

4,000 BC (Before Crowning of the 1st Emperor of Thyatis): Uther Andahar leads a rebellion of the Northern Barons against the Empire of Thonia creating the Kingdom of Blackmoor.

3,995 BC: The FSS Beagle crashes in the Valley of the Ancients south of Blackmoor.

3,990 BC: 1st night of the full moon in high summer King Uther Andahar is kidnapped from w/in the Comeback Inn. Weeks later the Regency Council learns that the kidnapers took Uther thru the gate in the cellar of the Comeback Inn. The Regency Council forms a special magical commission to study the matter, which takes almost a year to complete.

Future adventurer's arrive thru the Comeback Inn's gate on a cold day in winter. During the weeks following their arrival, the adventurers are politely but repeatedly and tenaciously questioned. Uther is later rescued by this group of adventurers at the behest of the Regency Council. Afterwards, Uther, his spymaster The Fetch and the Regency Council, learn from the adventurers of Blackmoor's fall and the devastating consequences it has for the rest of the planet. They begin plans to save parts of Blackmoor as colonies sent thru the gate beneath the Comeback Inn.

One of the adventurers is a strange elf w/ purplish markings on the right side of his face and over his entire right arm, he answers to the name Van. (this last sentence is non-canon. Van was the alias of my shadow elf shaman Graves.)

3,989 BC (early half of the year): Rissa Aleford, Baroness of the Lakes is kidnapped by the "Froggies" from the Temple of the Frog hidden w/ the Great Dismal Swamp. The adventurers that rescued Uther the previous year are hired to rescue the Baroness from the "Froggies".

3,989 BC (middle of the year): The future adventurers are again hired by Blackmoor; but, this time to travel to the City of the Gods w/in the Valley of the Ancients to try to either steal "God Magic" or help form an alliance w/ the "Gods". The adventurers help a group of sandfolk raid the City of the Gods after they save the group's leader from an attack by "Froggies" and are adopted into his camp. During the raid, the adventurers once again encounter "Saint" Stephen Rocklin from the Temple of the Frog and engage him in battle. Stephen is slain by the party as the Captain of the Beagle arrives. Captain Riesling agrees to open talks w/ Blackmoor. (the last three sentences are non-canon)

3,989 BC (end of the year): Blackmoor sends the group of future adventurers to destroy the Well of Souls, an artifact created by the Afridhi at the behest of their Immortal Zugzul.

3,985 BC: Talks between Blackmoor and the Beagle breakdown when Captain Riesling's paranoia finally consumes him and he orders the Blackmoorian diplomats slain. Riesling, and 6 members of the diplomatic party, is slain as the diplomats make their escape. In the confusion several crewmembers of the Beagle are taken w/ the diplomats back to Blackmoor. One of the future adventurers, Van, stays behind hiding in the Beagle's air ducts and ventilation system. Over the course of one year, he learns the workings of the Beagle and steals many of the more easily portable magical items found w/in the Beagle. He is forced to load his stolen goods into

an escape pod and flee back to Blackmoor when he's finally spotted by a security robot. (this whole year is non-canon)

3,980 BC: Khoronus, an early founder and counselor in Blackmoor, builds a time machine to study the future fate of Blackmoor. He arrives in time to witness Blackmoor's destruction. He returns to his own time and plots to save some of his future descendants.

3,977 BC: Small groups of Blackmoorian colonists are sent thru the gate beneath the Comeback Inn arriving at various times thru-out the future and spread out to found secret colonies of Blackmoor. By decree of Uther, no Technomantic items are allowed to be taken w/ the colonists; nor are any Blackmoorian coins allowed to be carried. All colonists are instead given gems and jewels w/ which to use in the future times that they appear. (this whole year is non-canon)

3,973 BC: Asticles the Mage, a member of the Wizard's Cabal and enemy of Blackmoor, discovers the valley later to be called: Thunder Rift and forces Beastmen to begin building his lair in what will come to be called: Hearth-Home. (only the part about Asticles building his lair before the dwarves built Hearth-Home is canon)

