

TWM3

THE GRAND HISTORY OF THE TRUE WORLD



THE GRAND HISTORY OF THE TRUE WORLD

CREDITS:

Designer: *Jon Hild*

Cover Art: *Jay*

<http://jae462.deviantart.com/>

Watermark: *Zeezee Canning*

<http://zeezeeazc123.deviantart.com/gallery/>

“Maztica Alive!” Logo: *Cliff Wolter*

<http://yardarkwood.deviantart.com/gallery/>

Special Thanks:

Thank you Brian James, author of *The Grand History of the Realms* for the obvious inspiration for this project. Whatever I am working on, that inspirational book always sits right beside me.



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



I am sworn to silence by my station. I say nothing to the mighty of Nexal. Instead, my tale becomes the Chronicle of the Waning. As my immortal master, the Silent Counselor, so wills, I observe and record, a witness but not a participant to the unfolding of history.

**-COTON, SILENT PRIEST OF QOTAL
IRONHELM PROLOGUE**

INTRODUCTION

The True World has a history as long and as eventful as Faerun itself, beginning far back in the Days of Thunder when the gods first came to ground, through numerous cataclysms, all the way to the modern day on Toril.

This book attempts to catalogue major events both in the mortal and immortal world, and presents them in chronological order for easy reference.

The *Grand History of the True World* is now, and will always be a work in progress!

One advantage of producing a product and making it available on DMs Guild, is the fact that it can be continually updated.

USING THIS BOOK

The events in this book are coded in a number of easily identifiable methods. Each entry begins with a date given in Dalereckoning (for ease of use by those accustomed to the calendar), and they are concluded with a tag representing where the source information originates. In addition, any entries that are deemed “canon” are identified using normal print, and entries that are fan made expansions are identified with italicized text. Furthermore, potential authors are encouraged to expand upon the lore within on their own and may submit it to seethe75@gmail.com. This lore may then be included in future updates.

The following tags will be used in the *Grand History of the True World*:

MazBox	The Maztica Campaign Set
MazTrlg	Ironhelm
MazTrlg	Viperhand
MazTrlg	Feathered Dragon
FMA1	Fires of Zatal
FMA2	Endless Armies
FMQ1	City of Gold
GG	Gold and Glory
FRCG	Forgotten Realms Campaign Guide 4e
TWC1	The Maztica Campaign Guide
TWC2	Lopango
TWC3	Claw and Sting
TWC4	Esmeralda
TWC6	True World Bestiary II – Monsters A-H
TWM1	Azure Skies
TWM2	Diamond Eyes
TWM4	The Penguinfolk
TWA1	The Ruins
TWA2	The Curse of Zarzumotl
TWA3	Blood Offering

True World Timeline

Four eras define the history of the True World. The Immortal Era, the Golden Age of Payit, the Dawn of Nexal, and the most recent era known as The Return. Each era is named specifically for events which occurred in the continent of Maztica, but their names are known as far abroad as Lopango, Anchorome and even the True World Underdark. All years are given in Dalereckoning.

c. -32500 DR: The Immortal Era Begins

Deities from Aztec, Mayan and Incan mythologies send the greatest of their avatars to seek out a new world far from their home on an enormous ship in the form of a pyramid. The ship is given the name "The Great Skyhome." [TWC1]

c. -32000 DR

The gods arrive on Toril and land in the ocean far west of the main continent Merrouboros of the lush world. Eventually, they occupy lands in the west but upon their arrival, some avatars disappear for other lands, never to be seen or heard from again.

Deep in the bowels of the Great Skyhome, the demoness Itzaplotl emerges, having stowed away without the knowledge of any of the deities.

The primary gods, Kukul and Maztica, send manifestations of their power known as Virachoa and Mama Carocha far to the south.

The goddess once known as Coatlicue perishes upon arrival. Her massive bloated corpse disappears far underground where it begins to spawn terrible abominations that haunt the underground ways. [TWC1]

c. -31500 DR

Witnessing a prophecy of invasion and the defiling of the Maztican lands, Kukul secretly creates the island of Esmeralda and the surrounding nations supposed to protect it. [TWC4]

c. -31900 DR

Itzaplotl makes her presence known only to Zaltec, who she seeks out as a lover. He initially spurns her advances but temporarily relents, until he discovers her desire to steal his divinity.

c. -31500 DR

After many centuries of a relatively lonely existence on their new home the gods attempt to create "new toys to play with" and labor to create mankind. The gods are not satisfied with their first attempts. Man created from mud, wood and gold are all deemed failures before Kukul severs his own fingers. The fingers wriggle to life to all the gods' satisfaction and begin populating Maztica. Rumors persist to this day that not all of the "failed attempts" have been destroyed. [MazBox]

The First Man to stand is named Camazotz. He is initially favored amongst the gods (particularly Zaltec), but eventually deems himself greater than his creators and is subsequently struck down by Zaltec. He is raised back from the dead into unlife by the Zaltec' Itzaplotl and the First Man becomes the First Vampire. [TWA3]

c. -31200 DR

Two previously unknown deities named Huoxopica and Ixtilli manifest for primitive tribes of man. They transform the awed men and women into the first scorpionfolk in order to better serve them. Palophonti, a sea-going subrace of powerful scorpionfolk scoff at the notion that this event marks their origin [TWC3]

c. -31000 DR

Aearee empires (avian creator race) dominate Faerun and many migrate to Maztica. Interactions between the aearee and the primitive, young race of humans are rare due to their geographical habitats, though when they do occur, they are generally peaceful.

Camazotz makes a second play for power among mankind and learns how to coopt the souls of female humans who die in childbirth. These souls are sacred to all of the deities, though it is the elemental brothers Plutoq, Azul, and Tezca who issue their wrath upon the would-be-deity and his city known as Chacobben. Camazotz is thought slain and the city is buried in a great mudslide, effectively erasing it from history.

