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Here’s a question many ask when reading the official hardback adventures such as Lost Mine of Phandelver, Curse of Strahd, Tomb of Annihilation, or Dragon of Icespire Peak: when does it take place? And, what is the order of the official adventures? Along the way, we want to geek out on a cool subject: just how does the Forgotten Realms timeline work, and what should we know about it? D&D’s Conflicted View on Canonical Timelines The 5E D&D team struggles with canon for good reasons. They want the world to feel deep and real, and to have events matter. Simultaneously, they don’t want us to pick up a product and feel like it is out of date, or that we must play it in a certain order. The world should feel accessible and flexible, easily fitting a DM’s needs. 5E products have varying approaches to balancing these conflicting needs. Some products bear no dates at all. Others hide a date in some hard-to-find place, or the date can be inferred. Some products have a clearly stated date. And some products have incorrect date references! In several products, designers can’t help but include fun nods to previous adventures. Those elements enrich the adventures, at the cost of forcing a timeline. DMs and players that want verisimilitude find themselves hunting for dates. That’s a big part behind why this blog post exists: to give us that timeline we often desire. However, don’t forget the reasons why Wizards hides the dates. Our home campaigns can do whatever we want with these dates. We can skip adventures. We can play them out of order. The world is truly ours. Overall, I side with the utility of timelines and lore. I would rather products have clear dates and then also empower and urge DMs to do with this as they wish. In the Forgotten Realms campaign setting, the years are typically expressed as a number followed by DR, such as 1385 DR. There are many other calendars used by different Faerunian cultures, both current and ancient. For example, Waterdeep and areas in the North sometimes use NR (Northreckoning), while the people of Shou Lung use the Shou Year. Later in this article we will run through notable years. Calendar of Harptos Each year of Dale Reckoning follows the Calendar of Harptos, created by the wizard Harptos. Years in Faerun have 12 months, each of 30 days. A week in the Forgotten Realms is a tending (10 days, not 7), so that each month has an even 3 weeks. An additional 5 days fall in between months, bringing the yearly total to 365 days per year. Days of the week don’t have names. Instead, the day is given the data and “of [the month],” such as the “14th of Marpenoth.” More on the Faerunian calendar and holidays can be found on the excellent FR Wiki, with additional links at the end of this blog post. But for now, let’s take a look at the timeline. The D&D 5E Adventures, in Chronological Order Let’s simply order them, note the year, and explain this all later! Out of the Abyss (1485 DR or later)Hoard of the Dragon Queen and Rise of Tiamat (1489 DR)Icewind Dale: Rime of the Frostmaiden (Winter, 1489 DR)Storm King’s Thunder (1490 or 1491 DR)Lost Mine of Phandelver (Starter Set) (1491 DR)Princes of the Apocalypse (1491 DR)Curse of Strahd (1491 DR)Tomb of Annihilation (1490 or 1491 DR)Waterdeep: Dragon Heist and Waterdeep: Dungeon of the Mad Mage (1492 DR)Dragons of Icespire Peak (Essentials Kit) (1492 DR)Candlekeep Mysteries (1492 DR)Descent Into Avernus (1494 DR)Acquisitions Incorporated (1496 DR) Surprised? I bet! Let’s go through the timeline… Timeline for D&D FR Hardback and Boxed Set Adventures, by Year DR 1357 DR – First edition’s “Grey Box” Forgotten Realms Boxed Set setting takes place.1358 DR – Time of Troubles, when the gods lose immortality and walk the land. 1367 DR – Second Edition’s FR boxed set takes place.1370 DR – Living City organized play campaign events take place around this time, set in Raven’s Bluff in Vesperin (east of the Dalelands and south of The Moonsea). 