3,970 BC: Due to all his aid & loyalty to Blackmoor, King Uther names Van as: Guardian Knight Eternal of Blackmoor in a secret ceremony attended by only Uther, The Fetch and Van. The new title makes Van answerable only to Uther & The Fetch. (non-canon)

3,967 BC: The beastman slaves of Asticles finish building his lair and are all slain by the mage. Asticles then begins the creation of a Dimensional Portal that he plans to use as means to launch an army against Blackmoor. (canon-ish)

3,960 BC: Asticles finishes the creation of his Dimensional Portal and starts using it to assemble an army w/ which to attack Blackmoor. Much to his delight, Asticles finds out his Portal allows him to recruit monsters and people from the distant future. (canon-ish)

3,958 BC: Asticles builds his Red Granite Tower in what will later be known as Karameikos, for his slowly growing army to gather around. Asticles creates several guardian gargoyles to help defend his tower, giving them orders to never attack spellcasters. (canon-ish)

3,950 BC: After decades of studying the Beagle magical items, Van helps Blackmoorian scientists duplicate them into Technomancy versions. He then begins a very thorough investigation of the various destinations reachable thru the Comeback Inn's gate. His first trip proves to be the single most important discovery he makes on those investigation. After stepping thru the gate, he arrives on a high cliff wall overlooking a hidden valley. The bedrock he appears on is identical to the bedrock beneath the Comeback Inn. After almost a year of studying the region, and by using some of the technomagical items he helped create, Van

learns that he hasn't traveled thru time; but, merely traveled to a new location on the same continent as Blackmoor. (this whole year is non-canon)

3,948 BC: After finally making his way back to Blackmoor, from the hidden valley, Van reports secretly to Uther and The Fetch of his discovery and presents them w/ a plan. Using the gate beneath the Comeback Inn, Van and various small groups of dwarves, elves, and humans, travel to the valley and recreate the Comeback Inn atop the cliff wall. Fashioning it as a Keep powered by a waterwheel, he calls it: The Comeback Keep. Due to the noise from a waterfall at the north end of the valley, it comes to be called: Thunder Rift. (this whole year is non-canon)

3,935 BC: W/ the completion of the Comeback Keep, the first colonists are sent thru the Comeback Inn's gate. This group of colonists is comprised of Kogolar Dwarves led by Farolas, a famous dwarf adventurer & Elves led by the Kahoki clan. The Kahoki elves are accompanied by members of the Silvercrest clan, keepers of an ancient silver sword and bodyguards of the elven royal line, of which the Kahoki clan is a minor part of.

Van present Uther w/ a magical orb to house w/in the Blackmoorian University Library. The orb is designed to magically copy any text/rune based knowledge brought w/in the library's confines. The copies are made by shadow scribes and when completed disappear w/ their scribe into the orb. Where they end up is known only to Van. (this whole year is non-canon)

3,934 BC: Farolas and his dwarves begin building Hearth-Home. The Elves find and inhabit the Gauntlin Forest. (canon-ish)

For the rest of Blackmoors existence, The Guardian Knight elf continues showing up at random intervals to keep an eye on Blackmoor. While most only know him as "the strange little elf", mention of him appears in Blackmoorian history books only twice more. (non-canon)

3,933-3,921 BC: More small groups of dwarves and elves are sent thru the gate to Thunder Rift.

3,920 BC: Farolas and his dwarves finish building Hearth-Home.

3,919 BC: Farolas discovers Asticles lair and investigates it, killing everyone he finds inside although Asticles himself escapes thru the Dimensional Portal to his Red Granite Tower. Farolas drags himself back to Hearth-Home and orders the gates to Asticles lair sealed and guarded. After recovering from his wounds, Farolas reenters Asticles lair and follows the mage thru the portal. Both Asticles and Farolas perish in their battle at the tower, which leaves the tower in ruins. All but one of Asticles gargoyles are also destroyed as is the army currently gathered around the tower.

3,900 BC: The first groups of Hin (Halflings) are sent thru the gate to Thunder Rift and take up living in the northern Grasslands.

3,880 BC: Khoronus uses his time machine to visit his descendants and convinces some of them to travel w/ him to a new planet to found a new culture inspired by Blackmoor. Khoronus designs the capital himself.