Itzaplotl's duplicity is discovered in her resurrection of Camazotz and she is beset upon

by the brothers as well, this time including her former lover Zaltec. She uses much of her power to rip great swaths of land and casts the molten rock into the sky. She escapes the god's wrath by forming her Void Kingdom of Tamoacha upon this floating stone and occupying it forever more. Itzaplotl kidnaps shepherd spirits of the dead known as zizimime and slowly transforms them into her subject star-demons. An edict is written where Itzaplotl or her children may not come to ground as long as Kukul's Eye (the sun) is upon the world. [TWC1, TWA3]

c. -30000 DR

As the Time of Dragons begins, the aearee empires collapse. The pattern continues in Maztica due to conflicts with powerful green dragons. Qotal, also known as the Feathered Dragon, reaches out to a tribe of decimated aearee and changes them into the fierce quetzaldaun, who are then able to overcome the greatest of green dragon threats. The quetzaldaun never reach the heights of power once reached by the aearee, but they no longer have fear of extinction. [TWC1]

Other deities of the scorpionfolk make themselves known at this time including Axipotl, Corantllil, Ek-Chua, Malinalxochitl, Nantzintli Coloti, and Pachutalixi. Three demon lords, Obox-ob, Rr'ikin'aka, and Tharzax are also honored by the cruelest of the scorpionfolk and together these eleven form the scorpionfolk Zodiac. [TWC3]

c. -29800 DR

The scorpionfolk found many cities in the True World Underdark at this time, including the grandest of them all which is known as T'lincal, home of the tlincalli subrace. The tlincalli come to dominate all others. [TWC3]

c. -27000 DR

Rr'ikin'aka makes a play to subjugate all of the scorpionfolk and declare himself the Scorpion King. The mortal imperatonti known as Vulkoon assists the demon lords Obox-ob and Tharzax in foiling the plot and Rr'ikin'aka is forever entrapped deep in the Abyss. Tharzax grows distant and disinterested from the scorpionfolk at this time and Obox-ob devours many of

Vulkoon's own broodmates, predictably unappreciative of their assistance.

Vulkoon heads far south underground, bring the vast majority of the imperatonti subrace with him and founds the city of Vulkholme deep beneath Lopango. He establishes himself, through popular opinion, as the first Scorpion King (having taken the title from the vanquished Rr'ikin'aka). Though the exact date of his death lies unrecorded, it is known that Vulkoon ascended on that day to fill a void in the Zodiac left by Tharzax. [TWC2, TWC3]

c. -25500 DR

A clan of stone giants suffers many defeats at the claws of the avatar of the dragon god Garyx and they flee west to hide within the mountains of Lopango. They find much wealth and plentiful food in their new home, but carry the shame of their defeat and cowardice with them. The giants abandon their former deities and are welcomed with open arms by the local god Virachoa. [TWC3]

c. -12000 DR

Due to generous gifts from the gods, mankind begins to flourish and spread out. They advance from their primitive state to become inquisitive, honorable and loving, but the gifts also bring war and cruelty. Agriculture, particularly in the cultivation of mayz, becomes a driving force behind humanity's success. Many towns and great cities are built, most in honor of the firstborn of the goddess Maztica, Qotal. The newfound piety is in part due to mankind's appreciation for his gift of mayz. [MazBox]

The sand elder giants arrive in the house of Tezca from a portal to an unknown desert plane or demiplane under circumstances which they either do not remember or do not care to speak of.

c. -8500 DR

Zaltec creates the magic of fang, claw and venom known as hishna and introduces it as his own gift to mankind. War and cruelty reach new heights among the toys of the gods. Hishnashapers begin to appear at this time in addition to a breed of warriors known as jaguar knights. [MazBox]

c. -8100 DR

After hundreds of years of never-ending war, the goddess Maztica gives her favored son Qotal the gift of pluma magic, which he passes on to mankind. Plumaweavers and eagle knights are seen for the first time. [MazBox]

-8060 DR: The War of the Gods

In a fit of rage over Maztica and Qotal's "betrayal," Zaltec murders his mother using a single blow from his darkness edged mācuahuitl. The weapon shatters and shards from its obsidian edge lodge into her body, birthing the first plumastone in the mortal realms of the True World.

Zaltec takes Maztica's heart and takes it with him to feed upon its energies to the current location of Mount Zatal. The heart's inherent life magic is corrupted, spawning the terrible energy known as the Darkfire (alternatively, Darkfyre).

Kukul disappears in despair over the death of his wife and disgust over the behavior of his sons.

There is war among the gods. All the male gods side with Zaltec while the females side with the enraged Qotal. Humans create a great pyramid known as Tehwaca at the command of their gods where the war is set to occur.

Sacrifice, which is a practice already common among the god's worshipers, is brought to a new height as ten thousand warriors give their hearts to Zaltec. Qotal responds with a sacrifice of his own by freeing thirteen beautiful caged butterflies upon the pyramid. Qotal defeats Zaltec not long after battle is commenced.

[MazBox]

The mainland goddess Shar is drawn to the loss of the whole event and takes notice of Maztica. [TWM1]

-8059 DR: *Zaltec feeds from the Heart of Maztica, but it regenerates as quickly as it can be consumed.*

-8055 DR: *Zaltec encounters a sarruhk named Mixcoatl, also known as the Viper, who pledges his service to the dark god in guarding and maintaining the darkfire. The mountain grows rapidly and eventually becomes a volcano.*

-8051 DR: *Zaltec senses the interests of his brother gods outside the earthen walls of Mount Zatal. Their power manifests in the four lakes that surround the growing mountain.*

c. -5000 DR

The first humans of Lopango leave their caves and form the beginnings of a civilization under the guidance of a young sun god known as Intiri. They found the holy temple of Pichu Umu, and soon after, the great city of Mount Cuzcalac. As their population grows over the years, many new settlements are formed within the mountains and jungles, including the city of Apu Roca. This group of people call themselves the Natican.

