. 234; Bruce Heard’s Heldannic Knights)

Eirmont 5 Temple of Vanya Complete

A magnificent temple of Vanya is completed in Thyatis City.

(Source: AC1013, p. 234)

Eirmont 6 Coliseum Accident

Wooden seats in the coliseum of Thyatis City collapse, injuring or killing 150 spectators.

(Source: AC1013, p. 234)

Eirmont 7 Mirros Wererat Nest

A nest of wererats is discovered in Mirros and driven out by soldiers and adventurers.

(Source: AC1013, p. 234)

Eirmont 13 3rd Imperial Child Announced

Emperor Eusebius and Empress Lucianna Torion of Thyatis announce that their third child is due in later Spring AC 1014.

(Source: AC1013, p. 234)

Eirmont 15 Thyatis City Aqueduct

Construction begins on an aqueduct in Thyatis City to increase the water supply.

(Source: AC1013, p. 234)

Eirmont 16 Aengmor Proposal

Tiernan Chossum's delegation of Alfheim refugees returns to the Estate of Radlebb from Rafielton to report on their meetings with Radiant Princess Tanadaleyo of Aengmor. They announce Tanadaleyo appears to be truly sorry for blighting the Canolbarth and seeks a partnership with Alfheim elves in saving the Canolbarth Forest. Messages are dispatched to King Doriath in Wendar, Chancellor Corwyn Mauntea of Darokin and King Stefan Karameikos.

(Source: AC1013, pp. 232, 233 & 235)

Eirmont 18 Man Immolates Himself in Mirros

A man addresses King Stefan Karameikos as Halav and asks when he will lead us to glory. The man then immolates himself. The Cult of Halav denies the man was one of their members.

(Source: AC1013, p. 235)

Eirmont 27 Magical Tree in Wendar

An elven forester reports finding a type of tree bearing magical healing fruit deep within Wendar's forests. A rush of treasure seekers follows.

(Source: AC1013, p. 235)

Eirmont 28 Darkwings in the Wufwolde Hills, Great Reckoning Completed

Villagers in the Wufwolde Hills complain to King Stefan Karameikos that a flock of darkwings are preying on their livestock. King Stefan sends adventurers to deal with the darkwings.

(Source: AC1013, p. 235)

The Great Reckoning in the Republic of Darokin is completed.

(Source: Gaz 11, DMs, p. 31)

Kaldmont 1 Karameikan Education Law

After strong encouragement from Queen Olivia Karameikos, King Stefan passes a law requiring towns of 100 families or more to hire a teacher to teach reading and writing.

(Source: AC1013, p. 236)

Kaldmont 3 Threshold Meteor Strike

A meteorite strikes the main street of Threshold, damaging the pavement and leaving a 10lbs meteor in the street.

(Source: AC1013, p. 236)

Kaldmont 8 Colossus Mountians Avalanches

Avalanches in the Colossus Mountians temporarily close Skullhorn Pass.

(Source: AC1013, p. 236)

Kaldmont 10 Forged Lucins in Thyatis

A vast quantity of forged lucins is discovered in Thyatis. The forged coins real worth is 1sp.

(Source: AC1013, p. 236)

Kaldmont 11 Gentleman Jehann Begins Banditry

Gentleman Jehann begins his banditry career in the Wufwolde Hills, robbing wealthy merchants and government officials. Some common folk begin to laud him.

(Source: AC1013, p. 236)

Kaldmont 14 Tigress Killed in Kandaputra

A tigress that has killed more than 400 people over 2 years is killed in Kandraputra.

(Source: AC1013, p. 237)

Kaldmont 15 Thyatian Chimney Tax

Emperor Eusebius Torion of Thyatis imposes a chimney tax of 1 lucin p.a. for each chimney in Thyatis City. Residents of the newly built tenements are not happy.

(Source: AC1013, p. 237)

Kaldmont 17 Amber Golem runs Amok in Krakatos

A lion-shaped amber golem that Master Terari was creating for King Stefan Karameikos runs amok in Krakatos, causing much damage. Sabotage is suspected.