3,780 BC: Khoronus uses his time machine to aid the colony he founded.

3,700 BC: On a frequent raiding party to the FSS Beagle, the raiders are met by Beagle linguist & diplomat Ogden Treel who sells out the high technology of the Beagle for a life of luxury and wealth. After killing off all but one member of the sleeping crew, Treel helps the raiders loot crucial elements of the ship which starts a chain reaction in the engines capable of vaporizing the entire planet. Rheddrian Benekander, 1st Assistant Engineer of the Beagle and a consummate tinkerer, is the only crewmember to survive Treel attempted mass murder. Benekander does what he can to stop the looting; but, discovers the chain reaction building up in the engines and heroically spends his final minutes of life turning the explosion into an implosion. The Beagle and everyone on it is vaporized except for the engine core itself which melts the surrounding rock and sinks hundreds of feet into the earth, becoming the artifact later known as the Nucleus of the Spheres. Benekander's body was disintegrated; but, as a result of all the energy around him, he later awakens as an Immortal of Energy.

3,680 BC: Khoronus discovers a 2nd time machine better than his own and uses it to continue helping the colony he founded.

3,580 BC: Khoronus assists his colony for the 3rd time.

3,500 BC: Four clans of elves colonize in the region near Blackmoor. Both southern elves and the colonial elves embrace Blackmoor's technology.

3,480 BC: W/ the colonies fate secure, Khoronus sends the 2 time machines far into the future and dies, becoming an Immortal of Time.

3,100 BC: Thonian Emperor Korin II takes the Thonian throne and rules for 12 years.

3,088 BC: Nial III takes the throne and rules for 8 years.

3,080 BC: Ruxpin I takes the throne and rules for 3 years. During his first year on the throne, his court is visited by the Guardian Knight Eternal of Blackmoor. When Ruxpin throws a fit that the elf isn't giving him what he considers his proper due, the elf pulls him from his throne, puts him over his knee and spanks him like a misbehaving kid, then makes him stand in a corner 'til the Blackmoorian people decide Ruxpin's ready to play at being an adult again. (only the first sentence is canon.)

3,077 BC: Oser I takes the throne and rules for 23 years.

3,054 BC: Bodmin I takes the throne and rules for 14 years.

3,040 BC: Halkad IV takes the throne and rules for 10 years.

3,030 BC: Ning I takes the throne and rules for 16 years.

3,014 BC: Melnik III takes the throne and rules for 9 years.

3,005 BC: Reger I takes the throne and rules for 5 years 'til Blackmoor destroys itself.

3,001 BC: In the final year leading up to Blackmoor's end, the Guardian Knight Eternal of Blackmoor is seen outside the ancient city of Blackmoor spending all year preparing some kind of spell. Whatever his magics entail, all that was recorded is that it seemed to center around a beautifully framed blank canvas. (non-canon)

3,000 BC: Blackmoor scientist's rediscover the principles upon which the Beagle's engines had operated, only to find that the highly magical nature of Mystara made such objects volatile. Before they could learn how to control the new-found energy, their prototypes explodes w/ such force that Blackmoor is obliterated in the Great Rain of Fire, an explosion so powerful it shifts the planetary axis and alters the rest of the world. The Blackmoorian nuclear physicist, Rafiel, is caught up in one of his thought-transference experiments and becomes an Immortal of Energy.

In the final seconds before the city of Blackmoor is obliterated, the Guardian Knight Eternal finishes his year long spell; but, even the Immortals are left to wonder at its purpose. (non-canon)

Due to its location, and the magic inherent in the surrounding bedrock, Thunder Rift survives Blackmoor's destruction and the resulting after effects of the Great Rain of Fire. (this sentence is non-canon)

Survivors of the elven colony in Blackmoor flee across the ocean to Brun and settle in the caves beneath the area that will become known as the Broken Lands. These are the ancestors of the Shadow Elves. The lands of future Glantri suffer a temporary ice age.

2,900 BC: The Immortal Garal Glitterlode creates the Gnomish race, planting colonies of them in the land which would later become Rockhome and the mountains of the northern continent. Garal also places a handful of gnome clans w/in Thunder Rift. (canon-ish save for the last line)

2,800 BC: Returnist elves under IIsundal migrate to the northern continent on a long march.