[TWC2]

-4529 DR

Strange glyphs and symbols, many miles in size, are first discovered near Mount Mixhuacan in Lopango by a wandering hunter. Their meaning and purpose remains unknown to this day.

[TWC2]

c. -3000 DR

The minor deity Supai, a vassal of Jergal, abandons his duties and seeks out worshipers of his own among the hidden corners of the world.

[TWC2]

-2225 DR: Diamond Eyes

In the guise of a beautiful mortal woman known only as "Diamond Eyes," Shar tricks Qotal into giving away some of his divinity. Qotal seeks aid from his hated brother Zaltec and together they easily recover his stolen power. Once the battle is over, the alliance ends as quickly as it began. Qotal is given a vision of his sister Kiltzi in which he recognizes her resemblance to Diamond Eyes and he lusts for her. [TWM1]

-1106 DR: Qotal's Seduction

For more than a thousand years after his vision of Kiltzi, Qotal observed mankind's love and play and he grew increasingly jealous. The seed of lust Shar had placed in his mind germinated until he could no longer deny it. Against her wishes, Qotal took his sister Kiltzi and proceeded to fall into a deep slumber.

[MazBox]

The darkest rumors claim that a child was born of this union, but no evidence of the rumor's veracity can be found. [TWM1]

-1105 DR

Kiltzi flees to her brother Zaltec in shame along with her sisters Watil and Nula. Terrible droughts, plagues and natural disasters decimate mankind as Qotal continues to slumber.

[MazBox]

-1095 DR

A majority of the human race also turns to Zaltec who demands tens of thousands of sacrifices. The droughts and famine end as the gods once again begin performing their duties.

[MazBox]

-1011 DR: The Great Flood of Lopango

Frustrated with the greed of his stone giant worshipers, the god Virachoa, father of Intiri and husband to the dead goddess Mama Carocha, petitions the northern god of rain Azul to wipe out the race. The great flood Azul brings about nearly does so, but Virachoa has a change of heart and attempts to spare the giants. The act of mercy angers Azul who briefly battles Virachoa before fleeing to the north. A fragment of Azul's evil is left behind in the form of Koni, the goddess of water, thunder, and disaster. Koni forever seeks the destruction of the giants.

The giant kings are not the only race affected by the flood as thousands of Natican and imperatonti scorpionfolk are drowned as well. Despite the obvious evidence to the contrary, the scorpionfolk blame the Natican for the disaster and wage a war of revenge. The war lasts ten years before the Sun Priests of Intiri convince the Scorpion King that the flood was not their doing. A tentative peace lasts to this day.

[TWC2]

-812 DR: Departure of the Feathered Dragon

Qotal finally awakens after centuries of slumber to a land all but dominated by the worship of crueler gods. He attempts to punish mankind by taking their speech, but his power is no longer what it once was and only his few remaining priests comply. Qotal begins a self-imposed exile, though he leaves the Prophecy of the

Cloak of One Plume to indicate when he would return to the shores of the eastern land of Payit. Two massive faces are carved into a rocky bluff where Qotal sets off on brightly feathered canoe by his remaining worshipers. These faces become known as the Twin Visages. [MazBox]

c. -550 DR

Priestesses of a goddess known as Mama Tranquilla appear among the Natican in Lopango. These holy women revere the power of the moon in place of that of the sun. The priestesses claim that their goddess has always watched over the Natican people, and due to their pacifistic nature there is no conflict with the dominant priesthood of Intiri. The Natican do not realize, nor even care, that Mama Tranquilla is in fact the Faerunian goddess Selune in disguise. [TWC2]

c. 400 DR: Golden Age of the Payit

Despite the absence of their patron deity Qotal, the nation of Payit in Maztica sees six hundred years of great peace and plenty beginning around this time. Ulatos, Tulom-Itzi, Pezel and Kultaka are all founded during this period. Nexal as a nation does not yet exist, but the Valley of Nexal is heavily settled. Written language is developed in Payit.

As Payit progresses in the sciences and trade, more westerly peoples become increasingly warlike. Many new weapons and tactics for war are developed in these regions.

Sea exploration which had begun in order to find greater and safer trade routes lead to many deaths, but also the populating of many of Maztica's surrounding islands.

The science and magic of astronomy is further developed by the Payit. [MazBox]

H'Calos the Star Worm falls to the world encased in an enormous egg-like meteorite in the Vale of Ixtzul in Far Payit. The creature is discovered by a minor chieftain named Osctl Sleeping Turtle who is the first to be consumed by the great beast as H'Calos emerges from the egg and causes vast destruction. The creature eventually falls into a deep slumber. [FMA2]

Anadjün arrive on the world of Toril in the region of Lopango, having observed the fall of H'Calos to the blue-green world. [TWC2]

The charinti, a subrace of scorpionfolk, abandon their former lord Ek-Chua for the demon Obox-ob who seemingly takes little interest when Ek-chua orders their genocide.

[TWC3]

418 DR Year of the Eagle's Flight

After years of migration, some aarakocra of Maztica arrive in mainland Faerun more than thirty thousand years after the fall of the progenitor aearee race disappears. The quetzaldaun remain in the high places of Maztica with barely greater numbers than at the time of their creation.

A great road is built by the Payit that connects Ulatos to Tulom-Itzi as trade reaches its height.

[MazBox]

429 DR Year of the Cat's Eye

The anadjiin of Lopango come into conflict with a race of degenerate illithid known as the yagrel. The war continues to modern day, with the fierce anadjiin frequently rising to dominance. The balance seeking anadjiin, however, ease their attacks when they feel their war might eradicate the yagrel and the barbaric illithids make a comeback shortly thereafter.

