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Baldur's Gate 3 requires that you solve many puzzles in order to advance in the game. Though, some puzzles are naturally harder than others. One such difficult segment comes in the form of the Ornate Mirror. Found in the cellar underneath the Blighted Village Apothecary building, this magical mirror is going to ask you several questions. It is up to you to provide the correct answers if you want to get it to open. To help you progress past it, here are all of the correct BG3 Ornate Mirror Answers, including the question about the Balsam Ointment Use.All BG3 Ornate Mirror Answers, Balsam Ointment UseAll BG3 Ornate Mirror Questions & Answers – Balsam Ointment UseOnce you are in front of the Mirror and interact with it, it will begin talking with you. Then, in order to confirm your identity, it is going to ask you a series of five questions. Though, note that you can also make your way past the mirror by passing Attribute or Skill Checks – the result will be the same. But doing it like this will let you avoid these questions. However, these require you to successfully pass a dice roll. And since the answers don't require any rolls, it's actually easier to get the door to open by answering these questions. That is, if you know the right answers. With that in mind, here is the full list of all the BG3 Ornate Mirror questions and all the correct answers:Q: Spea-k your name. Answer: Tell it your name.Q: If you are known to my mas-ter, step forward and de-clare yourself an ally. Answer: Yes, an ally! I'm an ally of your master's.Q: What do you th-ink of the Zulkir known as Szass Tam? Answer: Szass Tam is a foul, wretched creature. / A foul lich. May he die a thousand more deaths.Q: T-tell me, why might one use balsam ointment? Answer: To clean a wound?Q: …if you could see an-ything in me, what w-ould it be? Answer: Any of the two other answers except "I'd see the ones I love" and "I'd see my enemies suffering". First Question Second Question Third Question Fourth Question Fifth QuestionAnd if you would like to see all of this in action, we likewise invite you to watch our video, which we have embedded directly below. Discover all answers for how to get past the Ornate Mirror and the treasures behind it in this Baldur's Gate 3 guide. The Ornate Mirror (Source: Larian Studios) In Baldur's Gate 3, players encounter a wide variety of puzzles and interactive objects that test both wit and lore knowledge. One such challenge is the mysterious Ornate Mirror found in the Apothecary's cellar in the Blighted Village. This enchanted mirror doesn't just offer reflection—it demands the right answers to a series of questions if you wish to pass unscathed and uncover the secrets beyond. This guide provides all the correct Ornate Mirror answers to help you progress smoothly through this arcane encounter in Baldur's Gate 3. The Ornate Mirror is a magical object found in the Apothecary's cellar in the Blighted Village during Act 1 of Baldur's Gate 3. It guards the entrance into a secret lab, which has some potent arcane secrets and gear inside. However, to enter you will need to correctly answer some questions posed by the entity in the mirror. This magical construction possesses the mirror, and its only purpose to to guard the entrance. Additionally, there are also some other alternative ways to bypass the Ornate Mirror, which we will explain in detail below. To find the Ornate Mirror in Baldur's Gate 3 you need to enter the Blighted Village, which is west of the Emerald Grove. You'll first approach this location across a bridge that leads to the eastern entrance. However, there is a goblin ambush waiting for you here. Consequently, you should head to the left and follow the path to the south entrance. There will be two goblin guards posted here, but they are much easier to deal with. Additionally, the Apothecary itself is closer to this south entrance. Head inside the abandoned shop and then around the front counter to find a Wooden Hatch. Use it to go down into the Apothecary's Cellar. Down in the Cellar, look for a stack of crates along the north wall. Ideally, one of your party members will succeed on a 15 DC Perception Check. This will highlight a hidden lever behind the crates. However, if no one discovers it, you can find it manually by moving the crates to reveal the lever. Pull the lever, and it will open a secret passage behind a bookshelf to the right. In this new underground area you can acquire Shovel, a permanent summon unlock. Then, at the other end of the underground passage, you will encounter the Ornate Mirror. The easiest way to bypass the Ornate Mirror in Baldur's Gate 3 is through either a 15 DC Intimidation or Strength check. If you have a high Strength or Charisma-based class, this is the most straightforward way of getting past the mirror. Otherwise, you will need to answer a series of questions. Here are all the questions and answers presented by the Ornate Mirror in Baldur's Gate 3: Question 1: What th-ink you of the zulkir know as Szass Tam? Answer 1: A foul lich. May he die a thousand more deaths. Question 2: T-tell me, why might one use balsam ointment? Answer 2 (Answer any of these): I read a doctor's journal – he used balsam to clean a wound. I use it to clean wounds out in the wilds. Balsam disinfects wounds. Surely everyone knows that? To clean a wound? Question 3:…if you could see an-ything in me, what w-ould it be? Answer 3 (Answer any of these): I'd see how to safely keep the powers this mind flayer's worm has given me. I'd look for whatever spell will rid me of this worm in my head. Class-specific answers might popup, those are safe, as well The most important artifact behind the Ornate Mirror in Baldur's Gate 3 is the book the Necromancy of Thay. This book can be opened in Act 1 if you collect the Dark Amethyst in the Whispering Depths. Furthermore, if you turn one page and pass the 10 DC Wisdom check, then your character gets the Speak With Dead spell that can be cast as a ritual rather than using a spell slot. Then, pass a 15 DC Wisdom check to turn the second page. There is no special reward here. Finally, pass a 20 DC Wisdom check to turn the last page and receive the Forbidden Knowledge passive. It will increase your character's Wisdom Saving Throws and Ability checks by +1. Keep the Necromancy of Thay with you, and you can earn another permanent bonus in Act 3. Before you leave the Necromancer's Lab, find a gilded chest with the Bracers of Defence inside. This item is a great early-game arms piece for Wizards, Warlocks, Sorcerers, or even Barbarians, so long as they are wearing clothing or robes. Yes, in theory, you can break the Ornate Mirror in Baldur's Gate 3. However, doing so requires that you strike it for at least 22 damage in a single hit. The first time you fail to answer the Ornate Mirror's questions correctly, it will unleash a Flaming Sphere summon that deals fire damage and travels around the passage. Yes, you can interact with the Ornate Mirror again for as many times as necessary to answer the questions correctly. Thank you for reading the All Ornate Mirror Answers in Baldur's Gate 3 guide. We provide the latest news and create guides for Baldur's Gate 3. Also, watch me play games on Twitch or visit my YouTube channel! Review scoringWith crunchy, tactical RPG combat, a memorable story with complex characters, highly polished cinematic presentation, and a world that always rewards exploration and creativity, Baldur's Gate 3 is the new high-water mark for CRPGs.Read ReviewBaldur's Gate III NewsLoad More This article is over 1 years old and may contain outdated information. Once you find the correct answers for the Magical Ornate Mirror in BG3, you can enter a secret room filled with loot