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Crown War[] Main article: Second Crown War Ostensibly in support of their Miyeritar allies, the dark elf country of Ilythiir attacked the moon elf kingdom of Orishaar, then escalated the conflict to encompass Theamnyar, Eilthir, and Syörpär, utterly destroying them. The brutality of these attacks led to the creation of the epithet dhaerow, meaning "traitor," to describe the dark elves of Ilythiir. The Ilythiiri conflicts, which began in approximately −11,700 DR, spanned over 1,200 years, and during the course of the savage war, the demonic goddess Lolth took the opportunity to seduce the ruling families and powers in the kingdom further toward evil, assisted by a fiendish bajor named Wendonai. Third Crown War[] Main article: Third Crown War In about −10,900 DR, Aryvandaar (now known as the Vyshaantar Empire) was aided by a fallen solar named Malkizid in invading the sun and moon elf kingdom of Shantel Othreier. The war waged for nearly 300 years until Shantel Othreier surrendered after the death of their coronal. Fourth Crown War[] Main article: Fourth Crown War In −10,500 DR, owing to destructive magics of Vyshaantar, the Dark Disaster occurred, and a magical storm turned Miyeritar into the wasteland now known as the High Moor. Enraged at the destruction of their dark-elf brothers' land, Ilythiiri savagely attacked the Vyshaantar Empire. The Ilythiiri began to openly worship evil gods and commit such acts of atrocities that all the remaining elven kingdoms decided to expel the Ilythiiri dark elves from Corellon Larethian's grace. The most powerful mages and clerics succeeded in completing the ritual in about −10,000 DR, though it had the adverse effect of corrupting all dark elves, not just the intended Ilythirians. The dark elves were driven underground, and the epithet dhaerow would eventually change into drow. Fifth Crown War[] Main article: Fifth Crown War The fragile peace was shattered in −9200 DR when the Corellon Larethian-mandated Elven Court decreed that the sun elf clan of Vyshaan was responsible for the thousands of years of war. The Vyshaantar Empire disputed the charges and madly declared war on everyone. Within 200 years, the ancient kingdom of Aryvandaar was no more. Seven Citadels' War[] Main article: Seven Citadels' War While not officially named the Sixth Crown War, the Seven Citadels' War is sometimes colloquially referred to as the Sixth Crown War. [citation needed] The Seven Citadels' War was a set of skirmishes between the elite forces of Siluvanede and the fledgling forces of Eaerlann. It began when the High Mages of Arcorar tracked down House Diardrageth to Ascal's Horn in −4500 DR. With the help of Eaerlann, they captured or killed several of the Diardrageths.[citation needed] Appendix[] See Also[] Crown Wars timeline for a detailed timeline. Appearances[] Novels Referenced only The Summoning • Forsaken House Video Games Referenced only Baldur's Gate External Links[] Further reading[] References[] Connections[] The Forgotten Realms is a Dungeons & Dragons campaign setting created by Ed Greenwood. Originally created by Greenwood as a child, the Realms became codified as an official Dungeons & Dragons setting during Advanced Dungeons & Dragons 1st edition, and has since been a major setting in every edition of the game. The majority of Dungeons & Dragons 5th edition material is set in the Forgotten Realms. Notable sub-settings of the Forgotten Realms are Kara-Tur, Al-Qadim, and Maztica. In addition, the Arcane Age sub-setting is set in the distant past of the Realms. External links[] Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. In the infinite multiverse of Dungeons & Dragons, few settings have been the focus of as many stories as Forgotten Realms. Whether it's the campaign setting used by players to build their own tales in, the setting for a novel series that influenced fantasy writers for decades, or the setting for multiple video games, the Forgotten Realms has always been one of the cornerstones of D&D lore. There's a lot of Forgotten Realms lore out there to dig through. Here's everything you need to know about Forgotten Realms and why it's such an iconic Dungeons & Dragons campaign setting. What would eventually become Forgotten Realms was—like many other D&D campaign settings—the setting of one passionate DM. Ed Greenwood created Forgotten Realms as a place for his players to explore, starting in places like Waterdeep and Shadowdale then slowly expanding outward from there. Greenwood would eventually add more and more details to satisfy his party's thirst for knowledge about the setting, and in doing so, he introduced more characters and cities that made the world feel alive. Starting in 1979, Greenwood began publishing his monsters and snippets of his lore in