

World Book of Ansalon

Welcome to the World of Krynn	2
Creating the Flavor of Krynn	2
The <i>Iconochronos</i> of Astinus	3
Lost Notes of Sir Tracy	3
The River of Time	4
History of Krynn	12
Astinus, Scholar and Mystery	12
The Creation of Krynn	12
All Dragons War	13
All Saints War	14
Starbirth of Mortals	14
Arrival of the Last Gods	15
Age of Dreams	16
Age of Light	16
Graystone of Gargath	17
The Second Dragon War	19
Ergoth Ascendant	19
Kinslayer War	20
Swordsheath Scroll	20
The Rose Rebellion	21
Birth of Nations	21
The Third Dragon War	21
A Golden Age	22
Peace in the Land	22
Knight of the Black Rose	23
The Fall of Istar	24
War of the Lance	25
Geography of Ansalon	26
The World That Was	26
The Cataclysm	30
The World That Is	30
The World That Might Be	54
People of Ansalon (PC Races)	55
Barbarians	55
Dwarves	58
Gully Dwarves	61
Elves	63
Gnomes	66
Kender	69
Minotaurs	74
Ogre Irda	77
Character Classes of Ansalon	80
Overview of Character Classes	80
Class Descriptions	81
Warrior Group Classes	81
Wizard Group Classes	88
Priest Group Classes	91
Rogue Group Classes	93
Normal Group Classes	93
Optional Rule: Status	95
Cast of Characters	98
Friends	98
Neutrals	102
Foes	105
Gods of Krynn	108
Gods in Creation	108
Descriptions of the True Gods	110
Gods of Good	111
Gods of Evil	116
Gods of Neutrality	121
Beasts and Monsters of Ansalon	125
Children of Krynn	125
Draconians	126
Dragons	128
Goblins	131
Lost Folk of Ansalon	134
Monsters of Ansalon	140

Special Artifacts of Ansalon	146
Scroll	146
Rings	146
Rods, Staves, and Wands	147
Miscellaneous Magic Items	148
Magic Armor and Shields	154
Magic Weapons	155
Random Treasure Determination	159
Individual and Small Lair Treasures	159
Using the Adventure Map and Talis Cards	160
How to Read the Map	160
Getting Started	160
Descriptions of Terrain and Locations	161
Creating Chases	173
Adventure Generation with Talis Cards	174
Talis Deck: Random Role-Playing Notes	174
Talis Deck: Random Event Notes	175
Ansalonian Calendar	176
Allowable Clerical Spells	176
Exchange Rates Upon Krynn	176

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Welcome to the World of Krynn!



Ten years have passed since the creations of the DRAGONLANCE® fantasy setting. What began as a series of game adventures has grown into over three dozen novels and anthologies, six calendars, a comic book series, a number of best-selling computer games, award-winning miniatures sets, and numerous game materials. Yet, in ten years, we never offered a clear starting point for DRAGONLANCE campaigns—an introduction to the world of Krynn. Now, we do.

This boxed set guides you through the lands and legends of Ansalon, the continent where the DRAGONLANCE saga takes place. The *World Book* you now hold outlines Ansalon's flora, fauna, nations, people, heroes, histories, myths, and more—all the critical features for starting a DRAGONLANCE campaign. As well as providing a starting point for DMs who are new to Krynn, this boxed set sums up the voluminous work of a decade of adventure for long-time fans of Ansalon.

The ten-year lifespan of the DRAGONLANCE world places it among the most venerable of game settings. The past decade also leaves the DRAGONLANCE game world in need of revision and summation. This boxed set fully expands the DRAGONLANCE saga for AD&D® 2nd Edition rules. It also clarifies contradictions, corrects errors, and fills in information omitted from earlier products. For old and new adventurers alike, the *Tales of the Lance* boxed set is the source of information for the continent of Ansalon.

Creating the flavor of Krynn

Adventuring in Ansalon differs from adventuring in any other fantasy setting. The DRAGONLANCE saga is high fantasy—a struggle of Good versus Evil and the triumph of heroism in the face of overwhelming odds. Hope, honor, loyalty to one's friends and gods, courage, self-sacrifice, and perseverance are the meat and drink of adventures on Ansalon. This *World Book* provides the one-of-a-kind color and flavor of Krynn. From its mundane features, such as exchange rates and month names, to the esoteric psychology of dragons, Krynn is unique.