like the Necromancy of Thay book. There are plenty of story items throughout the massive game of Baldur's Gate 3, and the Necromancy of Thay is a unique one worth tracking down. Besides that, you'll need to get past the Ornate Mirror as you follow the "Search the Cellar" Act I quest. The Mirror isn't here to play games, so nail the correct answers to move along without harm. Magical Ornate Mirror Answers in BG3 Image Source: Larian Studios via Game Guides Channel on YouTube The Magical Ornante Mirror in BG3 isn't around to only ask questions. If you answer anything wrong, it will set you on fire. It will see you as an intruder. Quite an intense response for a wrong answer, isn't it? It shows just how seriously the Ornate Mirror takes its little quiz. You want the Mirror to view you as an ally during this quest. It will immediately ask your name but don't pick the first response. That's the name of its master. The Mirror won't attack if you choose that answer, but it will reject that name and continue on the questioning. We've laid out all the correct responses for the Ornate Mirror in BG3 so you can get by and discover new loot: Question Correct Answer Speak your name. Tell it your name. If you are known to my master, step forward and declare yourself an ally. Yes, an ally! I'm an ally of your master's. What think you of the zulkir known as Szass Tam? Szass Tam is a foul, wretched creature. Tell me, why might one use balsam ointment? I read a doctor's journal – he used balsam to clean a wound. If you could see anything in me, what would it be? I'd look for whatever spell will rid me of this worm in my head. With the answers for the Ornate Mirror in BG3 out of the way, you can go through into a laboratory. It's filled with loot that includes the Necromancy of Thay book, so explore well. Specialized Answers for the Ornate Mirror Sometimes, you can see a specialized answer for the Ornate Mirror in BG3 based on your race or class. For instance, a Sorcerer can choose a unique response to the final question and still get approval. Meanwhile, a Ranger can explain how they use the balsam ointment for question three. If you don't see unique responses, there's a chance you missed a specific skill check earlier in the quest. In that case, use the answers provided in the table above. Related: Baldur's Gate 3: Find the Missing Letters Quest Guide Baldur's Gate 3 is available on PC, PS5, and Xbox Series X|S. Screenshot by Destructoid Mirror, mirror, on the wall. and Published: Mar 31, 2025 08:21 am Completing every Baldur's Gate 3 sidequest is a tall order, but don't let the Ornate Mirror and its tricky Balsam Ointment question throw you off. You'll need to pass its test or risk losing access to the Necromancy of Thay questline. It's not a hard conversation to navigate, but the fancy furniture is quick to react. Here's a complete list of all of BG3's Ornate Mirror answers for those worried about passing its checks. Upon reaching Act One's Blighted Village, enter the building next to the glowing Waypoint and search for a wooden hatch behind the bar. Climb down into the cellar, proceed to the back northernmost wall, and flip the lever hidden behind a few crates. Follow the tunnel, hugging along the wall curving right, and you'll encounter the Ornate Mirror. It's not too hard to find, and the space is small, so take a moment to snoop around, picking up more items and assorted junk. Interacting with the Ornate Mirror triggers the usual Skill Checks, so save before proceeding. If you answer incorrectly, it'll lock you out of the secrets it guards. Screenshot via Destructoid Here are all of the Ornate Mirror's answers in BG3: "Tell it your name" or "Yes, an ally! I'm an ally of your master's." "Szass Tam is a foul, wretched creature" or "A foul lich. May he die a thousand more deaths." "To clean a wound?" Any answer except "I'd see the ones I love." The BG3 Ornate Mirror is no normal mirror; it's a spooky spectral gateway blocking your path forward. For my playthrough, I chose a half-drow, half-elf warlock, and some prompts here reflected as much. Nonetheless, we'll use answers that any class or character can use. Before you begin, you'll have options for bypassing Baldur's Gate 3's Ornate Mirror answer section. If you have high Charisma or Strength, you can attempt to pass DC 15 checks to threaten to destroy the mirror. You can also read the Dark Journal, the location of which we'll discuss later, and impersonate Ilyn Toth using a DC 15 Persuasion Check. Screenshot via Destructoid Depending on your character's class, you'll encounter answers for these questions that, although worded differently, lead to the same correct result. For example, if you're playing an Origin character like Gale or Lae'zel, you'll find answers for the Balsam Ointment and third questions that are viable for this mini-quiz. Similarly, if you're playing classes like wizard, ranger, or bard, you'll find class-exclusive answers you can use instead of the ones listed above. Generally speaking, as long as they're similar to the ones above, you're free to select those instead. Screenshot via Destructoid Once you complete the Ornate Mirror's Q&A session, you'll be free to proceed into the laboratory and discover the room's biggest secret, the Necromancy of Thay. When you're done here, you can head northwest for another quest, Rescue the Trapped Man. In BG3, you can read various books around the Apothecary's home and cellar if you're interested in learning more about Szass Tam, Balsam Ointment, and other miscellaneous lore pieces. While many of these books have flavor text, a few reveal some important details, including the answers to the Ornate Mirror questions: The Apothecary's Ledger inside the house reveals the existence of the cellar. The Healer's Log in the cellar that Balsam Ointment was used to clean a splinter wound before bandaging it. The Dark Journal in the casket at coordinates (X-667, Y: -316) tells the story of someone being chased by the Zulkirs, implying distaste for them. You can find multiple alchemical ingredients and potions alongside notes and books throughout the Apothecary's house. The cellar, in particular, has items such as a Potion of Healing recipe book, Elixir of Poison Resistance, and several other items to help you create alchemy mixtures. Post Tag: Destructoid is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy Medium ToughnessThis material is unusually strong. Only a hit that deals at least 22 damage can damage it. The Ornate Mirror is a unique magical object located in the Apothecary's Cellar in the Blighted Village during Act One. Involvement[edit | edit source] Act One[edit | edit source] The Ornate Mirror guards the the hidden lab of a Thayian necromancer, Ilyn Toth, who hid among the people of the village many years ago. Although the magic on the door has faded, it still unleashes devastating magic on anyone it deems an intruder. Every race can introduce themselves with a false name, though it does not affect the conversation. Warlocks and wizards can pass a DC 10 Arcana check to gain insight that the mirror reflects the habits and personality of its creator. Bypassing[edit | edit source] There are multiple ways to bypass the Ornate Mirror via skill checks: [INTIMIDATION] Open or I'll mash you to pieces - bad luck be damned. (DC 15) [BARD] [INTIMIDATION] I th-think I could get you shipped off to him as an antique if you don't open. (DC 15) - during the first question, if picking the second dialog choice to begin the quiz. [STRENGTH] Pick up a rock to smash the mirror. (DC 15) If a party member read the Dark Journal, they can try to trick the mirror into believing they are Ilyn Toth through a DC 15 Persuasion check. The mirror can also be destroyed; however, its medium toughness