2,750 BC: The Rift Wars break out in Thunder Rift between the dwarves and elves, fueled secretly by the Beastmen. The wars last 5 years before the truth of the Beastman attacks is made known and both sides join together to slaughter the Beastmen. The few surviving

Beastmen flee into the Burning Hills, while the dwarves and elves return to their respective lands. The Halflings and Gnomes spend the 5 years sealed away in their burrows and lairs to avoid participation in the Rift Wars.

2,700 BC: Blackmoor finally begins sending groups of humans into Thunder Rift via the gate beneath the Comeback Inn. Every 50 years during Blackmoors existence, human groups emerge into Thunder Rift appearing in the Rift every 25 years starting this year. In addition to the new Humans, more Dwarves, Elves and Hin are also sent into the Rift. (non-canon)

2,685 BC: The first of the human settlements are built in the areas that will later house Melinir, Kliene and Torlynn.

2,680 BC: Monks build a monastic tower in a box canyon south of the Farolas Hills.

2,600 BC: The Dwarves of Hearth-Home build the outpost of Stonefast on the tradeway between Kliene and Hearth-Home.

2,500 BC: A second separatist group of southern elves begins the long march northward.

2,410 BC: Immortals preserve fragments of the southern elves, who still use Blackmoorian technology, w/in the Hollow World; but, alter the technology to only work w/in their special valleys.

2,200 BC: Southern elf migrants settle in the frozen valleys of Glantri.

The last group of colonists from ancient Blackmoor arrives in Thunder Rift. The Great Rain of Fire, and subsequent effects on the Comeback Inn, renders the gate unusable since the only person capable of realigning the Comeback Keep's gate w/ the Comeback Inn's gate is the elf adventurer that created the Comeback Keep in the first place. (only the first line is canon)

2,100 BC: IIsundal's migration reaches the Sylvan Realm. Meditor & Verdier clans leave and settle in the southern are of modern day Karamaikos.

2,000-1,750 BC: Beastmen have now evolved into modern species of Orcs, Goblins, Ogres, Giants and Trolls.

1,800 BC: Kagyar the Artisan creates modern dwarves out of the ancient Kogolar dwarven race. Half of the dwarves created are placed in Rockhome and the rest are placed in the Northern Reaches and are called: Modrigswerg dwarves. Kagyar places the remaining Kogolar dwarves in the Hollow World; but, misses the ones living in Thunder Rift.

1,700 BC: Elves on the continent of Brun discover a smaller Blackmoorian prototype an accidentally trigger it, setting off a second smaller explosion that turns their homeland into the area later known as the Broken Lands. Elves are driven out of Glantri by local cataclysms.

1,650 BC: A surviving clan of Glantrian elves from the outer world finds its way to the Hollow World through thousands of miles of subterranean passages. The tribe emerges in lands thickly occupied by hostile Neather tribes and dinosaurs; they migrate northward, to lands similar to frozen Glantri and settle in the mountains south of the Beastmen and west of the Antalians/ They call their new lands Icevale.

Atziann, elf-king and sole survivor of the clan that set off the Blackmoorian device in the Broken Lands, emerges in the Hollow World near the Azcan capital; fascinated by them, and using his magic to move unseen among them, he stays w/ the Azcans for several years before embarking on his own path to Immortality.

1,600 BC: A strange plague sweeps thru Thunder Rift striking down the good races. The monstrous races of the Rift begin to sweep out of their lairs to try and wipe out the weakened good races. Powerful human clerics step forth to combat the plague, allowing the good races to come together and turn back the monstrous assault.

1,599 BC: The historic Council of the Lake takes place on Mage Island, in Lake Ganif. Delegates of the Dwarves, Elves, Gnomes, Hin and Humans gather to discuss the collective future of Thunder Rift. The Council forges a group of heroes, called the Quadrial, to police the Rift against the forces of Chaos. Made of representatives from the Humans, Hin, Elves and Dwarves the Quadrial became the most highly respected group in Thunder Rift. The Gnomes were unable to send a representative after their King died during talks and all Gnomes retreated to their underground city in mourning. By the time the mourning period had ended the Quadrial were down to four members and by decree only four could serve as Quadrial at any given time.