1372 DR – 3rd Edition begins, with several FR products.1376 DR – Roughly the end of 3E. 1385 DR – Year of Blue Fire, when the Spellplague begins.1451 DR – Eruption of Mount Hotenow near Neverwinter (events described in Drizzt novels, involving Jarlaxle, Valindra Shadowmantle, and others).1479 DR – Year of the Ageless one, main year covered by 4E Forgotten Realms play. Mystra returns at the end, just after Vault of the Dracolich, causing the end of the Spellplague. The Sundering, by Tyler Jacobson 1482 DR – Events of Murder in Baldur’s Gate take place, the adventure supporting previous editions and D&D Next.1484 DR – The Sundering (second Sundering of Abeir-Toril) takes place. The first of the Sundering novels starts in 1484 DR.1485 DR – The D&D Next adventure Ghosts of Dragonspear Castle likely takes place. The D&D next adventures Legacy of the Crystal Shard and Scourge of the Sword Coast take place. Dead in Thy is likely this or the following year. According to Chris Perkins, if using the Archmage novel, the Out of the Abyss 5E adventure takes place in 1485 or later.1487 DR – Sixth and final Sundering novel, The Herald, takes place. The D&D Next adventure, Confrontation at Candlekeep, takes place just prior to the events in The Herald. The events of the Sundering and Spellplague have largely ended and been undone. 1489 DR – Adventurers League 5E organized play campaign begins. Hoard of the Dragon Queen and Rise of Tiamat takes place. (In 1489, Lord Neverember is ousted as an Open Lord in Waterdeep, replaced by Laeral Silverhand.) Winter of 1489 DR – Rime of the Frostmaiden. Though published in 2020, this adventure says “This adventure is assumed to take place in the winter of 1489 DR or later” in the sidebar entitled has a sidebar Tendays and Dalereckoning. 1489 DR places Rime only 4 years after the events of Legacy of the Crystal Shard, and 138 years after Akar Kessel first came to Icewind Dale in The Crystal Shard novel. 1490 DR or later – Storm King’s Thunder takes place sometime after 1485 DR, per the adventure text, but has Laeral as an Open Lord who replaced Neverember, meaning it takes place in 1490 or 1489 at the earliest. The text also mentions thwarting Tiamat and her dragons, meaning it takes place after Hoard/Tiamat. (A strong case could be made based on the novel Death Masks that STK should take place in late 1491, as it mentions a cloud giant castle and giants getting out of hand. In this case, ToA has to take place in very late 1491 just after STK or in very early 1492 before Dragon Heist.) However, Candlekeep Mysteries clearly states a date of 1492. On page 12, an ogre is reading a book called Storm King’s Thunder, describing the events that “caused great upheaval up and down the Sword Coast some years ago.” This suggests an earlier date than 1491. 1491 DR – Princes of the Apocalypse adventure takes place. The novel Death Masks takes place, and those events reference the adventure Curse of Strahd, which therefore takes place in 1491 or slightly earlier. Lost Mine of Phandelver, from the Starter Set, likely takes place here (probably before Princes). Pages 30-31 of Lost Mine of Phandelver describe the eruption of Mount Hotenow (1451 DR) as occurring “30 years ago”, which would place the adventure in 1481 DR. However, the Acquisitions Incorporated book suggests Phandelver and Princes take place at the same time (and Princes is stated as taking place in 1491 DR). Ed Greenwood said on Twitter, “Lost Mine is officially a bit nebulous in date for DM convenience, though there are detailed internal WoTC timelines so as to keep things straight (i.e. novels). Safe to say: 1490s DR.” The date of the eruption is incorrect in another 5E product, so 1491 is likely the correct date for LMoP. Tomb of Annihilation likely takes place in either late 1490 or 1491 (or very early in 1492), as it features frost giants searching for Artus Cimber and the ring of winter. Both Storm King and Tomb name Jarl Stornvald and feature the frost giant captain Drufi with the same accompanying bodyguards and beasts. Drufi leads the assault on Bryn Shander, and it is noted in Storm King that if Drufi does not find Artus there, Jarl Stornvald sends Drufi back out in search of the ring (and perhaps to Chult). Since Storm King has variable starts and not all locations are visited or all villains defeated, this is plausible. Tomb has Volo writing his book, Volo’s Guide to Monsters, and Waterdeep: Dragon Heist mentions the book is published, so Tomb must take place before Dragon Heist. 1492 DR – Waterdeep: Dragon Heist takes place. Dragon Heist mentions the Year of Three Ships Sailing (the name for 1492), and it has to take after Lord Neverember is ousted (1489) and after Savra Belabranta repents for her role in Princes of the Apocalypse (1491). This also places Waterdeep: Dungeon of the Mad Mage as taking place at this time, since it links to Dragon Heist. “The adventures in Candlekeep Mysteries are presumed to take place in 1492, but the exact date is not important” – as mentioned in the sidebar at the bottom of page 4 of the book. 1492 or 1493 DR: Likely the intended date for Dragons of Icespire Peak, from the Essentials Kit. (NPCs such as the young Toblen Stonehill are roughly the same age as in Phandelver. Icespire says Mount Hotenow erupted “some fifty years ago,” but that would place Icespire in 1500 DR which is unlikely.) 