(Source: AC1013, p. 237)

Kaldmont 21 Riot in Thyatis City

The play “ A Commedy of Manners” which mocks the Imperial Torion family opens in Thyatis City. Enraged patrons storm the stage then riot in the streets. Several city blocks burn and 50 people are killed including most of the actors by stoning. It takes the Legionnaires until dawn to restore order.

(Source: AC1013, p. 237)

Kaldmont 28 Great Reckoning Taxes Due

Taxes are due from the Great Reckoning in the Republic of Darokin.

(Source: Gaz 11, DMs, p. 31)

AC 1014, 1st Quarter Port Lucinius Defaults, Anna von Hendriks Reaches Freiburg, Simbasta Demand Heldannic Order Leave Their Lands

Port Lucinius defaults on its Heldannic loan. An arrangement is made that authorises the Heldannic Order to seize the aqueduct network as collateral and collect taxes related to water distribution.

Months after her Karameikan skyship crashed near the north pole, Anna von Hendriks arrives in Freiburg. She completed the long trek on foot from the crash site to Freiburg, through Frosthaven, the Kingdom of Alpha, and Norwold.

In Davania, thousands of Simbasta, approach Vanya's Rest. They claim to be the legitimate owners of the region. Pilgrim settlers are captured. A Simbasta emissary, Chief Ikwanza, demands that the Heldannic Order vacates their ancestral lands. He is walked back out of the Holy Citadel.

(Source: Bruce Heard's Heldannic Knights)

AC 1014, 2nd Quarter Deaths: Konrad Blutfelden, Eugen Pfefferlind, Maude Erstenlicht

Simbasta Capture Vanya's Rest

Konrad Blutfelden, Primate of the Hammer, and Eugen Pfefferlind, Landmeister of Freiburg, are accused of simony. They are linked to the recruiting of notorious Hattian Storm Soldiers in exchange for gold. One of the Storm Soldiers admits he is a worshipper of Thanatos. The High Inquisitor convicts them all of heresy. Konrad,

Eugen, their sergeants-at-arms, and the Storm Soldiers are all burned at the stake. Sigmund Stahlfaust, age 52, succeeds Konrad. Anna von Hendriks succeeds Eugen. Both claimed their innocence as they died. The High Inquisitor seeks other suspects in what is now dubbed the "Thanatos Conspiracy".

In Davania, Maude Erstenlicht, Primate of the Heart, dies sword in hand during the Simbasta assault of the Holy Citadel, at the venerable age of 83. Ingeborg Gottfried (Vanya's mortal avatar) takes on the position at the age of 42, in Freiburg. After suffering heavy losses, the Simbasta seize Vanya's Artifact. The Hochmeister urgently recalls all available warbirds to Freiburg. The Order suffers its worst crisis since it was established.

(Source: Bruce Heard's Heldannic Knights)

**AC 1014, 3rd Quarter Heldannic Order to Pay Tribute to Simbasta,
Wolves of Heldann Steal the Sturmkondor**

The entire Heldannic fleet of warbirds sails to Davania. They find Vanya's Rest abandoned. They attack the Simbasta in the open. Soon all the warbirds crash land as the Simbasta's Great Shaman finds out how the artifact works. Severely outnumbered, the Heldannic expeditionary force surrenders. Seeking merely to establish themselves as the knights' overlords in Davania, Chief Ikwanza convinces the Hochmeister to swear fealty to the Simbasta in exchange for the return of the artifact and the prisoners. For the permission to occupy Vanya's Rest, the Order also must pay a yearly tribute to the Simbasta. Wulf von Klagendorf returns to Freiburg to deal with the blossoming crisis.

Days later, renegade soldiers of the Order stage a mutiny aboard the Sturmkondor. They name themselves the Wolves of Heldann, and flee to Glantri with their prize.

(Source: Bruce Heard's Heldannic Knights)

**AC 1014, 4th Quarter Von Klagendorf Hunts Pyre, Entire Heldannic
Village Burnt at the Stake, Manfred Himmelbrand
Seizes Power, Wolves of Heldann Work With Pyre,
Myoshima Attacks Vanya's Rest**

Following the latest events, morale and faith are profoundly affected at all levels of the Order. The Inquisition grows even more repressive. Wulf von Klagendorf receives word from Vanya that he must leave on a quest to prove his value to Her, and save his Order. The Hochmeister, at the official age of 85, leaves on a quest to destroy a powerful dragon called Pyre in the faraway Savage Coast. Shortly after his departure, an entire village is accused of consorting with minions of Thanatos. The Inquisition burns them all at the stake.