[TWC2]

The people of the Valley of Ixtzul bind the creature H'Calos to his slumber, but also discover a means to control the creature for small periods of time. H'Calos makes an effective guardian for Ixtzul. [FMA2]

431 DR The Year of the Hearth

After countless ages of clawing his way to the surface, Camazotz unburies himself and flees into the True World night, thoroughly convinced that he is fated to grow beyond the gods.

[TWA3]

455 DR Year of the Dryad's Dowry

The yagrel of Chapullelel Jungle come into conflict with the lizardfolk of Tzakan Marsh in a war that lasts a decade. The lizardfolk shamans call upon ancestor spirits known as huaca for their defense and hold off the invaders, often taking the battle to the illithids' home jungle. Beset on two fronts, the illithids are hard pressed, but eventually they begin to perform the transformative ceremony known as

ceremorphosis on the lizardfolk. They turn the greatest of the lizardfolk warriors against their own people creating the hybrid race known as the tzakandi. The lizardfolk are nearly wiped out, with only small pockets of resistance remaining. Living lizardfolk do not understand why their god Semuanya has forsaken them.

[TWC2]

c. 600 DR

The guardianship of the eternal slumber of H'Calos passed onto a magically created race of ant-men known as the bacar, whose creation is sponsored by the last evered Counselor of the valley, Greyst Seven Cloud. Humans abandon the Valley of Ixtzul. [FMA2]

Cualli and Itzanna Manik, married plumaweavers of great power create the plumazotl in a grand act of powerful plumaweaving. Tezca and Zaltec send xihucouatl to slay the plumaweaver for her hubris. [MazBox, TWN1]

Huoxopica sires the kaiju Chikata with an unknown immortal of thunder and lightning from Kara-Tur in a brief encounter. Once born, the creature is immediately banished to an island far to the west of Maztica in an attempt to keep the tryst secret from his wife Ixtilli.

[TWC3]

951 DR Year of the Empty Hourglass: The Great Catastrophe

On her wedding day, the Princess Aliah of Ulatos is murdered after a failed kidnapping attempt by Teacal, the young prince of Tulom-Itzi. This event is said to mark the end of the Golden Age of Payit. [MazBox]

959 DR The Year of the Haunted Crew

The Inocente people are persecuted and slaughtered on Maztica's mainland by followers of Zaltec. The two survivors are brought to safety to Esmeralda by aarakocra. [TWC4]

963 DR The Year of the Deadly Duo

Azul tries to kill Sol and Luna in Esmeralda.

[TWC4]

987: Year of the Flaming Dwarf: The Rockfire Disaster

Seeking fortune in the west, dwarves travel tunnels under the Sea of Swords. They are pursued by drow and battle follows the dwarves throughout the long journey. Drow spells weaken the unstable walls of the Underdark and both magma and ocean water fills the Underdark. Many on both sides are killed but others flee further west, trapped under Maztica. The dwarves arrive in the Sands of Itzcala in Maztica while the drow travel farther south until they arrive in the foothills of the Axapoztlan Range. [MazBox]

A band of gnomes who secretly followed the dwarves and drow also become trapped, though they head much further south into the lands of Lopango. After many trials and tribulations, the gnomes emerge on the caldera of an active, but ancient volcano and encounter the god Supai. Supai offers them protection in exchange for their devotion. The gnomes trade their innate art of illusion for necromancy and become the cruel and fatalistic supay gnomes. [TWC2]

1001 DR Year of the Awakening

Powerful and sorcerous orcs from the southern continent Katashaka flee to Lopango's jungles after many of their slave races rebel. This occurs in conjunction with the awakening of a being known as The Sleeper (the dreaded Tarrasque), who also demolishes the orc civilization. They reestablish themselves in Lopango and with the help of their lizard-like cayma slaves, wipe out all of the jungle settlements of other races. The orcs are finally contained within the jungle by the Natican Sun-Priests. [TWC2]

1007 DR Year of the Bold Barbarian

Twenty years after the Rockfire Disaster, many of the drow who find their way underground to the Lopango region are forced to leave the Underdark by the scorpionfolk nation of Vulkholme. In the jungles above they do not find welcome from the resident orcs who enslave the travel and battle-weary drow. Eventually the drow grow accustomed to the surface jungle's dim light and they become known as the jungle drow. [TWC2]

1008 DR Year of the Treacherous Path

In a cave hidden in the Axapoztlan Range, the shaman known as Tecco is confronted by the

god Zaltec. Zaltec commands the shaman to lead the Maztican people south to conquer all the lands before them. Tecco carries the stone pillar from which Zaltec formed his avatar back to the Mazticans. [MazBox]

1010 DR Year of Three Signs

Having received laughable assistance from priestesses of Lolth during their defeat three years prior, the drow ultimately abandon the spider goddess and begin to worship the god of the scorpionfolk known as Vulkoon.

Vulkoon grants his new priests their spells, but the drow still do not escape slavery under the orcs. [TWC2]

1038 DR Year of the Spreading Spring

The Maztican tribe settles in the Valley of Nexal and allies themselves with the city of Tezat. They are led on this journey by Tecco's grandson Cattl. [MazBox]

1060 DR Year of the Fantastic Spectacle: The Dawn of Nexal

Cattl is slain by his son Ipana and the truce with Tezat is broken in an act of great betrayal. Ipana raids the city and destroys the temple of Tezca. He also returns to the Valley of Nexal with many sacrifices for their bloodthirsty god. Ipana changes the tribe's name to the Nexala and its capital city, Nexal. Ipana becomes the first Revered Counselor of the Nexala.