1,590 BC: The Quadrial defend Torlynn from the onslaught of Ash the Red, losing two of their members before Thessandria kills the wyrm w/ a well place spell.

1,563 BC: Quadrial members Thragat, a dwarf, and Thessandria, an elf, announce their plans to wed. W/in months both are found dead while Thessandria was pregnant. All evidence spoke of a dwarf-elf conspiracy; but, all investigations failed to identify the murderers. The murders brought a sense of mutual shame to both the dwarves and elves and since then all formal hostilities have ceased.

1,530 BC: Sir Jameson the Defender purchases an old monastery and repurposes it into a Fighter's Academy. The monks that lived in the tower use the money from the sale of the tower to build the town of Edgewater, halfway between Melinir and Torlynn to house the biggest library w/in Thunder Rift.

1,529 BC: Lawful and Neutral clerics build a temple and seminary in the town of Melinir.

1,527 BC: Magic-Users and Elves band together to form a great school of magic called Wizardspire.

1,525 BC: Thieves form guilds in the towns of Melinir and Torlynn; but, before the year is out the guild of Torlynn is completely wiped out by the Melinir Thieves Guild.

1,500 BC: The elf-king Atziann, now calling himself Atzanteotl (a name in the Azcan fashion) achieves immortality in the Sphere of Entropy and begins his plan to corrupt the Shadow Elves and the Azcan race. He begins whispering to selected Shadow Elves and Azcan rulers of the power and glory he can bring them, luring them to his faith. Many Shadow Elves (especially those of the Schattentalfen clan) turn to his worship, while large numbers of Azcans turn from following Otzitiotl and Kalaktatla.

1,463 BC: The Orc Wars erupt in the Farolas Hills forcing the dwarves to abandon Stonefast.

1,445 BC: Castle Krall is built in the Black Swamp to deal w/ monster incursions. Over the next 100 years the castles reputation will plummet and a long line of Commandants will see their careers ended after a posting there.

1,420 BC: Underground elves discover a temple to Atzanteotl and build the city of Aengmor around it.

1,400 BC: Schattentalfen elves find their way to the Hollow World, emerging in Kogolar dwarf lands. The dwarves and elves wage war w/ each other; but, w/ the help of Denwarf, the Schattentalfen elves are driven out of Kogolar lands.

1,395 BC: Schattentalfen elves are driven northward and encounter the Azcan followers of Atzanteotl and both sides declare instant war against the other.

1,335 BC: Castle Kraal gets a new Commandant who begins making much needed changes to the garrison. W/in days of her posting the castle is magically sunk into the swamp w/ no survivors. Warriors of the Fighter's Academy secretly blame the mages of Wizardspire.

1,290 BC: Atzanteotl surrounds Aengmor w/ lava, slaying many underground elves. The survivors flee deeper into the deepest tunnels and recesses below the Broken Lands.

1,104 BC: Underground elves discover the Refuge of Stone and take the name of Shadow Elves unto themselves. Building work begins on the City of the Stars. Myfallar the Old is Chosen as temporary King.

1,040 BC: Tarasfir is enthroned as the first King of the Shadow Elves selected by the Shamans of Rafiel.



1,000 BC: After 3 centuries of special training, warriors of Sir Jameson's Fighters Academy ignite the flames of war against the mages of Wizardspire. The Sword vs. Wand War, as it came known to be called, lasted a single year before the Mad Mage of Wizardspire unleashed his most destructive spell and created the Gloomfens where the Fighter's Academy stood.

999 BC: The surviving warriors of the Fighter's Academy secretly enter Wizardspire under guise of apprentices and slay almost every mage and apprentice they find w/in, only the Mad Mage survives. The surviving assassins flee to the south and disappear. Legends say they continue to hide out in a marsh at the southern tip of Thunder Rift.

900 BC: The Marshwood sees the appearance of a new kind of ghoul, one that retains some of their abilities and intelligence that they held in life. A wight named Uchard Tonsha is suspected of being involved and somehow responsible. The only thing keeping the ghouls w/in the Marshwood is the fact that they seem to be in some kind of war w/ lizardmen who have taken over an abandoned fort.