1494 DR – The adventure Descent into Avernus has a Baldur’s Gate gazeteer that describes it as being in 1492 DR. However, Etlurel descends in 1494. 1496 DR – Acquisitions Incorporated takes place. (States on pages 103 that it takes place “five years or so after Lost Mine of Phandelver” and on page 179 says regarding Princes of the Apocalypse, “As with Phandalin, this version of Red Larch is set about five years later than that earlier adventure.”) Note on Hotenow as an incorrect source. In the Sword Coast Adventurer’s Guide, the date of Mount Hotenow’s eruption seems in error. This likely caused errors in the dates of other products as the references fed on each other or on a common internal design source. Speaking with Scott Fitzgerald Gray, who has worked on these products, he believes the Hitenow-derived dates are incorrect. Notes on Dagult Neverember and Waterdeep: In 1488 DR, Neverember is an Open Lord of Waterdeep, but he spends almost the entire year in Neverwinter rebuilding the city. He is ousted by the Masked Lords of Waterdeep in 1489. His ouster is mentioned as a recent event in Rise of Tiamat, which helps date it. Laeral Silverhand is named to replace him as Lord in 1490. The novel Death Masks takes place in 1491 and says Storm Silverhand is treating Mordenkaining for bouts of madness. This suggests Curse of Strahd takes place before 1491. Notes on Avernus: The Companion, the second sun of Etlurel, appears in 1444 DR. The deal is for the sun to remain for 50 years, meaning Etlurel descends and the adventure takes place in 1494. However, the Gazetteer is dated 1492. Starting in the year -700 DR, each year has a distinct and often poetic name, such as “1385 DR – Year of the Blue Fire,” when the Spellplague begins. The names of years both past and future were written by two prophecies from different eras. The first comes from Augathra the Mad around -400 DR, the second from Alaundo the Seer (of Candlekeep fame) around 75 DR. These prophecies also rely upon elven lore and prophesy. Thus, we can look at the names of upcoming years and wonder what future products may hold. Here are some fun ones: 1494: “Year of Twelve Warnings”1495: “Year of the Tyrant’s Pawn”1496: “Year of the Duplicitous Courier”1497: “Year of the Palls Purple”1498: “Year of the Black Regalia”1499: “Year of the Desperate Gambit”1500: “Year of the Sea’s Secrets Revealed”1501: “Year of the Shining Mythal”1502: “Year of the Pox Plague”1503: “Year of the Haunted Inn”1504: “Year of the Conquering Queen”1505: “Year of Ogres Marching”1506: “Year of the Discarded Shields”1507: “Year of the Glowing Onyx”1508: “Year of the Legend Reborn”1509: “Year of the Sea Lion” If you are at all like me, you are wondering which storylines the D&D team might match with those names! Resources: Official D&D Podcasts on Timeline The D&D Podcast has an amazing segment called “The Lore You Should Know,” and a listing of episodes and subjects can be found here. This particular episode covers the FR Timeline. Two episodes cover Holidays and Calendars: Calendar Tool from WoTC This is a fun simple calendar tool on the old WoTC site. “The following launches the Forgotten Realms Calendar Tool — chronicling the complete cycle of days [with important holidays and Shieldmeet “leap days” included], phases of the moon — and even names of all years in their complete and accurate form.” One last excellent resource is the Forgotten Realms Wiki. It covers all manner of FR subjects, including articles about the naming of years, the Calendar of Harptos. Years by Name, and coverage of nearly every single year! My Completely Insane List of Notable Years in the FR Timeline The best source for the FR Timeline is the incredible hardback tome, The Grand History of the Realms, by Brian R. James and Ed Greenwood. The work is all the more incredible because it began as Brian, under the online name Iakhovas, compiling a 100-page pdf of the timeline. Richard Baker and Chris Perkins worked with Brian and Ed and others to turn the fan work into the book. Richard Baker calls it a revolutionary product and process for Wizards of the Coast. The book covers from -35,000 DR to 1375 DR! Here are some notable years. Note, much of this text is from the