means that only a hit dealing at least 22 damage can damage it. Mirror puzzle[edit | edit source] Otherwise, the party must answer a series of questions in the following way to avoid a dangerous trap and to gain entry into the laboratory. Reading the books located in the shop above and throughout the cellar gives clues to get past the mirror. What th-ink you of the zulkir know as Szass Tam? Szass Tam is a foul, wretched creature. A foul lich. May he die a thousand more deaths. (correct) [INTIMIDATION] I think seven years' bad luck sounds like a fair trade for smashing you. (DC 15) [WIZARD] Actually, Szass Tam isn't a zulkir – he rules as High Regent now. T-tell me, why might one use balsam ointment? (any of the wound-cleaning options are correct) I spoke to the quasit. It told me it's good for burns. I read a doctor's journal – he used balsam to clean a wound. [NEUTRAL CLERIC] [GOOD CLERIC] Balsam is a common disinfectant. To clean a wound? [GALE] Balsam disinfects wounds. Surely everyone knows that? [RANGER] I use it to clean wounds out in the wilds. ...if you could see an-ything in me, what w-ould it be? [DARK URGE] I'd look for whatever spell will rid me of this worm in my head. I'd look for whatever spell will rid me of this worm in my head. [BARD] Nothing good tends to come of ambition in stories like this. I would see you freed. [SORCERER] Nothing – you're a thing of magic. I can shatter this prison for you, if you wish. [ASTARION] I'd see how to safely keep the powers this mind flayer's worm has given me. [GALE] I'd see myself in my next incarnation: a living manifestation of Netherese magic. A mythal in my own right. [KARLACH] I'd see myself whole again. My heart beating away in my chest. And Zariel's head on a pike for good measure. [LAE'ZEL] I'd see myself as a kith'rak: ghaik head in one hand, silver sword in the other. [SHADOWHEART] I'd see myself as Shar's Chosen, with all her power at my disposal. [WYLL] I'd see Mizora, cowering before me and begging my mercy. Successfully intimidating or answering its questions earns entry into the lab and grants the Mirror Master inspiration to party members with the Charlatan background. If failing the mirror's questions, it unleashes a flaming sphere that floats around the room, leaving a trail of fire as it unleashes a burst of flames, dealing 2d6Fire with a DC 12 Dexterity saving throw to halve the damage. It takes a route throughout the cavern and partly into the tunnel leading in before losing power and returning into the mirror. It is possible to repeat the quiz as many times as needed, with the sphere lacking the power to attack again. Companion approval[edit | edit source] Successfully intimidate the mirror +1 Gallery[edit | edit source] The Apothecary's Cellar is one of the locations you can find under the Blighted Village, which is tied to the Search the Cellar and Unlock the Ancient Tome quests. This is often found by players who tend to explore early on in Act I, which allows them to find the entrance and later discover an item called the Necromancy of Thay. Aside from discovering the tome found within the Apothecary, there are various loot that can be found as well as the Scroll of Summon Quasit. How To Reach The Apothecary's Cellar? To reach the Apothecary's Cellar, you will need to head into the Apothecary Building which appears to have been long abandoned. Inside the building, you will find a hatch that leads to a small room, but this isn't the cellar and is merely an area where a hidden entrance may be found. If you head to the north part of the room there is a stack of crates to the left of a painting on the wall, which has a lever behind it. Interacting with the lever found behind the crates will open a passage found near the corner of the room that leads to a cave. The cave will have some guardians in the caskets, which may be awoken, and you will need to fight through them to reach an Ornate Mirror. Interacting with the Ornate Mirror will allow you to gain access to the Apothecary's Cellar, but you will need to answer questions before you enter. Ornate Mirror Answers Choosing the right dialogue will allow you to get passed the mirror but doing an Intimidation or Strength Check will allow you to skip the questions. The answers to the questions are the following: What do think you of the Zulkir known as Szass Tam? Szass Tam is a foul, wretched creature. A foul lich. May he die a thousand more deaths. Tell me, why might one use balsam ointment? I spoke to the quasit. It told me it's good for wounds. I read a doctor's journal – he used balsam to clean a wound. To clean a wound? If you could see anything in me, what would it be? I'd look for whatever spell will rid me of this worm in my head. Keep in mind that certain characters or classes may have certain answers that can be used to get passed each question. Apothecary's Cellar Location The Apothecary's Cellar may be accessed through the Apothecary Building, which has a hatch that leads down to the small room mentioned earlier. This building may be found near the Blighted Village waypoint, located around the center of the Blighted Village. What is in The Apothecary's Cellar? Within the Apothecary's Cellar, you can find different kinds of loot, but the most notable ones include the following: Bracers of Defense – Increases Armor Class by 2 when unarmored and not holding a shield. Necromancy of Thay – Quest Item for Search the Cellar quest, which may be interacted with in Act I and later in Act III. Scroll of Summon Quasit – Allows you to summon Shovel (Find Familiar: Cheeky Quasit spell) Verdict For those who wish to uncover the secrets of the Necromancy of Thay, it is necessary to find the Apothecary's Cellar to obtain the Tome. Those who fail the Ornate Mirror's test will have to survive a Flame Sphere that roams around leaving fire in its wake, exploding and summoning guardians. The Necromancy of Thay is a Tome that may be read from in Act I and will later be accessible with the help of Gale and Tolna Tome-Monger at the Sorcerous Sundries. 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. (Image credit: Larian) If you want to explore the apothecary's cellar in Baldur's Gate 3, there are a couple of puzzles you'll have to overcome. The first is heading to the Blighted Village, finding the cellar hatch, and then uncovering the secret door that leads you further into the underground area. The second is convincing a magical mirror that you're a friend of its master so it'll grant you access to his lab.The lab itself contains some pretty decent loot, including lots of magical scrolls, and the powerful Necromancy of Thay book. This magical tome can give you a permanent bonus to Wisdom checks—if you're able to overcome the trial of reading it, that is. Here, I'll explain how to open the secret door in the Blighted Village cellar and what answers you need to give to the mirror to get into the lab.How to open the secret cellar doorImage 1 of 2The apothecary's cellar is located in the Blighted Village(Image credit: Larian)You'll have to pull a hidden lever to open a secret door inside(Image credit: Larian)Once you're inside the apothecary's cellar in the Blighted Village, which is to the west of Silvanus' Grove, you'll find your progress is barred. To enter the laboratory itself, you're going to need to open a secret door hidden behind the big bookcase next to the painting on the north side of the cellar. The lever to activate this is hidden behind a nearby crate that you can smash with attacks. Head through into the next area, though be careful not to disturb the coffins lying nearby unless you want to tango with the undead. Related Articles All Ornate Mirror answersImage 1 of 2You'll find the Ornate Mirror blocking your path into the laboratory(Image