896 BC: First shadow elf exploration to the surface world ends in disaster w/ few survivors.

800 BC: Alfheim colonized by followers of Mealiden. Elven wizards begin systematic alteration of climate to increase fertility of the land. Ice recedes to the far north.

792 BC: Second shadow elf expedition to the surface lands emerges in the Broken Lands. Failure of this expedition leads to the abandonment of further attempts to reach the surface.

700 BC: Mealiden is acclaimed King of Alfheim.

350 BC: Mealiden abdicates the throne to follow IIsundal's path to immortality. Alevor of the Grunalf clan becomes King of Alfheim.

250 BC: Mealiden becomes an Immortal of the Sphere of Energy.

0 AC: Crowning of the 1st Emperor of Thyatis.

100 AC: Celedryl of the Erendyl clan is crowned King of Alfheim.

104 AC: A shadow elf patrol, on the edge of the Desert of Lost Souls, discovers an infant male shadow elf w/ Rafiel's marking surrounded by the slain corpses of some three score undead, all of whom died to tooth and claw. The infant, caked in the dried blood and ichor of the undead, is referred to as "a true guardian of the grave" by the patrols shaman and is taken w/ them back to the City of the Stars and turned over to the Temple of Rafiel to be raised and trained.

(non-canon)

130 AC: First contact by humanoids w/ the shadow elves. Shadow elves rejected by Celedryl. Campaign of shadow elf incitement of humanoids against surface elves begins.

147 AC: The shadow elf infant know as Guardian of the Grave, or Gravesguardian or just simply Graves, encounters an elven vampire dying of positive energy poisoning and creates a salve to cure her. (non-canon)

198 AC: The shadow elf called Graves is sent on his first patrol; but, it ends disastrously. Secret followers of Atzanteotl, led by the patrols sergeant, betray the patrol to humanoids. When the sergeant slays the partols Captain, Graves in turn slays the sergeant before throwing himself against the surviving humanoids, fighting w/ only tooth and claw, until he alone remains standing. After looting all the dead, Graves is forced to flee when more humanoid reinforcements arrive. After leading them on a merry chase thru the passageways, and doubling back to kill them when he can, Graves finds himself in a passage leading to the surface. After spending time getting light adapted, Graves exits the passageway straight into a battle between dwarves and orcs. Aiding the dwarves, Graves later learns he's in some place called Thunder Rift mere days after the start of the Goblin Wars. (non-canon)

199 AC: The Goblin Wars erupt w/in Thunder Rift and last for 13 moons (months). While aiding the good races of the Rift during the Goblin Wars, Graves discovers that he has the full use of his shaman abilities, even though he has no Soul Crystal. (canon-ish)

200 AC: The monstrous horde overruns Duke Hector Barrik's Castle and in a flash the entire castle and monstrous horde vanish.

207 AC: Falanen is born among the shadow elves.

214 AC: Kanafasti is born among the shadow elves.

260 AC: Quanafel is born among the shadow elves.

273 AC: Porphyriel is born among the shadow elves.

289 AC: Telemon, future king of the shadow elves, is born.

395 AC: The Radiance is discovered in Glantri.

446 AC: Garafaele Galeifel is born among the shadow elves.

550 AC: Beastman invasion by the wizard Illodius scars the magical forest of Alfheim. Alfheim Town is founded later in the blighted area.

552 AC: Xatapechtli (birth name: Laraedon) assumes the role of Feathered Serpent among the shadow elves.

560 AC: Alfheim/Darokin alliance crushes a shadow elf invasion attempt.

582 AC: Telemon, current shadow elf King is crowned at the Temple of Rafiel.

675 AC: King Celedryl purges shadow elf infiltrators from Alfheim; but, he is only partly successful.

700 AC: Doriath, a former adventurer, assumes the throne of Alfheim. The Erewan faction of clan Erendyl leaves Alfheim for Glantri.