A few months later, Wulf defeats Pyre who escapes to the Wurmsteeth Range. Wulf follows. Unable to find Pyre, Wulf captures instead a young gold dragon called Kindling. Meanwhile, Thanatos sends word to Manfred Himmelbrand, the High

nonetheless arrive from Davania and threaten to tip the scale in favour of the knights. Manipulated by Pyre, the dragons of the Wyrksteeth Range join in the Myoshimans, inflicting staggering damage to the warbirds. Wulf von Klagendorf challenges the King of the Dragons as the fortress goes up in flames. Kindling saves the day and reveals Pyre's plans to the king. Pyre escapes. The dragons leave the battlefield. The Myoshimans, believing the knights defeated the dragons, are terrified at the awful turn of events and surrender. Forgiving and eager for peace, Wulf allows them to retreat to Myoshima. He then vows to restore true faith in Vanya among the knights and rebuild the Order, free of Thanatos' corruption.

(Source: Bruce Heard's Heldannic Knights)

AC 1015, 3rd Quarter Faith in Vanya Restored, Thyatian Debt Repayment Postponed

Deaths: Otto Morgenhammer

Wulf von Klagendorf restores an old manuscript, written by the hand of Ledeia, the original founder of the Church of Vanya. It is distributed throughout the Order and everyone is required to study it. Faith is slowly restored. Vanya grants a special prayer to its priests to ensure no one speaks in her place.

Repayment of the Thyatian imperial debt to the Heldannic Order is postponed.

Otto Morgenhammer dies in Hockstein at the age of 74. He is succeeded by Friedrich Feuergeist, at the age of 43.

(Source: Bruce Heard's Heldannic Knights)

AC 1015, 4th Quarter Pathfinders Founded

Wulf von Klagendorf institutes a new affiliation inside the Order, called the Pathfinders. It answers to the Primate of the Voice and requires very specific qualities of its members. Their role is to offer benevolent and spiritual guidance to the Order. Before the end of the year, it is discovered that Pathfinders have the ability to heal wounds by laying their hands upon the afflicted.

(Source: Bruce Heard's Heldannic Knights)

AC 1016, 1st Quarter Mystara-Space Air Breathable

Alphatian wizards from the Hollow World lose control over an ancient spell and fill Mystara-Space with breathable air.

(Source: Bruce Heard's Heldannic Knights)

AC 1016, 3rd Quarter Marriage Allowed in Heldannic Order

A new reform of the Heldannic Code of Conduct is ratified, allowing knights to marry or married knights to join the Order.

(Source: Bruce Heard's Heldannic Knights)

AC 1016, 4th Quarter Deaths: Wulf von Klagendorf

Wulf von Klagendorf dies of old age. He is buried in a mausoleum underneath the old Cathedral of Notre Dame of Vanya. Anna von Hendriks and Sigmund Stahlfaust are rivals for the succession (winner to be determined).

(Source: Bruce Heard's Heldannic Knights)

AC 1017, 1st Quarter Hereditary Land Grants for Knights of Vanya

An additional reform is made to the Code of Conduct, allowing hereditary land grants as a reward for the best knights of the Order.

(Source: Bruce Heard's Heldannic Knights)

AC 1017, 2nd Quarter Thyatian Debt Repaid & Land Leased

A fair portion of the Thyatian imperial debt is repaid in cash to the Heldannic Order. The remainder of the debt is converted into Hattian lands ceded to the Order for a period of 100 years, during which they will remain under Heldannic sovereignty. The grant includes a village of 350 people, a deep water bay with 24 miles-worth of coastline, and lands extending another 16 miles inland. It is located east of the Stegger River's source and is promptly renamed Vanya Bay. The Order quickly begins the construction of a fortified port, barracks, and warehouses. Troops are moved in.