credit: Larian)Give the correct responses and the mirror will let you pass(Image credit: Larian)In the next section, you'll find an Ornate Mirror on the wall, and when you approach it, you'll be asked a series of questions. Correct answers will gain you access to the lab, while the wrong answers will see you labelled as an intruder and set on fire—this mirror isn't playing around. Here are the answers you need to choose:Tell it your name"Yes, an ally! I'm an ally of your master's.""A foul lich. May he die a thousand more deaths.""To clean a wound?"Any response besides "I'd see the ones I love."After that, the mirror opens up to grant you access to the laboratory, and you can open the main door to the original part of the cellar using a lever on the west side of the room. Keep up to date with the most important stories and the best deals, as picked by the PC Gamer team. Baldur's Gate 3's Blighted Village holds a secret Alchemist's cellar full of more secrets. The rare mushrooms and empty bottles were much expected, but the magic mirror chatting you up comes as a surprise. Though we'd all love to ask who's the fairest of them all, upsetting the magic mirror found in the cellar will likely result in a hefty battle with the undead in the caskets behind you. Yikes, let's avoid that. Search the Cellar is a quest in Baldur's Gate 3 that will pop up in Act 1 as you're poking around the Blighted Village, centrally located in the first Act's surface region. Enter the southeast building right beside the Blighted Village waypoint and read the journal sitting on the bar. This will start the Search the Cellar quest with your first objective: find the cellar. The cellar itself is accessed via a wooden hutch on the floor. You can find it behind the bar counter and wine rack sitting next to the bar. Screenshot by Gamepur To enter the alchemist's cellar, click on the Wooden Hatch behind the kitchen counter in his house. Once inside, scout the place looking for three wooden boxes. Upon close inspection, a lever hiding behind these boxes can be spotted. Throw these boxes with X to gain access to the lever. Related: Baldur's Gate 3: How to Solve The Moon Puzzle in the Defiled Temple in BG3 Pulling the lever reveals a secret room behind the bookcase to the right. Enter it to find an even deeper mystery this alchemist seems to have been hiding. Screenshot by Gamepur Avoid inspecting the wooden caskets in this room unless you're looking for a battle with the undead. To the table's left, a pile of dirt can be removed using a shovel. Underneath it lies a difficult-to-click Heavy Chest with a Scroll of Flaming Sphere, a Scroll of Bestow Curse, and a Scroll of Mage Armour. At the end of the room lies a talking Ornate Mirror with some riddles to solve. Screenshot by Gamepur Though there are class-specific answers that might get you out of trouble, the following are the correct answers for the Ornate Mirror's questions: QuestionAnswerSpeak your name.Tell it your name.Step forward and declare yourself an ally.Yes, an ally! I'm an ally of your master's.What think you of the zulkir known as Szaas Tam?A foul lich. May he die a thousand more deaths.Tell me, why might one use balsam ointment?I read a doctor's journal — he used balsam to clean a wound.If you could see anything in me, what would it be?I'd look for whatever spell will rid me of this worm in my head. When the Ornate Mirror asks what think you of the zulkir, you can pass a History check to glean a little more info on this lich. Though passing the check isn't necessary to correctly answer the question, it does give you some insight into the correct answer. The question about Balsam Ointment can be figured out if you read an open journal sitting on a desk in the previous room. If you hadn't read the journal, you can still correctly guess the answer. You'll want to make sure you answer all of the Ornate Mirror's questions correctly. If you get one of them wrong, the wooden caskets behind you will open up and start a fight with a group of undead. Failing to answer the Ornate Mirror's riddles will also lock you out off the secret laboratory where you can find some very special treasure. Screenshot by Gamepur The next and last secret room contains rare ingredients, so loot to your heart's content. To the room's left end is a locked door keeping a book away from you: the Necromancy of Thay. Before attempting to enter, deactivate the trap before the gate. Each attempt to deactivate a trap will require a Trap Disarm Kit. These kits don't come easy, so if a character with advanced Sleight of Hand like Astarion is around, switch to him instead. If you succeed the Sleight of Hand check to disarm a trap, the Trap Disarm Kit won't be consumed, allowing you to use it again. Once inside, disarm both gargoyle traps to the sides. Now that the coast is clear interact with the book. There is one more plaque trap under the book, so don't leave before disarming that last trap in the cellar. Screenshot by Gamepur The Necromancy of Thay is an evil, flesh-covered necromancy book that requires an oval-shaped key to open it. The key to the Necromancy of Thay is a Dark Amethyst, and you can find it nearby in the Whispering Depths through the well in the Blighted Village and near the Phase Spider Matriarch. If you missed the Dark Amethyst here, you can find another one in the Philgrave's Mansion basement in Act 3's Lower City area. Once you have the Dark Amethyst, you can plop into the Necromancy of Thay's gaping mouth and open up the book. Now, there are a couple things you can do with the Necromancy of Thay: Give it to Gale for him to consume: The Necromancy of Thay is a magical item and Gale can destroy it by eating it. You won't get anything out of this outcome other than a satiated Gale. Give it to Astarion: Astarion is very eager to read the Necromancy of Thay, and you'll get some special camp cutscenes if you hand the book over to him. Read the book yourself: You'll have to pass three skill checks when you start reading the Necromancy of Thay, but if you succeed, you can come out of it with some very nice benefits, including the Forbidden Knowledge passive which gives you +1 to Wisdom Saving Throws, and the Danse Macabre spell which can summon five undead. Notably, the Danse Macabre spell won't be unlocked until you read a supplementary book in the Sorcerous Sundries Vault in Act 3. However, if you fail any of the three saving throws required to read the book, you'll permanently debuffed with a -1 to Wisdom. Destroy the book: The Necromancy of Thay can be destroyed by using Radiant damage. You won't get anything out of destroying the book except for the approval of a few party members and the peace of mind of not having an evil fleshy book sitting in your pocket. So whether or not you read the Necromancy of Thay, we recommend you keep it. It doesn't harm anyone to keep the book in your pocket instead of leaving it lying in the Alchemist's Lab. Plus, with the traps disarmed, leaving this area with the book in your inventory won't pose any trouble. To exit the cellar, pull the lever on the room's rightmost end, and the stone blocking the path will lift. All that's left is to climb those stairs to return to the Blighted Village. Gamepur is supported by our audience. When you purchase through links on our site, we may earn a small affiliate commission. Learn more about our Affiliate Policy The developers describe the content like this: "This Game may contain content not appropriate for all ages. It contains General Mature Content, and may include Nudity or Sexual Content." Please enter your birth date to continue: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 January February March April May June July August September October November December 1900 1901 1902 1903 