Creatures of Krynn

On Krynn, you will meet many unique races—kender, draconians, minotaurs, gully dwarfs, and high ogres, to name a few. On the other hand, some stock fantasy creatures do not appear—lycanthropes, orcs, half-orcs, and halflings. All of the races and beast of Krynn, however, are marked by individuality and diversity. Every creature—even goblins and hobgoblins—are fully detailed and three-dimensional. A sense of wonder and amazement surrounds every creature of Krynn.

Dragons of Krynn provide a perfect example. They embody the raw fury of the elements—wind, storm, fire, cold, and noxious vapors. The origins of the Good metallic dragons and the Evil chromatic dragons lie in the foundations of the world itself. The high intelligence of all dragons of Krynn makes them calculating, unpredictable, and deadly. Worse yet, Krynn lacks most of the magical devices and weapons that control or slay dragons, devices all too common on other worlds. Those few magic items that do exist on Krynn prove dangerous to employ because of their natural alignment to dragons.

Fallen Nations

Since the Cataclysm, which disrupted society and remade the world of Krynn, scholarly knowledge in Ansalon has grown hopelessly confused. Every journey is, therefore, one of discovery. Once-mighty civilizations lie shattered and suspicious of their neighbors. Fearful folk distrust or revile their brightest and best, the mages and the Knights of Solamnia. Many cities still labor under the draconian yoke. Clearly, the time for heroes is at hand.

Gods of Krynn

Krynn is ruled by a vast pantheon of gods, each with his or her own history and motivations. Even so, the peoples of Krynn have abandoned the true gods, believing that the gods forsook them to the Cataclysm. Only a handful of priests can still perform the miracles of faith. But slowly the world rediscovers the truth and returns to the gods.

For their part, the gods continue their eternal struggle across the face of Krynn. They occasionally appear upon the world in avatar form, but more often shape history through worshippers, omens, and go-betweens.

Stories and Sagas

The tales of Krynn center around glory, honor, and love of family, friends, and heart-mates. Treasure and personal gain are valued next to justice, truth, knowledge, and freedom. The tales are epic in scope—continuing sagas with profound conflicts and recurring villains. Through personal heroism, adventurers face overwhelming odds and victor at the last. Fate diverts the lives of common men and women onto the path of heroism, making their small and private struggles pivotal in the grand future of the land. In all cases, the heroic spirit provides the brightest spark of hope in the darkness. Those who can laugh in the teeth of dragons or, single-handed and weaponless, charge a passel of draconian guards, can coax that spark of hope into a flame. And always behind the grim struggle of today lies the bright hope of tomorrow.

A sense of wonder and awe pervades the world of Krynn and the cosmic struggle in which it is embroiled. Despite, or perhaps because of, the unending wars, the tapestry of Krynn is richly textured and brightly hued.

Lastly, the world of Krynn abounds with diversity. Each monster, each hero, each villain is unique and individual. By combining the threads of countless lives, the grand tapestry of the saga emerges. Create your own tales and help weave the grand history of Krynn!

The next stories to be sung are about you and your companions. The Shadow Years press like a weight upon the land and the devastating War of the Lance has troubled every corner. Now, more than ever, Krynn needs heroes such as you to right the wrongs of this terrible age, and usher in the new time of hope.

Other Books for Exploring Krynn

Monstrous Compendium, Volume 4—DRAGONLANCE® Appendix (2105)

The Atlas of the DRAGONLANCE® World (8448)

The Iconochronos of Astinus

Astinus of Palanthus, the renowned historian, made great efforts to chronicle the history of Krynn in his scroll set, the *Iconochronos*. These scrolls now fill the shelves of the Library of the Ages and the Master Lorekeeper continually adds to their number. One long scroll depicts the history of Ansalon as an unravelling river of time in which famous events form clear currents. Much of this scroll is illustrated with pictures of these key events. The scroll was undoubtedly written by Astinus, but the origin of the art is a mystery. This scroll appears in its entirety in the following pages.

In this scroll, Ansalonian history has been divided into several ages, which mark significant periods of cultural change. The ages that passed before the elven scholars began to write are vast and uncertain; they may span two to one-hundred millenia. None knows for sure.

The telling begins with the creation of the world, the Age of Starbirth. These accounts came from the Plates of Pakafhas—writings of an early historian and religious leader from the Age of Dreams. While much of that text is considered apocryphal by scholars, Pakafhas nevertheless seems to be the most reliable source of early written history.