(Source: Bruce Heard's Heldannic Knights)

AC 1017, 3rd Quarter Wolves of Heldann Meet Rangers of the Altenwald

The Wolves of Heldann land the Sturmkondor amidst the Altenwald. They meet with the old survivors of Halvard's rangers. They reveal the possible existence of Halvard's son, heir to the Haldis Clan and all the ancestral Heldann lands.

(Source: Bruce Heard's Heldannic Knights)

AC 1018, 1st Quarter Ledeia's Grave Discovered

Pathfinders discover the hidden grave of Ledeia in Hattias. The Heldannic Order pays the nearly bankrupt Empire of Thyatis a large amount of gold for the right to build a great temple on the site of Ledeia's grave. The birthplace of Ledeia, a modest village in the hills of southern Hattias near the temple, becomes a pole of attraction to the faithful.

(Source: Bruce Heard's Heldannic Knights)

AC 1018 3rd Quarter Amulet of the Marches Stolen

Deaths: Arasta, Rufcha, Leonid

A goblin servant of the orc, Rufcha, hires Arasta of Mirros to steal the Amulet of the Marches from the Yuschiev Estate. Arasta succeeds, but is killed in Rufcha's lair in the Riverfork Woods when trying to collect payment. Baron Yuschiev sends men-at-arms Squire Sergei, Yuri, Fyodor, Peotr & Anatoli lead by Sir Grygory to track and recover the amulet. Grygory's men track down the amulet and kill Rufcha 4 days after leaving Mirros.

(Dark Knight of Karameikos Chapter 1)

At the end of the 4th day, Sir Grygory's men reach Lun. They return to Mirros on day 6 and attend Baron Yuschiev's feast.

(Dark Knight of Karameikos Chapter 2)

The Dark One's orcs lead by Chilth attack villages in the Upper Rugalov Valley. Baron Yuschiev sends Sir Leonid and 20 men to assist, but they are wiped out by over 400 of Chilth's orcs. Sir Leonid personally killed over 30 orcs before falling. Chilth lost 50 orcs.

(Dark Knight of Karameikos pp. 59 & 109)

AC 1018, 4th Quarter Fredek Halvardson Located

The Wolves of Heldann, with the help of their priest of Odin, identify and locate Fredek Halvardson. The latter joins their group on a quest to free the Heldann Freeholds. Younger rangers volunteer as crew aboard the Sturmcondor.

(Source: Bruce Heard's Heldannic Knights)

AC 1018 Kaldmont

Baron Yuschiev learns the fate of Sir Leonid's men. He orders Sir Grygory to lead 20 men to the Upper Rugalov Valley to put an end to the marauders.

(Dark Knight of Karameikos p. 60)

Darrius, the old guard on Eastron Bridge dies.

(Dark Knight of Karameikos p. 77)

Sir Grygory goes to the Monastery of St Kruskiev to persuade Brother Mikhail to join the mission. When Mikhail refuses, Grygory arranges for Baron Yuschiev to make a

large donation to the monastery to secure Mikhail's services. Sir Grygory, Yuri, Fyodor, Petor, Sergei, Anatoli, Joshkia, Mikhail, Yichi, Pavl, Haydn, 3 of Baron Yurschiev's men-at-arms and 13 men-at-arms from other Traladaran lords leave Mirros for the Upper Rugalov Valley. The Dark One's spy, Antoninus, tracks the Traladarans.

(Dark Knight of Karameikos Chapter 3)

Sir Grygory's camp near Eastron Road is attacked by mercenary ogres hired by Gruth the Razor on behalf of the Dark One. During the battle, a wizard hired by Gruth the Razor casts a confusion spell on the Traladarans. Some men-at-arms become confused and start attacking their own men. Sir Grygory is forced to kill a confused Sergei.

(Dark Knight of Karameikos Chapter 4)

Peotr and 2 men-at-arms travel back to Mirros with Sergei's body, the unconscious Anatoli and 12 wounded/deceased men-at-arms. Grygori and 9 others continued east.

(Dark Knight of Karameikos Chapter 5)

Sir Grygory's troops reach Rugalov. He sends Fyodor with Pavl and Haydn to go to Rugalov Keep to try to get an audience with the garrison commander.