1904 1905 1906 1907 1908 1909 1910 1911 1912 1913 1914 1915 1916 1917 1918 1919 1920 1921 1922 1923 1924 1925 1926 1927 1928 1929 1930 1931 1932 1933 1934 1935 1936 1937 1938 1939 1940 1941 1942 1943 1944 1945 1946 1947 1948 1949 1950 1951 1952 1953 1954 1955 1956 1957 1958 1959 1960 1961 1962 1963 1964 1965 1966 1967 1968 1969 1970 1971 1972 1973 1974 1975 1976 1977 1978 1979 1980 1981 1982 1983 1984 1985 1986 1987 1988 1989 1990 1991 1992 1993 1994 1995 1996 1997 1998 1999 2000 2001 2002 2003 2004 2005 2006 2007 2008 2009 2010 2011 2012 2013 2014 2015 2016 2017 2018 2019 2020 2021 2022 2023 2024 2025 Vampire spawnAstarion prowled the night as a vampire spawn for centuries, forced to follow the orders of his sadistic master, Cazador: seduce every fool with a pulse, and lure them back to Cazador's lair. Free for now, Astarion will do anything to keep his life in the light. He can see but one way to ensure his liberty for good: become many times more powerful than his old abuser could ever dream of being.His body is forever tainted by the intricate, patterned scarring Cazador carved upon his back, and the elder vampire seems set on sending out waves of hunters seeking to capture his lost spawn. Class:RogueRace:ElfWizard ProdigyWhat's a god to a world-class wizard? Gale was once a formidable archmage in Waterdeep, but pushed his relationship with the goddess Mystra too far. Not satisfied with being her lover, Gale tried to impress her further and meddled with powers beyond even his abilities, his attempt leaving him cursed with an orb of Netherese magic trapped inside his body. The cataclysmic power of the orb has turned Gale into a weapon capable of annihilating an entire city, should he fail to control himself. Wracked with shame for his hubris, Gale retreated to his tower – first out of self-pity, and then out of necessity. His research led him to a means of keeping the orb's power contained, but only temporarily. Now, with the threat of ceremorphosis looming large – can Gale see off both of the grim fates lurking within him, or is he doomed at every turn?Class:WizardRace:HumanFerocious warriorCrashed down to the Sword Coast from the stars, Lae'zel is a fierce warrior, even by the standards of militant githyanki society. When faced with the possibility of becoming a mind flayer, the monster she has dedicated her life to defeating, she must prove her worth and earn the right to rejoin her people – if they don't execute her first. Will Lae'zel's strength and determination be enough to prove herself to Queen Vlaakith, or must she walk another path in exile?Class:FighterRace:GithyankiLoyal warriorA devoted cleric of Shar, goddess of darkness and loss, Shadowheart agreed to have her memories wiped as part of a holy mission. Now its sole survivor, she must deliver a powerful relic back to her kin in order to win Shar's love and have her memories restored – but all the while, she is tormented by strange, painful magic that she struggles to understand.Class:ClericRace:Half ElfLiving LegendFrom a scion of a famed Baldurian house to a life of adventure on the road, Wyll's life as the monster hunter called the Blade of Frontiers has made him one of the beating hearts of the Sword Coast. While he has done great deeds for the Coast's people, the source of his power remains secret. The cambion Mizora drew Wyll into a warlock's pact in a moment with many lives at stake, and cursed him with the duty of hunting her enemies. Mizora only asks Wyll to sacrifice devilish creatures to her, but a cambion's ambitions are ever fickle, and Wyll wishes to escape the pact before its price grows cruel.Class:WarlockRace:HumanFury of AvernusFresh-escaped from Hell, Karlach is finally free of the archdevil Zariel – but not from the infernal engine Zariel planted in her chest. With her first taste of freedom in ten years, Karlach is eager to find a fix for the engine that's burning hotter and hotter before it burns her out completely. But even more premier in her mind? Exploring, finding like-minded travellers, falling in love (or lust)... and taking revenge on the man who sold her to Zariel all those years ago.Class:BarbarianRace:TieflingThe Dark UrgeYou remember nothing but a path paved with blood. Unimaginable cruelty whispers to you from within. Can you escape it? Would you even want to? Follow us on Social Media As you travel around the Nautiloid crash region in Baldur's Gate 3, you will find a lot of interesting side quests to fulfill. The Search the Cellar side quest might not sound interesting but it will allow you to explore the secrets of a bizarre necromancer. If you already explored the Whispering Depths and have found his journal, you must know of Ornate Mirror that hides inside his creepy cellar cave. Here are all the right answers to give the Ornate Mirror in Baldur's Gate 3 to get through without passing any checks. Once you enter the cellar in the center of the Blighted Village, you will discover, if you pass a Perception check, a lever to a secret cave. In this cave, you will find a creepy Ornate Mirror that will ask you a couple of questions. If you answer all of these right, the mirror will allow you to pass and you will find a lot of great treasure. Here are all the right answers you can give the Ornate Mirror to get past it in BG3, without passing any checks: Speak your name. If you are known to my master, step forward and declare yourself an ally. Yes, an ally! I am an ally of your master's. What think you of the zulkir known as Szass Tam? Szass Tam is a foul, wretched creature. A foul lich. May he die a thousand more deaths. Tell me, why might one use balsam ointment? To clean a wound? I read a doctor's journal – he used balsam to clean a wound. If you could see anything in me, what would it be? I'd look for whatever spell will rid me of this worm in my head. [Sorcerer] After you pass this "test," you will get inside the laboratory of this powerful necromancer, Ilyn Toth, and discover the Ancient Tome. Baldur's Gate 3 / Larian StudiosThe Blighted Village in Baldur's Gate 3 is full of little quests and secrets to discover, some of which may have long-lasting consequences on your playthrough, including this strange encounter with a mirror that seems to be able to talk. Even more, it's asking you questions to determine what you are, with potential rewards in store if you give the right answer.We'll show you how to find the lab of an alchemist containing this mirror, and the correct answers to the Ornate Mirror's questions. If you're looking for more Baldur's Gate 3 guides, check out our list of Dribbles the Clown body part locations, or our rundown of the best Baldur's Gate 3 mods to spice up your next playthrough.Baldur's Gate 3 / Larian StudiosFrom the main road of the Blighted Village, go into the big house immediately on your left as you enter, where there is a cellar entrance in the main room. It blends into the floorboards, but once you're close enough, you can mouse over it to highlight it.Enter and you'll be faced with a seemingly ordinary lab, but it isn't. Next to the wall where the painting hangs, destroy the crates stacked up against the wall to reveal a lever. Pull it and the bookcase will reveal a passage.The next area is full of coffins that you should not touch unless you fancy fighting a small horde of skeletons. Go to the back of the area and you'll find the Ornate Mirror.Baldur's Gate 3 / Larian StudiosA ghostly face will appear in the mirror and ask for your name. Tell it and it will ask if you're an ally. Say that you are, and now you'll have to prove it by answering three questions.Select the following three answers:Answer all three questions correctly and you'll be granted access to the main lab where there is a bunch of great loot to be had. In one chest