Following this age is a span of uncertain years, called the Age of Dreams. This age was chronicled only in folk songs and ballads during the Age of Light that followed. These songs were compiled in the Lifescroll of Song by the elven bard, Quevalin Soth from Silvanesti. A copy of that scroll was later presented to the Library of the Ages at Palanthus, and was found therein by Astinus.

The Age of Light marks the ascendance of the races of elves and men, as the oppressive ogre empires fell into corruption. The elven nation of Silvanesti shone then as a beacon of culture and art throughout the known world. This age marks the “awakening” of magic through the arrival of the Graystone of Gargath, and the rise of Ergoth, the first empire of humans.

Next, recent discoveries have led historians to rename the second thousand years of Light the “Age of Right.” During this millennium, honest peasant folk rebelled against the injustice of Ergoth. Thus, Solamnia came into existence, and so too the Knights of Solamnia. Records of this period have only recently been unearthed: a cache of silver disks was found sealed away in the ancient tomb of the legendary knight, Huma. These plates record the growth and trials of the Knights of Solamnia. They also tell of a titanic battle against the forces of the Dark Queen, a battle that ended the fourth age.

The Age of Might followed the exile of dragons from the world. This age was well chronicled historically, beginning with the rulership of Karthay Pah in Istar. It was he who first ordered the keeping of a chronicle. Scribes etched his deeds on plates of gold and silver, storing them on rings in his treasury. Two centuries after Karthay Pah’s reign, a scribe journeyed from Palanthus to Istar and spent three decades transcribing Pah’s records onto scrolls. One-by-one, the scrolls were shipped back to the Library. Though many were lost, some did survive, and it is from these and from Astinus’s personal recollections that we learn of the blasphemy of the Kingpriest.

Finally, the Cataclysm, as recorded here, is a compilation of many legends and folktales. These stories come primarily from *Tale of the Nightfall Years*, a record of personal recollections and letters of the heroes and many of the Knights of Solamnia. *Tale* was penned by Astinus himself.

History, as recorded by Astinus, is divided into two parts: AC (*Alt Cataclius*, or “after the Cataclysm”) denotes the history from the Cataclysm to the present; PC (*Prae Cataclius*, or “before the Cataclysm”) denotes dates that have been renumbered backward from the Zero Hour of the Cataclysm. Dating in PC is only approximate.



Lost Notes of Sir Tracy

The Cataclysm itself threw the history of Krynn into shambles. So many records were destroyed by fire and water that history before the Cataclysm was at best a series of error-riddled conjectures.

One night, however, while searching through musty bins of archives, two boxes were unearthed, holding ancient scribblings by the noble scholar Sir Tracy, best known for his untiring efforts to translate Astinus’s histories. There, among crumpled and yellowing pages, historians found a two-page sketch labeled the *Iconochronos*. This timeline showed the major events of Ansalonian history over several thousand years. It also showed the source of the discrepancies to date.

Two major differences appeared: a Third Dragon War, which Huma Dragonbane concluded a millennium later than once thought; and the dating of the Rose Rebellion of Vinas Solamnus in 1775 PC rather than 1225 PC.

First, historians assessed the question of the new Dragon War. Clearly the reason that two and not three Dragon Wars had been recorded prior to the Cataclysm is that humans were not involved until the Second and Third (previously named the First and Second) Dragon Wars. The First Dragon War involved only the elves, who battled to pry the dragons from Silvanesti. Once this first Dragon War is counted, Huma would have fought not in the Second but the Third Dragon War, which took place in 1060 PC. Thus, until now, Huma’s legend had been misplaced by 1,000 years.

Secondly, a 550-year discrepancy existed between the actual and the supposed dates of the Rose Rebellion. The reason for this discrepancy was elusive. Then, while reading about the kender, historians noted that kender history progressed from 250 PC to 400 PC to 800 PC—that is, it went backward! Then historians realized that this was not a PC dating system, but a dating system of years during the Age of Light: 250, 400, and 800 Age of Light equal 2750 PC, 2600 PC, and 2200 PC, respectively. The same confusion of dating systems had occurred in regard to the Rose Rebellion. Vinas Solamnus led his rebellion not in 1225 PC, but in 1225 Age of Light, which translates into 1775 PC! At last, the mystery of the missing years was solved!

The River of Time

AGE OF STARBIRTH (AGE OF GODS)



The High God Awakens. Out of the chaos, there was thought and being; there was the High God. With celestial hands, the High God drew the plans for a new realm, a new beginning. These plans were written in a book called the *Tobril*, a book that makes gods of mortal folk.