Dragon, one of the main D&D publications at the time. Then, in 1986, TSR wanted to move beyond Gary Gygax's Greyhawk setting, so they approached Greenwood to help them flesh out his Forgotten Realms setting. The first novel and campaign sourcebook were released in 1987, immediately becoming one of the most popular settings for the game. For nearly four decades, there has been a steady stream of new lore, guides, and stories set in the Forgotten Realms, enough to keep eager DMs satisfied for multiple campaigns. What is it that makes a story fit within Forgotten Realms rather than any of the other many Dungeons & Dragons campaign settings? While Forgotten Realms has changed a lot during its nearly 40-year-long publication history, some things have remained consistent. Forgotten Realms predominantly takes place on the continent of Faerun, where cities like Baldur's Gate, Waterdeep, and Neverwinter serve as focus points for many adventures. Traveling between these cities is expensive and dangerous thanks to the untamed wilderness that surrounds them. Beyond Faerun, there are multiple other continents in Forgotten Realms, with the most dangerous place for adventures being the Underdark. A cavernous world beneath the surface, it's home to some of the most iconic D&D creatures, including Beholders, Mind Players, and the Drow. Entire civilizations have sprung up, never having seen the sun before and twisted by the darkness that they grew within. Multiple gods and goddesses are always looking over Forgotten Realms, and their influence can be felt in nearly every corner of the world. The world hinges on their whims, but they usually exert their power through their messengers. While there have been multiple changes to the pantheon over the years, some of the more notable and iconic deities include: Bhaal, the god of murder. Helm, the god of protection. Kelemvor, the god of the dead. Selune, the goddess of trade. Part of what makes Forgotten Realms different from other D&D campaign settings is its use of factions within cities and nations. Some factions aim to snuff out evil before it even has a chance to spread, while others work to further their own agendas and are known for backstabbing each other to get ahead. Important factions in Forgotten Realms include: Harpers. Viewed by many as meddlers and spies, Harpers are a loose organization of adventurers who operate independently to fight evil and corruption in their own—usually clandestine—way. The Order of the Gauntlet. Some threats are too important to leave to subtlety, so the Order of the Gauntlet takes a direct approach. They believe that every evil—no matter how small—should be destroyed before it gets the chance to spread. Emerald Enclave. While most members of this far-ranging group are Druids and Rangers, anyone who wishes to protect the natural world can join. The Emerald Enclave teaches its members both self-reliance and survival skills above all else. Lords' Alliance. Backed by the wealthy and influential of Faerun, the Lords' Alliance serves as enforcers of the status quo and a source of stability for many smaller but important cities in Faerun. With dozens of novels, video games, and sourcebooks set in Forgotten Realms, it's no surprise that there have been so many important faces and names to come out of the setting. If you spend enough time adventuring in Faerun, chances are you'll run into at least one or two of these legendary figures: Elminster. One of the most powerful Forgotten Realms wizards, Elminster is an important force for good. He founded the Harpers and has played an important role in nearly every story and adventure told in Faerun, particularly in its early years. Drizzt Do'Urden. A drow who has come to the surface to fight evil, Drizzt is one of the most famous characters of all time from any D&D setting. He has been the main character of 34 novels and often shows up in video games as a notable NPC. Minsc and Boo. First introduced in the Baldur's Gate RPG series, Minsc is a Human Ranger who, while boisterous and simple, is firmly dedicated to kicking evil in the backside. He's quick to befriend good people, but his closest companion is Boo, a "miniature giant space hamster" who accompanies him everywhere he goes. Forgotten Realms isn't just confined to sourcebooks and adventure paths. It's been featured in some of the most famous Dungeons & Dragons media of all time. This popularity and frequent use across video games, books, and movies is why Forgotten Realms is often seen as the default setting for Dungeons & Dragons, despite it being only one of many worlds. Want to read, watch, or experience Forgotten Realms in media beyond Dungeons & Dragons campaigns? Check out the following: Ask the publishers to restore access to 500,000+ books.

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