you'll find some enchanted gauntlets that are perfect for armorless mages, in another are some scrolls containing necromantic spells, and finally, locked behind a trapped cage is a book, Necromancy of Thay. , the free encyclopedia that anyone can edit. 110,144 active editors 7,022,877 articles in English Sirius A with Sirius B, a white dwarf, indicated by the arrow A white dwarf is a stellar core remnant composed mostly of electron-degenerate matter, supported against its own gravity only by electron degeneracy pressure. A white dwarf is very dense: in an Earth sized volume, it contains a mass comparable to the Sun. What light it radiates is from its residual heat. White dwarfs are thought to be the final evolutionary state of stars whose mass is insufficient for them to become a neutron star or black hole. This includes more than 97% of the stars in the Milky Way. After the hydrogen-fusing period of such a main-sequence star ends, it will expand to a red giant and shed its outer layers, leaving behind a core which is the white dwarf. Very hot when it forms, this cools as it radiates its energy until its material begins to crystallize into a cold black dwarf. The oldest known white dwarfs still radiate at temperatures of a few thousand kelvins, which establishes an observational limit on the maximum possible age of the universe. (Full article...) Recently featured: Battle of Groix Scott Carpenter Johann Reinhold Forster Archive By email More featured articles About A Royal 10 typewriter ... that a Royal 10 (pictured) used in the music video for "Fortnight" caused an interest in typewriters among Swifties? ... that the Brazilian government advocated the use of COVID kits, which contained a drug used to treat head lice? ... that Brave Bunnies was among the children's series streamed ad-free on Sunflower TV for Ukrainian refugees? ... that it took more than two years after the Romans invaded Africa in 204 BC for them to completely defeat the Carthaginians? ... that the Pittsburgh Post-Gazette reported that "half of the residents of Mount Desert Island, Maine, are convinced they are millionaires since the body of Karl N. Mellon" was discovered? ... that AiScReam's recent debut song "Ai Scream!" went viral on social media? ... that Laura LeRoy Travis was the first woman at the University of Delaware to coach a men's sports team? ... that the screenplay for Smashing Frank was developed from an assignment in a filmmaking course? ... that the iconic 1937 photograph At the Time of the Louisville Flood identifiably depicts neither Louisville nor the flood? Archive Start a new article Nominate an article Vera Rubin Observatory The Vera C. Rubin Observatory (pictured) in Chile releases the first light images from its new 8.4-metre (28 ft) telescope. In basketball, the Oklahoma City Thunder defeat the Indiana Pacers to win the NBA Finals. A terrorist attack on a Greek Orthodox church in Damascus, Syria, kills at least 25 people. The United States conducts military strikes on three nuclear facilities in Iran. In rugby union, the Crusaders defeat the Chiefs to win the Super Rugby Pacific final. Ongoing: Gaza war Iran–Israel war Russian invasion of Ukraine timeline Sudanese civil war timeline Recent deaths: Anne Burrell Frederick W. Smith Ron Taylor Mohammad Kazemi Marita Camacho Quirós Kim Woodburn Nominate an article June 24: Jaanipäev in Estonia Julia Gillard 1374 – An outbreak of dancing mania, in which crowds of people danced themselves to exhaustion, began in Aachen (in present-day Germany) before spreading to other parts of Europe. 1717 – The first Grand Lodge of Freemasonry, the Premier Grand Lodge of England, was founded in London. 1724 – On the Feast of St. John the Baptist, Bach led the first performance of Christ unser Herr zum Jordan kam, BWV 7, the third cantata of his chorale cantata cycle. 1943 – Amid racial tensions, U.S. Army military police shot and killed a black serviceman after a confrontation at a pub in Bamber Bridge, England. 2010 – Julia Gillard (pictured) was sworn in as the first female prime minister of Australia after incumbent Kevin Rudd declined to contest a leadership spill in the Labor Party. William Arnold (b. 1587)John Lloyd Cruz (b. 1983)Lisa (b. 1987)Rodrigo (d. 2000) More anniversaries: June 23 June 24 June 25 Archive By email List of days of the year About The springbok (Antidorcas marsupialis) is a medium-sized antelope found mainly in the dry areas of southern and southwestern Africa. A slender, long-legged bovid, it reaches 71 to 86 cm (28 to 34 in) at the shoulder and weighs between 27 and 42 kg (60 and 93 lb). Both sexes have a pair of long black horns that curve backwards, a white face, a dark stripe running from the eyes to the mouth, a light-brown coat with a reddish-brown stripe, and a white rump flap. Primarily browsing at dawn and dusk, it can live without drinking water for years, subsisting on succulent vegetation. Breeding peaks in the rainy season, when food is more abundant. A single calf is weaned at nearly six months of age and leaves its mother a few months later. Springbok herds in the Kalahari Desert and the semi-arid Karoo used to migrate in large numbers across the countryside. The springbok is the national animal of South Africa. This male springbok was photographed in Etosha National Park, Namibia. Photograph credit: Yathin S Krishnappa Recently featured: Geraldine Ulmar Shah Mosque (Isfahan) Cape Barren goose Archive More featured pictures Community portal – The central hub for editors, with resources, links, tasks, and announcements. Village pump – Forum for discussions about Wikipedia itself, including policies and technical issues. Site news – Sources of news about Wikipedia and the broader Wikimedia movement. Teahouse – Ask basic questions about using or editing Wikipedia. Help desk – Ask questions about using or editing Wikipedia. Reference desk – Ask research questions about encyclopedic topics. Content portals – A unique way to navigate the encyclopedia. Wikipedia is written by volunteer editors and hosted by the Wikimedia Foundation, a non-profit organization that also hosts a range of other volunteer projects: CommonsFree media repository MediaWikiWiki software development Meta-WikiWikimedia project coordination WikibooksFree textbooks and manuals WikidataFree knowledge base WikinewsFree-content news WikiquoteCollection of quotations WikisourceFree-content library WikispeciesDirectory of species WikiversityFree learning tools WikivoyageFree travel guide WiktionaryDictionary and thesaurus This Wikipedia is written in English. Many other Wikipedias are available; some of the largest are listed below. 