746 AC: Firnafel is born among the shadow elves.

752 AC: Garafaele and 3 junior companions stand against all 35 members of the Blue Ogres and win.

789 AC: Tanadaleyo, Radiant Princess of the shadow elves, is born to Telemon and his wife Caerefel.

853 AC: Malshandir is born among the shadow elves.

876 AC: Dwarves from Hearth-Home begin mining the iron above Torlynn. Before the year is out, they discover the mine also holds an ore they call Eisenmond; but, also an ancient evil red dragon named Estorax Rex. The dwarves use the largest chunk of eisenmond to imprison Estorax and then they seal the mine and leave.

900 AC: Barrik the Mage, last living descendant of Duke Hector Barrik, dies and his apprentice casts a spell to bind his spirit to his skull so that he might watch over his ancestral home.

924 AC: Garafaele is promoted to Supreme Commander of the Army and named Radiant General.

981 AC: The Master Thief Raven retires near the village of Kliene w/in the Burning Hills and forces goblins to build him an underground lair. When they finish he drives them out. Argyl, son of the Black Knight of Avenal, is born.

990 AC: Scorch the Red, cousin to Ash the Red, makes his way into Thunder Rift looking for his cousins horde and in a fit of rage over its disappearance long ago, kills numerous powerful monsters. When the Quadrial learn of Scorch's existence they head out to deal w/ him, none survive.

997 AC: Lights are seen in the ruins of Barrik Keep to the north of Torlynn. A group of elves are sent to investigate and disappear. Afterwards a mysterious winter descends on Torlynn.

998 AC: Raven, the master thief, is last seen around Kliene.

The gnome archaeologist, Harfur Glumtoes, moves to Edgewater for access to the towns library. The library was built by the monkish order: The Kohlorian Brotherhood, in 1,530 BC.

999 AC: The Rakasta of Ashai come to Thunder Rift after years of wandering and settle on a plateau near Torlynn. They name their village: Artarashai.

The Black Knight, last of the assassin-fighters who attacked Wizardspire dies and his inexperienced son Argyl takes over his title and keep.

Early in the this year, orcs raid the old dwarven mine east of Torlynn and steal the magical eisenmond stone called: Eisenkern.

A few months after the Eisenkern is stolen, earthquakes begin hitting the Torlynn area and the Eisenkern is traced into the possession of a minotaur weaponsmith living in a ruined castle two days ride east of Torlynn.

W/ the recovery of the Eisenkern, after it has been forged into the two-handed sword: Jamnar, the ancient red dragon Estorax Rex awakens and escapes to a new lair high above Torlynn, taking w/ him a young female villager named Stephanie.

1,000 AC: Current time of all Gazetteers. Duke Hector Barrik's castle appears in the Hollow World w/ all citizens alive and well; but, no signs of the monstrous horde that overwhelmed them. Duke Barrik orders a group of adventurers, including Graves, to explore their new home and bring him allies. The party spends the next two years exploring their new home searching for allies, even as the Duke and castle inhabitants descend into madness. (canon-ish: Graves was the name of my male elf in the sega game. In table-top games, I always make Graves a shadow elf shaman.)

1,002 AC: The party of adventurers, Duke Barrik sent out searching for allies, finally finds Oltec allies for the Duke and returns only to find the castle destroyed and the inhabitants fled. Marmillian, Barrik's chief counselor, is all that's left and sends the party to destroy a creature called a Burrower that drove the Duke and his citizens crazy. Marmillian gives them a scroll to summon the Immortal Ka when they face the Burrower. After Ka defeats the Burrower, the rest of the party is returned to the castle, the Duke and his people are restored; but, Graves is left to meet w/ Ka and two other Immortals: Rafiel and Nyx. They encourage Graves to travel thru a portal that was hidden w/in the Burrowers lair and deal w/ the danger he finds there. (Rafiel admits to opening a portal that took Graves to Thunder Rift in response to a warning Rafiel received from an Old One. Rafiel was warned that the portal in the Burrowers lair threatened not only Rafiel's very existence; but, all of Mystara's recorded history.) When Graves passes thru the portal he finds himself just an hour's hike from the ancient city of Blackmoor. Graves takes a room at the Comeback Inn, under the alias Van, just two days before King Uther Andahar is kidnapped. Under suspicion of being involved, Graves agrees to help recover the King. (non-canon)