The cities of Azatl and Zokil are absorbed into the fledgling Nexalan Empire. Tezat continues to resist. [MazBox]

1095 DR Year of the Dawndance

Despite thirty-five years of warfare and attempted subjugation, Tezat remains independent of Nexal. Ipana's grandson Tenoch becomes the Revered Counselor of Nexal upon the death of his grandfather, and is no more successful than his grandfather in conquering Tezat. [MazBox]

1115 DR Year of the Haunted Herald

Tenoch's son Ipana II takes the title of Revered Counselor of Nexal after his father's twenty year reign. Ipana II's reign lasts twelve years. [MazBox]

1120 DR Year of the Perplexing Sphinx

A great banquet is held to celebrate the sixtieth year of Nexal's might by Ipana II and within a year all representatives from Tezat who attended sicken and die. Nexal finally overtakes Tezat due to the lack of strong leadership. [MazBox]

1127 DR Year of the Luminar Procession: The Reign of Ipana III

Ipana II is murdered by the same poison used to overcome Tezat by his own nephew. Ipana II's son, Ipana III takes the title Revered Counselor at only ten years of age. [MazBox]

1137 DR Year of the Falling Menhirs

Ipana III's reign is credited with introducing the ceremony known as the Feathered Wars, in which the armies of different cities would war simply to take captives for sacrifice to their hungry god Zaltec. [MazBox]

1138 DR Year of the Sharpened Teeth

All of the captives are sacrificed and a second Feathered War is enacted. In this second war, many warriors of Ipana III's own army are taken captive and sacrificed. This convinces him to seek war outside the Valley of Nexal to find suitable sacrifices. [MazBox]

1139 DR Year of Shining Waves

Nexal, led by Ipana III, easily overcomes the small city states of Cordotl and Palul and then heads northwest to battle the Otomi. The battle lasts three years until the Nexala abandon the campaign. The fierce warriors of Kultaka are also forced to hold off Nexal's predations, and manage to do so for a full two hundred years. [MazBox]

1142 DR Year of the Sword's Oath

After his defeat, Ipana III moves westward to battle the isolated Huacli people, from which he takes the city of Ixtal. Soon after, the other city-states of the Huacli fall and become subjugated. The fresh flow of sacrifices comes annually from these city-states. [MazBox]

1178 DR Year of the Secret Rider

After a reign of fifty-one years, Ipana III dies of old age and his grand-nephew Tolco takes the throne. [MazBox]

1179 DR Year of the Stalking Satyr

Tolco leads Nexal's armies into a humiliating defeat with the Kultakans and turns to Pezelac. Slaves and sacrifices are taken, but the battles grind to a stalemate and Pezelac is not subjugated. [MazBox]

During his reign, Tolco also delved deep into the lands under Nexal and briefly came into conflict with the scorpionfolk of the nation of T'lincal. After a series of massive defeats, Tolco offered one-thousand of his greatest warriors as sacrifices to T'lincal's Lord Diviner in order to appease the dangerous scorpionfolk. Many of Nexal's failures during Tolco's reign were widely attributed to this event. The scorpionfolk accepted the sacrifice and disappear from the general knowledge of mankind for centuries. Their gods, however, developed a taste for human blood and hearts. [TWC3]

1190 DR Year of the Poisoned Quill

Despite greater losses, the Kultakans repulse a second invasion by Nexal's forces when Tolco is slain. After their Revered Counselor's death, the Nexalan army abandons the field of battle. Tenoch II, great-grandson of Ipana III becomes the sixth Revered Counselor of Nexal. His reign lasts a full twenty-one years and the Nexalans prosper under his rule. Many new roads are built and after a successful raid led by Tenoch II's son Chimal; the pyramid of Zaltec was raised to the highest in all the nations of Maztica. [MazBox]

1211 DR Year of the Crimson Crag

Tenoch II dies of natural causes and his son Chimal ascends to become the seventh Revered Counselor of Nexal. His eighteen year reign is marked by an increase in trade, even with nations as far as Payit for the first time in Nexal's history. [MazBox]

1229 DR Year of the Carrion Crow

Chimal is replaced by his weakling and disinterested son Totep, whose reign as eighth Revered Counselor lasts a paltry six years. [MazBox]

1235 DR Year of the Black Horde

A solar eclipse occurs this year, and the tztzimitl of Itzapaplotl wreak havoc among

mankind. Far Payit is hit particularly hard in villages surrounding Tulom-Itzi. [TWC1]

Totep is poisoned and his death is rumored to have been caused by his own military leaders. Zomoc, one of Totep's generals, assumes the title of ninth Revered Counselor. Zomoc immediately sends his chief general Coyo to begin a campaign of warfare against the Kolan tribes of the southwest coast across difficult terrain. [MazBox]

1255 DR Year of the Raging Flame

After twenty years of constant warfare and frustration, Coyo finally subjugates the Kolan people and leads a long line of slaves and sacrifices back across the desert to Nexal. [MazBox]

1256 DR Year of the Dusty Throne

Fearing Coyo's threat to his throne, Zomoc magically coerces Coyo to offering his heart to Zaltec after a year of celebration and feasting. [MazBox]

1260 DR Year of the Broken Blade

Zomoc dies in his sleep after years of paranoid insanity. Izco, nephew of Coyo ascends as tenth Revered Counselor of Nexal. The reign of both Izco and his son Izco II is marked by great advances in the artistic and cultural growth of Nexal. [MazBox]

1272 DR Year of the Shrieker

In order to celebrate the passing of the title of Revered Counselor from Izco to his son and to consecrate further construction upon the pyramid of Zaltec, one-thousand hearts are offered to Zaltec. This paltry amount offends the god who awakens the Viper. The Viper uses the power of the darkfire to cause Mount Zatal to erupt and cause thousands of additional deaths. A grand Feathered War is enacted and ten thousand hearts are offered to Zaltec as the temple is re-consecrated. [MazBox]

1288 DR Year of the Roaring Horn

After the death of Izco II, the great and venerable warrior Pakli is chosen as the twelfth Revered Counselor. Pakli immediately begins campaigns against the Otomi, the Kultakans and even mounts expeditions to rein Payit under