Grand History, with additional notes from the FR Wiki and my own notes: The year 1 DR is the Year of Sunrise, when Dalelands humans and the elves of Cormanthor established an alliance. They raised an obelisk known as the Standing Stone and signed the Dales Compact. However, for historic purposes the years in official sources go back as far as -35,000 DR, when the progenitor race of the sarrukh rose. This was an ice age during a time when humans existed, but only in primitive form. Few recognizable species existed back then. I mention it just for a sense of scale. FR has an insanely detailed history! -31,000 DR: The Tearfall, related to the Sunderings, when Abeir and Toril were first separated. Meteors (perhaps dragon eggs from which the first dragons were born) fall and natural disasters change continents. One of the Tears of Selune may also have fallen. Or, one of the creator races may have freed several primordialr from ancient prisons, creating catastrophes and throwing an ice moon at Toril. -30,000 to -24,000 DR are the Dawn Ages, when the creator races (including the sarrukh) disappear or fade, replaced by the Time of Dragons and the Time of Giants. The adventure Storm King’s Thunder deals with these events. In -30,000 of the nether scrolls are created and (unrelated) the Seldarine Wars take place where Loth becomes a demon. -24,000 to -12,000 is the peak of elven civilization, helping other humanoid become more civilized as well. -17,600 is the First Sundering. Elven high mages create/summon the island of Evermeet to be their elven homeland. The cost is unexpectedly high. The magic stretches across time and space, altering the landscape with natural disasters on Toril and the mirror-world Abeir and killing thousands. -12,000 DR to -9,000 DR are the Crown Wars, when the elven peoples fight. This is when the drow descend underground, after Corellon’s magic transforms the evil elves into drow. (The story of Corellon, Lolth, and the drow is an interesting one and worth investigating if you are new to it.) -3,533 DR: The nether scrolls are discovered. These scrolls (two sets of them) were created by one of the creator races and anyone reading them learns incredible secrets dealing with magic, including crafting myths. The netheruse use these to become supremely powerful. The elves seal one set in -3,095 DR and hide them in Windsong Tower, the school of magic in Myth Drannor. One of the gnomes stealing them glances at the scrolls and learns powerful illusion magic, spreading this knowledge throughout gnomishkind. The first mythal is created in -3,014. The scrolls are stolen several times, changing hands. -3,000 DR: The couats begin to teach humans about Ubtao, who remains distant, and ultimately lead the humans to Chult, so that they can help keep the yuan-fi from awakening Dendar the Night Serpent. (It is at the very beginning, before written history, that the primordials and gods fight, with Ubtao deciding to watch over Dendar’s prison and prevent the destruction of the world.) -2637 DR: The city of Mezro is founded in Chult by Ubtao. -2,207 to -1,206 DR is the “golden age” of Netheril. -1,950 DR: The dwarves begin building Citadel Felbar, completing it in -1,900. -1,887 DR: The first of the Nine Immortals (dragons) appears in Shou Lung. -1,471 DR: The Netherese floating City of Shade is created. -1,365 DR: The Shou emperor, who gained the throne through assassination, tricks Pao Hu Jen the guardian dragon, who is thousands of kilometers long, into flying to the lands of the horse barbarians. Using an artifact known as the jade mirror, they turn the dragon into the Great Dragonwall. -1,288 DR: The shield dwarf Melair discovers mithral under Mount Waterdeep. Clan Melairkyn is formed and begins digging their home, the Underhalls. -1,080 DR: After much upheaval (including battles with dragons and beholder nations), Calimshan now rules from the Sword Coast to Mintar. Calimport doubles in size, roughly equal to Waterdeep in the 1300s. -1,076 to -1,069 DR: The orgate wars, as wizards open a portal to an orc world and hundreds of thousands of orcs appear in Thay, Mulhorand, and Unther. The orc god Grummsh kills the Mulhorandi deity Ra, in the first known deicide. Other deities are killed by orc deities. Tiamat is killed in battle. Finally the orgate is closed and their deities defeated. -1,064 DR: The Netherese, in an era of traveling the planes, first encounter the illithids. -700 DR: The Roll of Years begins, with each year receiving a name derived from two prophecies from