The Gods are Called. Into the Beyond, the High God called. There came an answer from two beings: one of light, and one of darkness. They were lesser gods, seeking greatness in the chaos. The king and queen of wyrms, they were. They abandoned their twining struggles against each other and worked together to create a new place for them, a place for greatness.

Gilean is Drawn Forth. Out of chaos and out of time, the High God summoned a third god. He was Gilean, greatest of sages. Gilean alone, in all of time, was worthy to bear the High God's plans for the universe. He received the plans, the *Tobril*. Then, the High God departed, for the planning was done and the creation was about to begin.



Reorx and the Companion Gods Come. Together the three gods summoned helpers. Other, lesser gods came. The greatest of these was Reorx. "Give of yourself," he said, "and I will tame the chaos." And from the gods, Reorx forged a mighty hammer. With the hammer, he smote the chaos and it slowed.

Sparks flew from the hammer and lighted the heavens. And there were stars.

Krynn is Made. Reorx shaped a mighty globe and separated the lands and seas, the light and dark, the heavens and the soil. Then, the other gods gifted the world, each to his or her own. Krynn was blessed with plants and trees, creatures of the earth, water and air, seasons and weather, and untold beauty.

Dragons are Made. Together, Paladine and Takhisis guided the hand of Reorx and made five rulers of the world. Drawn from the savage elements and encased in frames of base metals, these rulers became one with the world. They were the dragons. But the Dark Queen coveted the dragons and corrupted them. Their metals were tarnished and lost to light.

Good Dragons are Made. Paladine mourned the loss of his

dragon children. He turned to Reorx for comfort and Reorx made five monuments to the lost dragons. He forged these monuments from precious metals. But, Paladine longed to behold his children whole, alive again. And so, he breathed life into the statues.



All-Dragons War. The gods, the dragons, the beasts of the world, and the light and the dark themselves made war over Takhisis's treacheries. Chaos swirled at the corners of the world, threatening to unmake it. When the gods saw the harm they caused their world, they withdrew, light gods to light, dark gods to

dark, and gray gods to gray. There they agreed to stay. They lived and loved for countless eons; thus were born the lesser gods, their children.

The Stars are Claimed. In the silence that followed, there came the sound of chimes, of heavenly singing. The gods pondered it, and saw that the stars lived. They shone like the gods themselves, shone as pieces of the gods. And the gods gathered these countless spirits.



All-Saints War. Once again war erupted in the heavens. The firmament shuddered with the struggles of the gods. The gods of light sought to nurture and lead these star spirits. The gods of darkness sought to bind and control them. The gods of gray sought only to set the fledgling spirits free.

The Balance Restored. Hearing the battle, the High God returned from the Void. And the High God knew wrath. From the fire of wrath, the High God forged the Balance: each family of gods could gift the spirits with one gift. Afterward, the gods must let the spirits be. The gods of light gave the spirits physical bodies so they might become masters of the world. The gods of darkness cursed them with weakness, want, and mortality, that the fearful spirits might be brought to serve Evil. And the gods of shadow gave unto the spirits free will, the ability to shape their own fates.

Birthing Age. And so, the peoples of the land were formed. The people of the land were three. Stony ogres there were, cold and beautiful, strong but hollow. Wooden elves rose like living trees, tall and regal, graceful, solitary, and proud. And, least of all, were creatures of clay—humans, short and common, simple and bestial. The humans had the capacity to destroy, and to love. These were the children of the world.

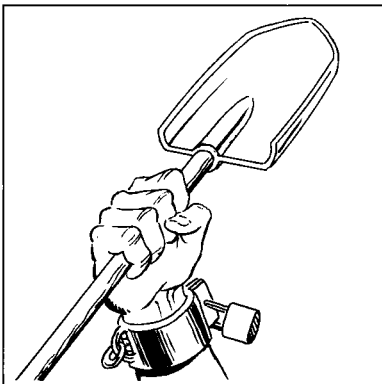
AGE OF DREAMS: 9000-5000 PC (Foundation Age)

The People Choose Places. Ogres, first to awaken, claimed the mountains. From that lofty perch they gazed upon the world. Elves withdrew to the forests and there they lived in quiet harmony, pondering the world. But to humans fell the plains, and there, exposed to savage winds and rains, they grew savage themselves.