Nexal's control. The wars drain Nexal's treasuries and end in disaster. Revolts form in various city-states, Pezelac and Kolan which Pakli spends his remaining years attempting to quench. [MazBox]

1290 DR Year of the Whelm

The Kultakans elect the young warrior Takamal as War Chief. [MazBox]

1302 DR Year of the Broken Helm

Chalco, a great warrior, is appointed thirteenth Revered Counselor of Nexal by nobles of the city with the hope that he will bring military glory back to the empire after recent humiliating defeats. Chalco attacks the Kultakans and sees far more success than Nexal had in the past, but the capital city of Kultaka rallies around Takamal and once again fights the invaders back. [MazBox]

1303 DR Year of the Evening Sun

Chalco begins a new campaign against the Otomis, bringing a huge army formed in part by Huacli subjugated states. Chalco razes the Otomi's capital city despite heavy losses. Many Otomi flee into the mountains, retuning only once Chalco has departed. [MazBox]

1306 DR Year of Thunder

Chalco sends expeditions to find both the original cave from which Tecco first encountered Zaltec and to find the fabled City of the Gods, Tehwaca. The expeditions are not successful and most do not return. [MazBox]

1328 DR Year of the Adder

Chalco dies and his young son Axalt ascends as fourteenth Revered Counselor of Nexal. His reign is often considered the peak of the Nexalan Empire. Nexal's continued campaign against the Kultakans fail due in large part to the cunning of Kultaka's own War Chief and Revered Counselor, Takamal. [MazBox]

1345 DR Year of the Saddle

Axalt's own son Naltecona leads the most successful forays into Kultaka as Axalt builds an aqueduct and a grand palace. Other than the Great Pyramid of Zaltec, the palace is the

grandest structure in the whole valley.
[MazBox]

1350 DR Year of the Morningstar

Naltecona ascends as the fifteenth Revered Counselor of Nexal after his father dies at a relatively young age. This time marks the end of the Rise of Nexal. [MazBox]

1351 DR Year of the Crown

Naltecona orders yet another failed invasion of Kultaka. The first in a string of omens occurs this year which herald the coming of Cordell. Each year on the anniversary of the first, a new omen occurs, including the bursting into flames of Zaltec's temple, the changing of the color of the sky to that of blood, and a twelve day eruption of Mt. Zatal. [MazBox]

1359 DR Year of the Serpent

Cordell defeats the pirate captain Akbet-Khrul, earning the gratitude of the royal family of Amn. [MazTrlgy]

1360 DR Year of the Turret

As Cordell requests funding for an expedition to Kara-Tur that eventually leads him to the True World, three out of the four lakes in the Valley of Nexal begin to boil and emit steam. [MazBox]

1361 DR Year of Maidens: Discovery of the True World

The Amnian general Cordell sets off with his Golden Legion from Amn and "discovers" the continent of Maztica. The Amnians defeat the native Payits and conquer the city of Ulatos. Helmsport is founded. Other Faerunian nations hear rumors of the newly discovered land. [MazBox]

A race of penguinfolk who call themselves dohwar appear in the south riding flying tapir. In their few interactions with humans, they claim to be refugees from another world. [TWM4]

1362 DR Year of the Helm: The Return of Qotal and The Night of Wailing

In mighty Nexal itself, Cordell's lieutenant Darien reveals herself to be drow and Cordell's religious leader Bishou Domincus is sacrificed by Zaltec's high priest, Hoxitl.

This action and the will of both Zaltec and the spider goddess Lolth lead to the Night of Wailing. The dark magic of the darkfire transforms men and women who wear the mark of the Viperhand into terrible and vicious humanoids such as orcs and the new breed of shapechanging ogres known as jagres. Naltecona is slain this year as well. The combined forces of the Golden Legion and the remaining native Mazticans flee into the Sands of Tezca. They are led by a former Golden Legion commander known as Halloran, his wife and Chosen of Qotal Erixitl and the Eagle Knight Poshtli.

The Prophecy of the Cloak of One Plume is fulfilled and Qotal returns to the world to battle Zaltec in the newly rediscovered city of the Gods, Tehwaca.

Tukan is founded by the fleeing humans. [MazTrlgy]

Two battles between Zaltec and Qotal during this time, cause earthquakes and other natural disasters throughout the True World. There are many repercussions, one of which is that Chacobben reveals the tops of a number of its structures. One revealed temple is discovered by the cihuateteo and wife of Camazotz known as Yolyamanitzin who converts it into a "tavern, which helps her feed her spawn. [TWA3]

1364 DR Year of the Wave

The Golden Legion opens a new colony further west in Maztica known as Qoral. North of Kultaka, the Flaming Fist mercenary company builds Fort Flame, though they do not fare nearly as well as Cordell's original mission. [GHotR]

Refugees from mainland Maztica, fleeing the Night of Wailing, reach Esmeralda. Warlike tribes settle the land and divide it among themselves. [TWC4]

1365 DR Year of the Sword

Cordell refuses to allow trade ships from Waterdeep to dock at Helmsport. The ships continue north until they reach Maztapan Island and forms a colony inland known as New Waterdeep off the jungle coast north of Mount Plutoq. New Waterdeep forms a bond with their southerly Kultakan neighbors to Cordell's displeasure. [GhotR]

The Cloak of One Plume is discovered to have survived the Fall of Nexal and it is taken from the possession of the tlaloatl (rain dragon) that had been its guard. [FMA1]

The Waterdhavian colony expands northward and forms a second settlement known as Trythosford. The remaining Waterdhavian ships head home, and even though three sink on the journey, the remaining ships (five of the original twelve) dock in Waterdeep Harbor.

