

## Calendar for the year 2140 of Io's Awakening

<b>The Nameless</b> – 31 days <i>January</i>	<b>Dragon's Judgement</b> – 28 days* <i>February</i>	<b>Hammer's Spark</b> – 31 days <i>March</i>	<b>Melora's Hunt</b> – 30 days <i>April</i>
<b>Dancer's Wake</b> – 31 days <i>May</i>	<b>Traveler's Quest</b> – 30 days <i>June</i>	<b>Storm's Glory</b> – 31 days <i>July</i>	<b>Sun's Rise</b> – 31 days <i>August</i>
<b>Sage's Vigil</b> – 30 days <i>September</i>	<b>Moon's Sleep</b> – 31 days <i>October</i>	<b>Tower's Dream</b> – 30 days <i>November</i>	<b>Raven's Feast</b> – 31 days <i>December</i>

\*Every four years, **Dragon's Judgement** is granted a 29<sup>th</sup> day. This day is considered holy for worshipers of Bahamut.

## Campaign Timeline From The Heroes' Perspective

- **Traveler's Quest, 29<sup>th</sup>** (*June, 29<sup>th</sup>*) – Kryla Thorgen places an order for 392,000 gp of weapons with the goblin foundry at “Bortho”. Down payment in diamonds and gold bars from Narog-Nazu.
- **Storm's Glory, 31<sup>st</sup>** (*July, 31<sup>st</sup>*) – First entry from the diary of Cony Rhalasse, describing the day the group of prospectors departed Tamarin City for the Janech vale.
- **Sun's Rise, 15<sup>th</sup>** (*August, 15<sup>th</sup>*) – Goblins make first delivery of weapons to Kryla Thorgen.
- **Sun's Rise, 22<sup>nd</sup>** (*August, 22<sup>nd</sup>*) – Last entry from the diary of Cony Rhalasse, from the Janech vale.
- **Sun's Rise, 31<sup>st</sup>** (*August, 31<sup>st</sup>*) – First night of Zombiegeddon. Treepo the alchemist leave Phirul and heads for the continent of Serrale.
- **Sage's Vigil, 4<sup>th</sup>** (*September, 4<sup>th</sup>*) – Kryla Thorgen makes final payment for weapons with Phirulian gold bars.
- **Sage's Vigil, 11<sup>th</sup>** (*September, 11<sup>th</sup>*) – The party escapes from Phirul, and the Company of the White Goat is created.
- **Sage's Vigil, 25<sup>th</sup>** (*September, 25<sup>th</sup>*) – The company arrives in Tamarin City.
- **Moon's Sleep, 1<sup>st</sup>** (*October, 1<sup>st</sup>*) – The company accepts the job to help Rolus Keep, and to (secretly) locate the missing miners in the Janech vale.
- **Moon's Sleep, 3<sup>rd</sup>** (*October, 3<sup>rd</sup>*) – The company arrives in Rolus Keep.
- **Moon's Sleep, 5<sup>th</sup>** (*October, 5<sup>th</sup>*) – The company seals the Nexus beneath Khyber Pass, slays Tusk the orog war chief and saves Rolus Keep. Goblins complete delivery of weapons to Kryla Thorgen.
- **Moon's Sleep, 8<sup>th</sup>** (*October, 8<sup>th</sup>*) – The company heads towards the Janech vale in search of the prospectors.
- **Moon's Sleep, 14<sup>th</sup>** (*October, 14<sup>th</sup>*) – The company slays the dragon Caustrex, liberating the Gribold kobold clan.
- **Moon's Sleep, 15<sup>th</sup>** (*October, 15<sup>th</sup>*) – The company meets Binwin Bronzehaft and agrees to retrieve his his friend's axe.
- **Moon's Sleep, 16<sup>th</sup>** (*October, 16<sup>th</sup>*) – The company slays Lord Snazzgazz and destroys the goblin foundry.
- **Moon's Sleep, 17<sup>th</sup>** (*October, 17<sup>th</sup>*) – The company enters the Undercroft of Vecna.