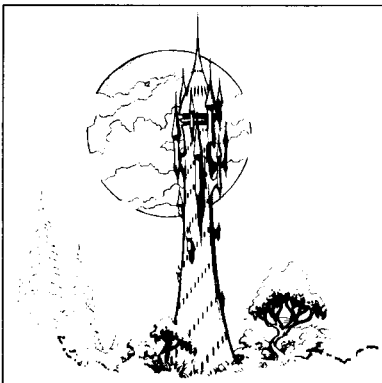
8500-5000 PC Birth of Civilization. Ogres set themselves to ordering the land. They seized and enslaved the humans to be their hands in toil. By human sweat and blood, the ogres built a mighty nation of cold stone. The elves watched as order grew.

8700 Favored of Reorx. Reorx gathered to himself humans who worshipped the hammer, who were filled with creation. With these humans, Reorx retired to a northern land. The clay folk would assist Reorx in his heavy labors. Over the centuries, these humans became the short Smith folk.



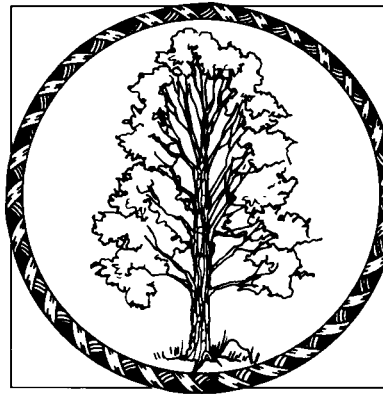
6320-5980 PC Heresy of Igraine. The ogre Igraine failed to slay the slave Eadamm when he saved Igraine's daughter. Men learned of Eadamm's independence and threw off oppression. As the humans rebelled, Igraine fled for his life from the wrath of all ogres.

6000-5000 PC Decline of Ogres. As ogres embraced cruelty and vengeance, humans asserted their independence. The humans rose up to slay their masters. Civilization fell and barbarism reigned.



5000-3000 PC Elves Ascendant. Elves discovered the value of cooperation, and together they sought to create their own civilization in the southern enchanted woods. Yet this was homeland to the dragons. Over time, they mustered for war.

AGE OF LIGHT: 4000-2000 PC (Age of Elves)



4000 PC Rise of House Silvanos. The first Sinthal-Elish, the elven council of high ones, was convened by Silvanos. The many elf families unified for the first time, swearing an oath of allegiance to Silvanos. Balif, son of the second largest family, was made Silvanos's lieutenant. The elves prepared for war.



3500-3350 PC The First Dragon War. Elves allied to drive dragons from their chosen lands, but the opposition was fierce. The three gods of magic gifted the elves with five magical stones, which captured the dragons' spirits. The elves buried these stones deep in the tallest mountains of the land. The gods of magic were exiled for their interference.

Graystone Forged. The banished gods of magic had Hiddukel trick Reorx into creating a Graystone. They said this stone would remind them of faraway Krynn, from whose lands they were forbidden. Reorx did so, setting the stone on the moon of Lunitari. There, in secret, the gods of magic filled the stone with their essence.

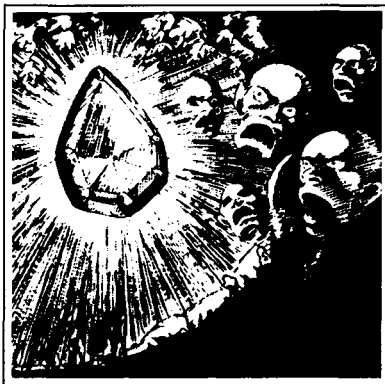
3350 PC Building of Silvanesti. The second Sinthal-Elish was held, once again pledging allegiance to Silvanos. The Kingdom of Silvanesti was decreed and all the elven families were granted lands. The elves copied the ancient and long-lost civilization of the now-barbaric ogres.

The Graystone Released. The plans of the gods of magic entered a second phase. They asked Hiddukel to trick one of Reorx's Smiths into stealing the powerful Graystone from the surface of Lunitari. The Smith fumbled, dropping the stone from the sky onto Krynn. With it, magic reentered the world.

3100 PC Arrival of the Graystone and Magic. Reorx punished and deformed his Smith folk for their pride and commanded them to recapture the Graystone. They fled their homeland and followed the Graystone. Wild magic was released into the world into the hands of some reborn Smiths. They became the dwarven mages called Scions.

3100-2900 PC Kal-Thax is Built. Fleeing the Graystone's chaos, the other Smiths hid in caves in the bluffs of Ansalon. There they built the first dwarven kingdom: Kal-Thax.