The Tlincalli scorpionfolk of Maztica's underdark finish a three year ritual in response to Cordell's invasion transporting over a thousand scorpionfolk to Amn. The colony burrows deep to find the abandoned dwarven kingdom of Xothaerin and begin to modify the city for habitation. Once the city is cleaned out of its resident elemental creatures, the new settlement is dubbed Oaxaptupa. [GHotR]

1366 DR Year of the Staff

Tensions flare between Cordell and the colonies of New Waterdeep over weapon trade agreements with the Kultakans. [GHotR]

Obox-ob renews his interest in the affairs of the T'lincal nation of scorpionfolk. Obyrith-touched, foul mockeries of the scorpionfolk riddled with madness, appear among the scorpionfolk, as do the dreaded obyrith demons known as ekolid and a subrace known as the charinti who were once thought extinct. [TWC3]

1368 DR Year of the Banner

Trade increases as both New Amn and Waterdeep compete for the highest profits. Some suspect sabotage as ships from New Waterdeep continue to sink en route. [GHotR]

1369 DR Year of the Gauntlet

Kultakan invaders destroy New Waterdeep and force the survivors to flee north to Trythosford. Sahuagin attacks prevent aid from reaching shore. [GHotR]

The Avatar of Tezca kills Sol, father of the inocentes. Amaranto, a native, receives part of his essence and begins his campaign to dominate or unite the other tribes and establish the Hinkalliano Empire in Esmeralda. [TWC4]

1370 DR Year of the Tankard

An assassin is unsuccessful in murdering Cordell in his sleep. The jaguar knight assassin disappears before being captured and is never found.

Fort Tussin is founded by New Amn along its western frontier. [GHotR]

1371 DR Year of the Unstrung Harp

H'Calos the Star Worm is awakened by Mirandos of Helm and it destroys Ixtzul, Maju, Coxl, and everything in between before finally being confronted and defeated by the Golden Legion in the city of Patil.

Alanza DaNosta, the acting captain of the Golden Legion in its battle with H'Calos, founds a colony along the east coast of the Bay of Coxi.

The bacar guardians of the Star Worm, no longer being needed, freely roam the world without direction other than to serve their queens.

[GHotR]

1373 DR Year of Rogue Dragons

New Waterdeep is resettled on Maztapan Island while the old site remains under Kultakan control. [GHotR]

1374 DR Year of Lightning Storms

The tlincalli of Oaxaptupa raid Murann and the Trade Way. They demand reparations for the plundering of Maztica as they perform all manner of atrocities. [GHotR]

1376 DR Year of the Bent Blade

Oaxaptupa is sacked by an uneasy truce of the Swordbelt Alliance. The alliance first discovers that the tlincalli are utilizing a portal to the Abyss for reinforcements from their demonic patron Obox-Ob. Remaining tlincalli escape into the Underdark wilds, but Oaxaptupa as an independent city state is no more. [GHotR]

Amnians finally find out about Esmeralda, perhaps the richest land in Maztica. They easily conquer the island, shattering the Hinkalliano Empire. Those who settle the lands forgo the feudal system that Cordell established in Payit, favoring a more centralized government. The Hishnaliad, a secret cabal of assassins combining hishna and pluma traditions, is established, and plans to wreak havoc in Amn, Maztica and Esmeralda in the future. [TWC4]

1380 DR Year of the Blazing Hand

A deadly plague kills the vast majority of horses that were brought to the True World practically overnight. The lack of transportation allows for the rise of an ancient tradition in the True World known as the pochteca – which is the name of influential traveling merchants who spend the vast majority of their lives going from settlement to settlement.

The pochteca make contact with distant lands all over the True World, interconnecting Maztica, Anchorome, Lopango and even Katashaka in some rare cases. The leadership of Kolan is given to the greatest of these merchants, known as the Grand Pochteca. [TWC1, TWA2]

1383: The Year of the Vindicated Warrior

Revolution breaks out in Esmeralda. Rebels convince the Sythillisian Empire to provide assistance and the war of independence begins. [TWC4]

1385 DR Year of Blue Fire

As the goddess of magic is murdered, the Weave that is the source of all native magic on the planet of Toril unravels and one of the worst (if not the actual worst) upheavals in all history known as the Spellplague occurs.

Maztica, potentially due to the fact that its primary sources of magic are not Weave bound (pluma and hishna), is spared the chaos that engulfs magic. However, tragically, the entire continent is shunted to the twin planet known as Abeir and replaced with the primal realm of dragons known as Laerakond back on Toril.

Mazticans see the change as a shimmering of the blue sky which, after a few moments, becomes a steely gray. The crossing causes a brief moment of nausea in all who observe the change.

The initial days of the Abeiran Maztica are wrought with confusion and social chaos as priests of every deity known lose connection to their gods. Zaltec, Tezca, Azul and even Plutoq's priests order formerly unheard of numbers of sacrifices in order to appease what they think is simply the anger of their hungry deities. The priests of Qotal and his sisters do

their best to stem the onslaught, but are rarely successful as they too are nearly powerless.

The brunt of the attacks is suffered by foreign born men and women as priests convince the general populace that it is their presence that so angers the gods. New Waterdeep, Qoral, Fort Tussin and Trythosford are duly sacked, and the only settlements which still retain a significant population of Faerunians are Helmsport-Ulatos, Fort Flame and Tukan to a lesser extent.

The famous Eagle Knight Poshtli disappears during the transition. [FRCG]

1386 DR Year of the Halfling's Lament

The demoness Itzaplotl detects that the ancient edict that binds her to her Void Kingdom of Tamoacha does not hold true on Abeir. She sends her dreaded star demons – the tzitzimitl, down to the True World to torture and maim as they see fit. Star demons who capture folk for her own amusement are particularly rewarded. All races, nations and regions are targeted equally and even the Viperhand of Nexal feel her depredations.

A rare few folk make pacts with Itzaplotl for power and become her warlocks. [TWN1, TWC1]

1388 DR Year of the Tanarukka

Men and women who formerly had no training in either pluma or hishna start to manifest spontaneous abilities. They become known as the nahuālli, and join Jaguar Knights and Eagle Knights in fighting the tzitzimitl. Gultec, the current leader of Tulom-Itzi in Far Payit organizes a battle that delivers a blow to Itzaplotl's star demons that they never fully recover from, but he dies in battle with the demoness herself.