Grygory and Mikhail are arrested at the Fish and Shark Inn and Brasserie when a fight between mercenaries breaks out. The detained are taken to Rugalov Keep's extra-dimensional jail.

(Dark Knight of Karameikos Chapter 6)

Grygory fights Marl and Khalil, before the Rugalov Garrison forces the prisoners to go through the gate back to Rugalov Keep.

(Dark Knight of Karameikos Chapter 7)

Grygory and Mikhail are released from Rugalov Keep. Grygory hires the Fangs of Jallah mercenaries to bolster his forces.

(Dark Knight of Karameikos Chapter 8)

Sir Grygory leads his troops up the Rugalov River Valley.

(Dark Knight of Karameikos Chapter 9)

Hobgoblins bought by an agent of the Dark One attack Grygory's men but are defeated. Grygory chastises Khalil's leadership and a fight ensues. Grygory defeats Khalil. Khalil hands over the Fangs of Jallah to Grygory and leaves.

(Dark Knight of Karameikos Chapter 10)

The orcish shaman Fyuchala summons an army of over 400 skeletons to attack Grygory's men, but they are defeated.

(Dark Knight of Karameikos Chapter 11)

Sir Grygory's men reach a looted village and are attacked by the Dark One's orcs.

(Dark Knight of Karameikos Chapter 12)

The orcs kill their prisoner Khalil and flee the field.

(Dark Knight of Karameikos Chapter 13)

The Fangs of Jallah lost 44 men in the battle including Thundar. Yuri captures Chilh. Grygory slays the Dark One and is possessed by the purple orb and is transported to a fiend's plane and becomes the new Dark One.

(Dark Knight of Karameikos Chapters 14 & 15)

Sir Grygory returns to his men and tries to convince them to attack villages for collaborating with the Dark One. When the men refuse he attacks them, then leaves. Mikhail chases after him. Grygory strikes down Mikhail, then comes to his senses. He slashes at the dark orb, re-entering the fiend's plane. Grygory slays the fiend, but falls to a fiery pit in the process. Grygory unconscious, without any possessions or clothes is transported back to the forests of Karameikos.

(Dark Knight of Karameikos Chapter 16)

Grygory's men return to Mirros without him. Grygory is found near death by a woodcutter and nursed back to health.

(Dark Knight of Karameikos Epilogue)

AC 1019, 1st Quarter Grygory Recovers

Word from merchants reaches Baron Yuschiev that a young man matching Sir Grygory's description is unconscious but alive in one of the far villages. Yurschiev dispatches men to retrieve the man. The man is Grygory and he makes a slow recovery at the Baron's estate.

(Dark Knight of Karameikos Epilogue)

AC 1019, 2nd Quarter Sturmkondor Destroys a Warbird

As it leaves the Altenwald, the Sturmkondor intercepts and destroys a lone warbird. Before setting sail toward Wendar, the Wolves of Heldann leave a note on the wreckage calling for freedom and signed by Fredek Halvardson, Rightful Heir to the Heldann Freeholds.

(Source: Bruce Heard's Heldannic Knights)

AC 1020**Heldannic Banking and Pilgrimages Well
Established, Humans-Humanoid War**

Heldannic banking operations are now fairly common throughout Thyatis, Vestland, Darokin, Minrothad, and western nations of the Isle of Dawn. They commonly involve the rulers of these nations. Heldannic banking has acquired a solid reputation of reliability and integrity. Pilgrimage remains ever so popular among Vanya's faithful in Hattias. Southpoint and Vinton now operate at full capacity.

(Source: Bruce Heard's Heldannic Knights)

Joint Darokinian and Thyatian operations against the Broken Lands are carried out to protect their interests.

(Gaz 10, DMs, p. 4)

B/W AC 1020 & AC 1045 Gendar's Coronation

The nobleman, "Gendar "the Good", finds the Sorona at the Standing Stone of Sky in northern Vestland and is urged to unite Vestland by the immortals (especially Forsett).

The Ruthinain Order has gained prestige at the expense of the traditional Northmen pantheon. Their first patriarch, Haymin, crowns Gendar the First High King of Vestland at Ruthinian Monastery with the Sorona.

The first Keeper of the Stones of Sky is appointed.