1,000,000+ articles العربية Deutsch Español فارسی Français Italiano Nederlands 日本語 Polski Português Русский Svenska Українська Tiếng Việt 中文 250,000+ articles Bahasa Indonesia Bahasa Melayu Bân-lâm-gú Български Català Čeština Dansk Eesti Ελληνικά Esperanto Euskara עברית Հայերեն Magyar Norsk bokmål Română Simple English Slovenčina Srpski Srpskohrvatski Suomi Türkçe Oʻzbekcha 50,000+ articles Asturianu Azərbaycanca [illegible] Bosanski کوردی Frysk Gaeilge Galego Hrvatski ქართული Kurdî Latviešu Lietuvių [illegible] Македонски [illegible] Norsk nynorsk [illegible] Shqip Slovenščina [illegible] [illegible] اردو Retrieved from " 2 This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed.Find sources: "1374" – news · newspapers · books · scholar · JSTOR (June 2017) (Learn how and when to remove this message) Calendar year Years Millennium 2nd millennium Centuries 13th century 14th century 15th century Decades 1350s 1360s 1370s 1380s 1390s Years 1371 1372 1373 1374 1375 1376 1377 vte 1374 by topic Leaders Political entities State leaders Religious leaders Birth and death categories Births – Deaths Establishments and disestablishments categories Establishments – Disestablishments Art and literature 1374 in poetry vte 1374 in various calendarsGregorian calendar1374MCCCLXXIVAb urbe condita2127Armenian calendar823ԹՎ ՊԻԳAssyrian calendar6124Balinese saka calendar1295–1296Bengali calendar780–781Berber calendar2324English Regnal year47 Edw. 3 – 48 Edw. 3Buddhist calendar1918Burmese calendar736Byzantine calendar6882–6883Chinese calendar癸丑年 (Water Ox)4071 or 3864 — to —甲寅年 (Wood Tiger)4072 or 3865Coptic calendar1090–1091Discordian calendar2540Ethiopian calendar1366–1367Hebrew calendar5134–5135Hindu calendars - Vikram Samvat1430–1431 - Shaka Samvat1295–1296 - Kali Yuga4474–4475Holocene calendar11374Igbo calendar374–375Iranian calendar752–753Islamic calendar775–776Japanese calendarŌan 7(応安７年)Javanese calendar1287–1288Julian calendar1374MCCCLXXIVKorean calendar3707Minguo calendar538 before ROC民前538年Nanakshahi calendar−94Thai solar calendar1916–1917Tibetan calendar阴水牛年(female Water-Ox)1500 or 1119 or 347 — to —阳木虎年(male Wood-Tiger)1501 or 1120 or 348Year 1374 (MCCCLXXIV) was a common year starting on Sunday of the Julian calendar. April 23 – In recognition of his services, Edward III of England grants the English writer Geoffrey Chaucer a gallon of wine a day, for the rest of his life. June 24 – The illness dancing mania begins in Aix-la-Chapelle (Aachen), possibly due to ergotism. October 27 – King Gongmin of Goryeo is assassinated and succeeded by U of Goryeo on the throne of Goryeo (in modern-day Korea). November 25 – James of Baux succeeds his uncle, Philip II, as Prince of Taranto (modern-day eastern Italy) and titular ruler of the Latin Empire (northern Greece and western Turkey). Rao Biram Dev succeeds Rao Kanhadev as ruler of Marwar (the modern-day Jodhpur district of India). Shaikh Hasan Jalayir succeeds his father, Shaykh Uways Jalayir, as ruler of the Jalayirid Sultanate in modern-day Iraq and western Iran. Hasan proves to be an unpopular ruler and is executed on October 9 and succeeded by his brother, Shaikh Hussain Jalayir. Musa II succeeds his father, Mari Djata II, as Mansa of the Mali Empire (modern-day Mali and Senegal). Robert de Juilly succeeds Raymond Berenger as Grand Master of the Knights Hospitaller. Princes from the Kingdom of Granada choose Abu al-Abbas Ahmad to succeed Muhammad as-Said, as Sultan of the Marinid Empire in Morocco. The Empire is split into the Kingdom of Fez and the Kingdom of Marrakech. A form of the Great Plague returns to Europe. The Château de Compiègne royal residence is built in France. April 11 – Roger Mortimer, 4th Earl of March, heir to the throne of England (d. 1398) November 26 – Yury Dmitrievich, Russian grand prince (d. 1434) probable Queen Jadwiga of Poland King Martin I of Sicily (d. 1409) March 12 – Emperor Go-Kōgon of Japan (b. 1338). June 5 or June 6 – William Whittlesey, Archbishop of Canterbury June 29 – Jan Milíč of Kroměříž, Czech priest and reformer July 19 – Petrarch, Italian poet (b. 1304) September – Joanna of Flanders, Duchess of Brittany (b. 1295) October 27 – King Gongmin of Goryeo (b. 1330) November 25 – Prince Philip II of Taranto December 1 – Magnus Eriksson, king of Sweden (b. 1316) date unknown – Gao Qi, Chinese poet (born 1336) date unknown – Konrad of Megenberg, historian (b. 1309)[1] ^ "Book of Nature". World Digital Library. August 7, 2013. Retrieved August 27, 2013. Retrieved from " 3One hundred years, from 1201 to 1300 For the video game series, see XIII Century (series). Millennia 2nd millennium Centuries 12th century 13th century 14th century Timelines 12th century 13th century 14th century State leaders 12th century 13th century 14th century Decades 1200s 1210s 1220s 1230s 1240s 1250s 1260s 1270s 1280s 1290s Categories: Births – Deaths Establishments – Disestablishments vte Mongol Emperor Genghis Khan whose conquests created the largest contiguous empire in history The 13th century was the century which lasted from January 1, 1201 (represented by the Roman numerals MCCI) through December 31, 1300 (MCCC) in accordance with the Julian calendar. The Mongol Empire was founded by Genghis Khan, which stretched from Eastern Asia to Eastern Europe. The conquests of Hulagu Khan and other Mongol invasions changed the course of the Muslim world, most notably the Siege of Baghdad (1258) and the destruction of the House of Wisdom. Other Muslim powers such as the Mali Empire and Delhi Sultanate conquered large parts of West Africa and the Indian subcontinent, while Buddhism witnessed a decline through the conquest led by Bakhtiyar Khilji. The earliest Islamic states in Southeast Asia formed during this century, most notably Samudera Pasai.[1] The Kingdoms of Sukhothai and Hanthawaddy would emerge and go on to dominate their surrounding territories.[2] Europe entered the apex of the High Middle Ages, characterized by rapid legal, cultural, and religious evolution as well as economic dynamism. Crusades after the fourth, while mostly unsuccessful in rechristianizing the Holy Land, inspired the desire to expel Muslim presence from Europe that drove the Reconquista and solidified a sense of Christendom. To the north, the Teutonic Order Christianized and gained dominance of Prussia, Estonia, and Livonia. Inspired by new translations into Latin of classical works preserved in the Islamic World for over a thousand years, Thomas Aquinas developed Scholasticism, which dominated the curricula of the new universities.[3] In England, King John signed the Magna Carta, beginning the tradition of Parliamentary advisement in England. This helped develop the principle of equality under law in European judisprudence.[4] The Southern Song dynasty began the century as a prosperous kingdom but were later invaded and annexed into the Yuan dynasty of the Mongols. The Kamakura Shogunate of Japan successfully resisted two Mongol invasion attempts in 1274 and 1281. The Korean state of Goryeo resisted a Mongol invasion, but eventually sued for peace and became a client state of the Yuan dynasty.[5] In North America, according to some population estimates, the population of Cahokia grew to be comparable to the population of 13th-century London.[6] In Peru, the Kingdom of Cuzco began as part of the Late Intermediate Period. In Mayan civilization, the 13th century marked the beginning of the Late Postclassic period. The Kanem Empire in what is now Chad reached its apex. The Solomonic dynasty in Ethiopia and the Zimbabwe Kingdom were founded. Eastern Hemisphere in 1200 AD Main article: 1200s 1202: Introduction of Liber Abaci by Fibonacci. 1202: Battle of Basian occurs on July 27, between Kingdom of Georgia and Seljuks. 1202: Battle of Mirebeau occurs on August 1, between Arthur I of Brittany and John of England. 1204: Islamization of Bengal by Bakhtiyar Khalji and oppression of Buddhism in East India. 1204: Fourth Crusade of 1202–1204 captures Zadar for Venice and sacks Byzantine Constantinople, creating the Latin Empire. 1204: Fall of Normandy from Angevin hands to the French King, Philip Augustus, end of Norman domination of France. 1205: The Battle of Adrianople occurred on April 14 between Bulgarians under Tsar Kaloyan of Bulgaria, and Crusaders under Baldwin I, (July 1172 – 1205), the first emperor of the Latin Empire of Constantinople. 1206: Genghis Khan is declared Great Khan of the Mongols. 1206: The Delhi Sultanate is established in Northern India under the Mamluk Dynasty. 1209: Francis of Assisi founds the Franciscan Order. 1209: The Albigensian Crusade is declared by Pope Innocent III. Main article: 1210s A page of the Italian Fibonacci's Liber Abaci from the Biblioteca Nazionale di Firenze showing the Fibonacci sequence with the position in the sequence labeled in Roman numerals and the value in Arabic-Hindu numerals. 