With a lack of divine magic, the magic of hishnashapers and plumaweavers becomes more influential and the magic of pluma and hishna is expanded by many. Hishnacasters and plumacasters emerge with powers that rival the wizards of the invading Amnians. [TWC1]

1389 DR Year of the Forgiven Foes

The first instances of encounters with plumed thunderers (dinosaurs) happens this year, mostly in the southern jungles of Far Payit. For the most part, they either do not reach the more

populated regions or are turned back by heroes and defenders. Hunters who travel deeper into the jungles alone, however, often do not return.

1399 DR The Year of the Fallen Friends

Simonus the Couatl defeats Ibernus the dragon in Esmeralda but dies in battle as well. [TWC4]

1402 DR The Year of the Exorcised Helm

The free land of Libertad is established in Esmeralda, at long last seceding from New Athkatla. [TWC4]

1406 DR The Year of the Blackened Moon

Due to different disagreements and rivalries, Libertad crumbles and separates in different republics in Esmeralda. [TWC4]

1487 DR Year of the Rune Lords Triumphant

Having attempted and failed many times alone in the past, the jungle dwelling drow of Lopango seek outside help in escaping their orc captors. They turn to their former scorpionfolk enemies, whose hereditary leader (the Scorpion King) initially refuses to assist the drow. Some factions within the scorpionfolk, particularly priests of Vulkoon, make it known that they one day intend to defy the Scorpion King's proclamation. [TWC2]

1489 DR Year of the Warrior Princess

Supay gnomes capture and sacrifice two scorpionfolk to their deity, the first ever of the powerful imperatonti. Many Natican were also sacrificed that day so the scorpionfolk and Natican find a common enemy. [TWC2]

1487 DR Year of the Rune Lords Triumphant

Maztica returns to Toril as the skies once again change back to bright azure.

The gods return and Zaltec is the first to awaken deep in the lowest chambers beneath Mount Zatal. Itzapaplotl seeks him out through one of her star demons known as the Runt. Zaltec forms an agreement to sponsor Itzapaplotl's rise to divinity (though they never succeed).

Anxelli, a young woman of Far Payit meets Cualli, the ages old plumaweaver who created the plumazotl. Cualli trains Anxelli who

becomes a powerful plumacaster and the Chosen of Qotal.

Cualli gets to rejoin her husband Itzamna Manik in paradise as she is slain by a fiery minion of Tezca known as a xiuhcouatl.

Anxelli eventually destroys the xiuhcouatl and the Runt and indirectly causes Zaltec and Itzapaplotl to fight in her Void Kingdom of Tamoacha. Zaltec, still weak from his recent awakening, is gravely wounded, and Itzapaplotl is apparently slain or at least thrust into the darkness of the void above Toril. Anxelli obtains the fabled Cloak of One Plume from an ancient tlalocouatl in Mount Zatal and becomes a great heroine of her time.

Anxelli decides to travel from village to village to pass on the teachings of plumacasting.

Though he has long remained somnolent in death, Hoxitl was resurrected by Zaltec shortly before his battle with Itzapaplotl. When Itzapaplotl was defeated, he somehow captured and absorbed her unutilized divine power and has become a deity in his own right. It is unknown if this was Zaltec's intention and the gods have since become far more distant from the affairs of men. [TWN1]


Hoxitl was revealed to not have been the only mortal who has ascended to divine status as the eagle knight Poshitli presented himself to the citizens of Helmsport as a radiant eagle nearly 60 feet tall that its citizens could barely look upon. Hoxitl and Poshitli represent evil and good jaguar or eagle knights respectively. [TWC1, TWN1]

1487 DR The Year of the Rune Lords Triumphant

The International Tribunal is established in Esmeralda and Watilla is formally recognized by New Athkatla in a treaty that also protects foreign investors. [TWC4]

1488 DR Year of Dwarvenkind Reborn

Incidentally, a few Faerunians discover that Maztica has returned and their interest renews in trade. Mazticans as a whole, having been through centuries of upheavals however, do not welcome any sort of mass migration. Trade is in fact, mostly shunned and only the occasional visitor is allowed. Heroes are always welcome



to help rid the True World of many of the horrors that have plagued it.

1489 DR Year of the Warrior Princess

Strange and forbidden ruins have long been known to exist in great numbers among the Green Folk of the southern jungles of Maztica. Interest in these ruins is piqued by the reports of adventurers who destroyed a terrible plant creature upon one of these ruins and spread rumors strange carvings among the ruin.

[TWA1]

Drought and sandstorms plague Tukan followed by a massive fire that forces many to flee into the House of Tezca desert. In order to ward off famine in the upcoming year, the Revered counselor hires emissaries to form a trade agreement with the Grand Pochteca of Kolan.

*The emissaries get lost in a sandstorm and discover the ancient underground city of Ulbatuahemoc. The city is cursed with madness by its former hero Zarzumotl who has succumbed to Far Realm influences. The emissaries manage to destroy the creature and restore the city. Trade is then established between Tukan, Kolan and now Ulbatuahemoc as well, which is now governed by a priest of Kiltzi known as Emenitl. **[TWA2]***

*Yolyamanitzin, the favored “wife” of Camazotz and her vampire spawn children are destroyed in an ancient temple of Chacobben. More of the city reveals itself from under centuries of interment due to the natural movements of the earth. Camazotz decides it is time to pursue his “birthright” of divinity once again. **[TWA3]***

*Talaesta is reconquered by New Athkatla in Esmeralda. **[TWC4]***

1491 DR The Year of the Scarlet Witch

*Tranaltar is destroyed by New Athkatla in Esmeralda. **[TWC4]***