different eras. The first is Augathra the Mad around -400 DR, the second is Alaundo the Seer (of Candlekeep fame) around 75 DR. Their prophecies also rely upon elven lore and prophesy. -690 DR: The deep gnome community of Blingdenstone is founded. (An adventure was released for it as part of the 5E D&DNext playtest, and the town appears in Out of the Abyss.) -530 DR: In Calimshan, the drow retreat underground. This marks the final time the drow truly held any land on the surface. -500 DR: Citadel Sundbarp is constructed by Deloun dwarves. -461 DR: The phaeirimms (slug-shaped highly intelligent evil aberrations) had been driven underground in ancient times (-33,800). Spellcasting from the Netherese was unwittingly changing the nature of magic underground, harming the phaeirimms. In retaliation, the phaeirimms begin casting spells that drain the life out of all living things on the surface. This eventually creates the Great Desert of Anauroch. -400 DR: The “Lost Sage” Augathra the Mad works with elven and Netherese lore and her own divinations to name the years both past and future. This becomes the Roll of Years, with each year’s name being prophetic. Secretly, at night (while having nightmares) she also pens a second and different set of names for the years, known as the Black Chronology. -370 DR: The dwarves begin construction on Citadel Adbar, completing it in -272 DR! -354 DR: The Netherese wizard Melathar constructs the Host Tower to protect Illusk from phaeirimn attacks. This is later known in current years as the Host Tower of the Arcane Brotherhood. -339 DR: The Netherese wizard Karsus casts a spell to steal divinity. He chooses Mysteryl, goddess of magic and thus triggers the fall of Netheril, as nearly all Netherese floating cities fall to the ground. This also causes Netherese mages in what would become Undermountain to be twisted into the skulls of Skulptport. -335 DR: The dwarves begin construction of Gauntgrym, completing the underground city in -321 DR. It falls to orcs in -111 DR and is resettled in 141 DR. It falls to illithid in 153 DR. -200 DR: Candlekeep is founded and the Calendar of Haptos begins. -137 DR: The Eshowe tribe in Chult unleashes an ancient evil known as the Shadow Giant, which destroys Mezro before being repelled. The giant nearly destroys all the Eshowe, and it comes to be known as Eshowdow. The death of so many leads to the rise of the Batiri goblins in -120 DR. 1 DR: Elves of Cormanthor and humans that will settle the Delves raise the Standing Stone, cementing peace. The start of the Dalereckoning calendar. 26 DR: Founding of the human kingdom of Cormyr, with permission from the elves. 75 DR: The prophet Alaundo the Seer arrives in Candlekeep. He extends the Roll of Years far into the future. Some believe he sees future events in dreams and names them, others that gods inspire him, and some that he is an avatar of a god. 87 DR: Eigerstor (Neverwinter) is founded. 134 DR: A Shou mariner discovers Kozakura and meets the emperor. 168 DR: An unknown wizard calling himself Halaster Blackcloak (the Rauriniese wizard Hlitharer) builds a tower along the harbor shore of Waterdeep and begins exploration of the Underhalls (later Undermountain), claiming it for himself. 177 DR: Elves of Ilylanbruen destroy the orcs of the Severed Hand, but this is their final act. Only a few moon elves remain as most survivors depart for Evermeet. 201 DR: In the Moonshae Isles, Cormyrch Hugh becomes high king after defeating the beast Kazgoroth. Cormyrch dies in 250 DR, and the isles become independent once more. 204 DR: The demon lord Etlab is imprisoned below what is now the Thaymount in Thay. Etlab has a rich history as an adversary, involved in the history of Rashemen and demon infestations/wars spanning several hundred years. 212 DR: Elminster Aumar is born in Athalantar. He becomes a chosen of Mystra in 240 DR, defeating those who killed his parents. 253 DR: The human wizard Anders Belgardun turns the panther Guenhwyvar into a figurine of wondrous power. 261 DR: Myth Drannor founded in Cormanthyr and its mythal laid. The city is opened to non-elves, though many elves disagee and some powerful elven families leave. 307 DR: Halaster’s apprentices, known as the Seven (Acturta, Jhesiyra, Muiral, Nester, Marambra, Rantanar, Trobriand) move into Underhalls/Undermountain to establish their own holdings. Halaster’s tower falls into ruin and is known as cursed by the barbarian tribes of Blackcloak Hold. By 932, this is known as Nimoa’s Hold, after the barbarian of that name. 309 DR: Halaster defeats drow and duergar to now rule the Underhalls. 