The Shrine to Darga NW of Norrvik Bay is destroyed and the followers driven off by the Ruthinian Faith of Forsett.

(Source: X13, pp. 6, 13, 57 & 59)

B/W AC 1021 & AC 1047 Lanquist Priory Built

The second Patriarch of Ruthin, Lanquist, builds a Patriarchal residence on the site of the ruined Shrine of Hel, 3.5 miles east of Ruthin Monastery.

(Source: X13, p. 57)

B/W AC 1023 & AC 1049 Lanquist Priory Destroyed

During the 4th Patriarch of Ruthin's tenure, Lanquist Priory is struck by lightning and is destroyed by the ensuing fire.

(Source: X13, p. 57)

AC 1050**Kin Faction Take Power**

The Kin faction comes to Power in the Emirates of Ylaruam.

(Source: Gaz 2, p. 5)

AC 1130 Deaths: Queen of Vestland

Births: Thendel & Tenitar

The Queen of Vestland dies after giving birth to twin sons, Thendel and Tenitar. Patriarch of Ruthin, Annacks, advises the King that to avoid a possible civil war, it would be best for Tenitar to be given away. The King agrees and Tenitar is taken away by the midwife to find a foster home. The birth of Tenitar is not made public. The midwife gives the baby to Kaden, Keeper of the Stones of Sky in Vestland's north. Kaden raised the boy as Gregorian to succeed him as keeper.

(Source: X13, pp. 2-3)

B/W AC 1145 & AC 1154 Deaths: Kaden

Kaden, the 6th Keeper of the Stones of Sky dies. Gregorian, his foster child, takes over his role.

(Source: X13, p. 3)

AC 1150 Deaths: Maramet

High King Maramet of Vestland leads his forces to drive off Heldannic barbarians on the northern border. The barbarians retreat into the hills to the northwest. The King's men pursue and take heavy casualties in overcoming 2 ambushes. The King and 2 of his household guard ride on after the last survivors: the barbarian chief and one of his men. After an intense battle, only Maramet and the chief remained.

Maramet of Vestland is pulled off Knife's Ridge in the Heldann Freeholds by the dying Barbarian Chieftain he has been fighting with. Both men are entombed in the glacier below.

The remnants of the Vestland force return to Norrvik to report the tragedy.

Prince Thendel is unable to assume the role of High King as the Sorona was lost with his father. Whilst southern lords support Thendel's claim, many northern lords do not. The Clerics of Ruthin suggested that Tenitar be made Regent and an expedition to recover the Sorona be organised. Against Patriarch Annacks' advice, Prince Tenitar insisted on leading the expedition and was killed a fortnight later in an ambush by Vana Cullen's (Duke of Erstine) men disguised as Ethengarians.

A Council of Regents was established in Norrvik following Thendel's death, lead by Patriarch Annacks. The council would labour to ensure the recovery of the Sorona and the restoration of the monarchy.

1/3: An unusually hot and early spring melts the glacier, forming a creek. Maramet's body floats to Lake Erid where it is taken by the Followers of Gylgarid as a gift from their immortal. They enshrine it in vaulted depths of their castle.

(Sources: Gaz 7 DMs p. 6, X13, pp 2-3)

B/W AC 1150 & AC 1155

Duke Vana Cullen of Estine and cousin to the late High King Maramet, makes an agreement with the Ethengar Khanates, offering them a land corridor through northern Vestland in return for support to his bid to be High King of Vestland. He also agrees to help them conquer the southeastern Heldann Freeholds.

Cullen's agent, Devlin, at Ruthin learns of the existence of Tenitar through listening to Patriarch Annack's sleep talk. Cullen engages Ala the Seawitch of Narvendul (an island west of Ostland) to locate and capture Tenitar, in return he will help her become Queen of Ostland.

(Source: X13, pp. 3-4 & 46)

AC 1155

The authority of the Council of Regents in Norrvik has deteriorated. The council is only supported by the Duke of Rhoona and some jarls from Soderfjord. The Duke of Estine appears to be loyal to the council. Gregory of Bridgehead and Count Lars Longfellow of Darien have shown contempt for the council.

(Source: X13, pp. 2 & 8))