3051 PC Graystone of Gargath. A ruler named Gargath captured the Graystone and bound it between two god-gems. The Smiths demanded its return. Gargath recruited men and stubborn ogres to defend his prize. Elves, fascinated by wild magic, joined the smiths to reclaim the stone. When at last the stone

was freed, it escaped, but not before touching those present and changing their forms to reflect their natures. Thus, goblins and minotaurs, kender and gnomes came into being. Onward the Graystone wandered, changing the world as it went.

2800 PC Thoradin is Delved. Seeking to escape the Graystone's ravages, the smiths—now dwarves—became masters of mining, and began to delve the new kingdom of Thoradin in the Khalkist Mountains. They abandoned Kal-Thax for all time.

2750 PC Balif Dies. A kender hero named Balif, a close friend of the elf-lord Silvanos, died. Balif built the first kingdom of kender in Balifor.

2710 PC Dragon Stones Discovered. The dwarves found the five magical dragon stones that the elves had buried deep in the Khalkist Mountains after the First Dragon War. Hating magic due to the Graystone, the dwarves returned the stones to the surface.



2692-2645 PC The Second Dragon War. The dragons awoke and struck south at Silvanesti. Accompanied by great armies of lizard people, the dragons ravaged the land. Three wild-talent mages, with the guidance of a lone Scion, summoned potent magics and commanded the ground to swallow the dragons

for all time. The dragons were defeated, but magic ran wild and thousands died. The three mages, fearful for their lives, called upon their gods. The tower in which they stood was taken from Krynn to the Beyond. It became the Lost Citadel.

2645-2550 PC Magic Defends Itself. The three lost mages created the laws of magic. They guided their brethren to build five bastions of magic in remote regions to shelter all mages. Thus, the Towers of High Sorcery were built.

2640 PC Thoradin Closed. Ashamed for causing the Second Dragon War, the dwarves withdrew from the rest of the world. Thoradin's gates were closed.

2600 PC The Rise of Ergoth. Ackal Ergot united Khalkist barbarians after the war to build their own kingdoms. They pil-

laged the abandoned ogre homes and, with their booty, founded Ergoth.

2600 PC Hylo Founded. The second kender nation was founded when an entire kender clan was trapped in the first floating citadel. It crashed against the Sentinel Mountains in northwest Ansalon.

2500-2200 PC Ergoth Dominant. The nation of Ergoth stretched from the southern Kharolis Mountains to the northern shore. These brutal barbarians tried to learn the ways of civilization. Skirmishes broke out with dwarven neighbors and an uneasy truce resulted. Ergoth expanded to the borders of Silvanesti and trade began with elves. Some elves intermarried with humans.

2515 PC Death of Silvanos. The venerable elf Silvanos died and was buried in a crystal tomb. His son Sithel assumed command and ordered the construction of a tower, the Palace of Quinari, in memory of his father. All of Silvanesti counted their leader's death as the end of an age.

2150-2000 PC Thorbardin Delved. Hill dwarves migrated to the southern Kharolis Mountains and, after a time, began delving a new home. Thoradin was in decline, becoming isolated from the outside world.

2308 PC Sithas and Kith-Kanan born. Twin sons were born to Sithel. Sithas was the older by minutes, followed by Kith-Kanan.

2152 PC Sithel is Slain. Sithel journeyed to the outpost of his son Kith-Kanan to assess the half-elf problem. Sithel was accidentally slain by humans hunting on the western border of Silvanesti. The Kinslayer War began.



2192-2140 PC Kinslayer War. Elves tried to drive humans from their border, while humans resisted fiercely. Half-elves were forced to take sides, brother fighting brother. Kith-Kanan led the elven war effort, and was pushed into killing his kin. Finally, Kith-Kanan negotiated a truce with Ergoth.

2140-2100 PC Sundering of Silvanesti. Western elves, ashamed by the bloodshed they had caused with their brother elves, sued for social change and self-determination. The western Silvanesti declared their independence.

2128-2073 PC War of the Mountain. Border disputes between Thorbardin and Ergoth resulted in skirmishes.

2073 PC Swordsheath Scroll. Kith-Kanan engineered the signing of the Swordsheath Scroll, a peace treaty between the elves, dwarves, and Ergoth. Elves were granted a large enchanted forested area as a buffer between dwarves and humans. The land was renamed Qualinesti, and was populated by the discontented western elves. Kith-Kanan was their leader. Ergoth agreed to stop mining the Kharolis Mountains and the dwarves relaxed trade restrictions.