324 DR: The Harpers are formed in secret by Dathlue Mistwinter. Her family crest becomes the symbol of the Harpers. Early members include Elminster. 329 DR: The Anauroch desert stops growing when the sharns (teardrop shaped abominations created from ancient elves) defeat the phaeirimms. 342 DR: The elf realm of Illefan disbands, with most of the Ilylanbruen elves leaving for Evermeet. 367 DR: City of Phlan founded on the Moonsea. 400 DR – 1,000 DR: Golden age of Maztica. 418 DR: The first aarakocra arrive from Maztica to northern Faerun. 426 DR: Arun’s unnamed son becomes a student in Myth Drannor. In 464 Mystra makes him a Chosen. First human to stay in Everseska, the secret elven land. Later becomes Khelben Arunsun. 457 DR: Mages including Aganazzar found the school of wizardry in Neverwinter. The founders will later become the Covenant and perform many heroics, thwarting Thy. 623 DR: First time a spelljammer is confirmed. It is actually the Spelljammer. 658 DR: A portal is secretly created between Myth Drannor and the Underhalls/Undermountain. 659 DR: Wizards from Myth Drannor move to Silvermoon and establish it as a sister city and a center of magical learning. 668 DR: Wizards are disappearing from Myth Drannor, later found to be pulled into Undermountain by Halaster Blackcloak. 684 DR: Augathra the Mad’s Book of the Black, a tome containing the Black Chronology, is discovered by mages of Myth Drannor. It also contains the Leaves of One Night, revealing secrets of Shar. Followers of Shar steal the book. 708 DR: Seval Ammath had raised a red dragon from an egg, using magic to make it kind. Unwittingly, he flies over Cormanthor, fulfilling the conditions for the release of three nycaloth demons from their prison. Their release was conditioned to be when a red dragon that never held malice or greed flew over the coronal’s throne. These demons spend several years summoning forces, known as the Army of Darkness. 714 DR: Fall of Myth Drannor due to the Army of Darkness, though the three nycaloths are defeated. 753 DR: Florsten’s Hold is renamed Zhentil Keep in honor of lord Zhentar. A temple to Bane is founded there. 762 DR: Mystra possesses Elue Shundar so as to birth mortal servants for herself. Alustriel is born, second of seven silver-haired daughters that become the Seven Sisters, all chosen of Mystra. 800 DR: Sammaster, eventual founder of the Cult of the Dragon and Chosen of Mystra, is born. By 835 he is an archmage and travels Faerun. 806 DR: Laeral begins rebuilding ruined Illusk and explores the Host Tower. She finds the Cabal of mages still there, now liches, so she seals the tower off magically to prevent entry or exit. 841 DR: Laeral comes into conflict with Sylune, and both are made Chosen by Mystra. They travel the planes for years before returning to Faerun. 863 DR: The Chultan city of Mezro disappears. It is actually invisible, due to a wall that hid it from the world. It remains hidden until 1363 DR. 875 DR: Sammaster attacks Alustriel after dating her and the relationship ending. Khelben and Laeral come to her aid and Sammaster is stripped of being a Chosen. Sammaster becomes insane and fully evil. In 887 DR he translates various ancient prophecies, including Magla’s Chronicle of Years to Come. Sammaster believes dragons will rule the world. 902 DR: Sammaster creates the first dracolich, Shargrailar, transcribing the process in Tome of the Dragon, a holy relic for the eventual Cult of the Dragon. The Cult begins to spread around 905 DR. 916 DR: Harpers ambush Sammaster and the Cult of the Dragon. Sammaster is seemingly destroyed by an avatar of Lathander. Alagashon becomes the leader for the Cult. 922 DR: Red Wizards of Thy rebel against Mulhorandi rule, summon the demon lord Etlab to fight for them. Etlab is later imprisoned in Thy. 932 DR: First Trollwar as Nimoar at Nimoar’s Hold (later called Waterdeep) fights them off. Second trollwar in 940 DR, ending in 952 with now Waterdeep being defended by many including the wizard Ahghairon. 940 DR: The first lord of Shadowdale, Ashaba, magically merges with the river that now bears his name, living on as part of the land he loves. On the Moonsea, the city of Hulburg is founded. 1007 DR: Waterdeep expands, absorbing the ruins of Halaster’s Hold. Ahghairon builds his tower and magically wards Halaster’s towers to prevent horrors from entering Waterdeep from below. 1018 DR: A

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