1210: Qutb-ud-Din Aibak, the first ruler of the Delhi Sultanate, fell down from a horse while playing chovgan (a form of polo on horseback) in Lahore and died instantly when the pommel of the saddle pierced his ribs. 1212: The Battle of Las Navas de Tolosa in Iberia marks the beginning of a rapid Christian reconquest of the southern half of the Iberian Peninsula, mainly from 1230–1248, with the defeat of Moorish forces. 1212: Frederick of Sicily is crowned King of the Romans at Mainz. 1213: The Kingdom of France defeats the Crown of Aragon at the Battle of Muret. 1214: France defeats the English and Imperial German forces at the Battle of Bouvines. 1215: King John signs Magna Carta at Runnymede. 1216: Battle of Lipitsa between Russian principalities. 1216: Maravarman Sundara I reestablishes the Pandya Dynasty in Southern India 1217–1221: Fifth Crusade captures Egyptian Ayyubid port city of Damietta; ultimately the Crusaders withdraw. Main article: 1220s c. 1220: The Kingdom of Mapungubwe was established 1220: Frederick II, Holy Roman Emperor is crowned in Rome 1221: Merv, Herat, Bamyan and Nishapur are destroyed in the Mongol invasion of the Khwarazmian Empire. 1222: Andrew II of Hungary signs the Golden Bull which affirms the privileges of Hungarian nobility. 1223: The Signoria of the Republic of Venice is formed and consists of the Doge, the Minor Council, and the three leaders of the Quarantia. 1223: The Mongol Empire defeats various Russian principalities at the Battle of the Kalka River. 1223: Volga Bulgaria defeats the army of the Mongol Empire at the Battle of Samara Bend. 1225: Trần dynasty of Vietnam was established by Emperor Trần Thái Tông ascended to the throne after his uncle Trần Thủ Độ orchestrated the overthrow of the Lý dynasty. 1226–1250: Dispute between the so-called second Lombard League and Emperor Frederick II. 1227: Genghis Khan dies. 1228–1229: Sixth Crusade under the excommunicated Emperor Frederick II, who returns Jerusalem to the Crusader States in a negotiated settlement with the Sultan of Egypt, Al-Kamil 1228–1230: First clash between Gregory IX and Emperor Frederick II. Main article: 1230s Portrait of the Chinese Zen Buddhist Wuzhun Shifan, painted in 1238, Song dynasty. 1231: Emperor Frederick II promulgates the Constitutions of Melfi, a far-reaching legal code influential in the development of continental European statehood.[7][8] 1232: The Mongols besiege Kaifeng, the capital of the Jin dynasty, capturing it in the following year. 1233: Battle of Ganter, Ken Arok ended Kertajaya, the last king of Kediri, thus establish Singhasari kingdom[9] Ken Arok ended the reign of Isyana Dynasty and started his own Rajasa dynasty. 1235: The Mandinka kingdoms unite to form the Mali Empire which leads to the downfall of Sosso in the 1230s. 1237: Emperor Frederick II virtually annihilates the forces of the second Lombard League at the Battle of Cortenuova. 1239–1250: Third conflict between the Holy Roman Empire and the Papacy. 1237–1240: Mongol Empire conquers Kievan Rus. 1238: Sukhothai becomes the first capital of Sukhothai Kingdom. Main article: 1240s 1240: Russians defeat the Swedish army at the Battle of the Neva. 1241: Mongol Empire defeats Hungary at the Battle of Mohi and defeats Poland at the Battle of Legnica. Hungary and Poland are ravaged. 1242: Russians defeat the Teutonic Knights at the Battle of Lake Peipus. 1243–1250: Second Holy Roman Empire–Papacy War. 1244: Ayyubids and Khwarezmians defeat the Crusaders and their Muslim allies at the Battle of La Forbie. 1249: End of the Portuguese Reconquista against the Moors, when King Afonso III of Portugal reconquers the Algarve. 1248–1254: Seventh Crusade captures Egyptian Ayyubid port city of Damietta, crusaders ultimately withdraw, after the capture of French king Louis IX. Mamelukes overthrow Ayyubid Dynasty. Main article: 1250s Mongol Empire in 1227 at Genghis Khan's death By 1250, Pensacola culture, through trade, begins influencing Coastal Coles Creek culture.[10] 1250: The Mamluk dynasty is founded in Egypt. 1250: Death of Emperor Frederick II on December 13th. 1257: Baab Mashur Malamo established the Sultanate of Ternate in Maluku. 1258: Baghdad captured and destroyed by the Mongols, effective conclusion of the Abbasid Caliphate in Baghdad. 1258: Pandayan Emperor Jatavarman Sundara I invades Eastern India and northern Sri Lanka. 1259: Treaty of Paris is signed between Louis IX and Henry III Main article: 1260s 1260: Mongols first major defeat in the Battle of Ain Jalut against the Egyptians. Main article: 1260s 1260: Toluid Civil War begins between Kublai Khan and Ariq Böke for the title of Great Khan. 1261: Byzantines under Michael VIII retake Constantinople from the Crusaders and Venice. 1262: Iceland brought under Norwegian rule, with the Old Covenant. 1265: Dominican theologian Thomas Aquinas begins to write the Summa Theologiae 1268: Fall of the Crusader State of Antioch to the Egyptians. Main article: 1270s The opening page of one of Ibn al-Nafis' medical works. This is probably a copy made in India during the 17th or 18th century. 1270: Yekuno Amlak overthrew the Zagwe dynasty 1270: The Zagwe dynasty is displaced by the Solomonic dynasty. 1271: Edward I of England and Charles of Anjou arrive in Acre, starting the Ninth Crusade against Baibars. 1272–1274: Second Council of Lyon attempts to unite the churches of the Eastern Roman Empire with the Church of Rome. 1274: The Mongol dynasty launches their first invasion of Japan, but they are repelled by the Samurai and the Kamikaze winds. 1274: The Tepanec give the Mexica permission to settle on the islet Cuahtitlan (Eagle's Place Between the Clouds) 1275: Sant Dnyaneshwar wrote Dnyaneshwari (a commentary on the Bhagavad Gita) and Amrutanubhav was born 1275: King Kertanegara of Singhasari launched Pamalayu expedition against Melayu Kingdom in Sumatra (ended in 1292). 1277: Passage of the last and most important of the Paris Condemnations by Bishop Tempier, which banned a number of Aristotelian propositions 1279: The Song dynasty ends after losing the Battle of Yamen to the Mongols. 1279: The Chola Dynasty in Southern India officially comes to an end. Main article: 1280s 1281: The

Mongols launch their second invasion of Japan, but like their first invasion they are repelled by the Samurai and the Kamikaze winds. 1282: Aragon acquires Sicily after the Sicilian Vespers. 1284: Peterhouse, Cambridge founded by Hugo de Balsham, the Bishop of Ely. 1284: King Kertanegara launches the Pabali expedition to Bali, integrating Bali into the Singhasari territory. 1285: Second Mongol raid against Hungary, led by Nogai Khan. 1289: The County of Tripoli falls to the Bahri Mamluks led by Qalawun. 1289: Kertanegara insulted the envoy of Kublai Khan, who demanded that Java pay tribute to the Yuan Dynasty.[11][12] Main articles: 1290s and 1300s Hommage of Edward I (kneeling), to the Philippe le Bel (seated). As duke of Aquitaine, Edward was a vassal to the French king. The Mamluk Dynasty comes to an end and is replaced by the Khalji dynasty. 1290: By the Edict of Expulsion, King Edward I of England orders all Jews to leave the Kingdom of England. 1291: The Swiss Confederation of Uri, Schwyz, and Unterwalden forms. 1291: Mamluk Sultan of Egypt al-Ashraf Khalil captures Acre, thus ending the Crusader Kingdom of Jerusalem (the last Christian state remaining from the Crusades). 1292: Jayakatwang, duke of Kediri, rebels and kills Kertanegara, ending the Singhasari kingdom. 1292: Marco Polo, on his voyage from China to Persia, visits Sumatra and reports that, on the northern part of Sumatra, there were six trading ports, including Ferlec, Samudera and Lambri.[13] 1292: King Mangrai founds the Lanna kingdom. 1293: Mongol invasion of Java.[14] Kublai Khan of Yuan dynasty China, sends punitive attack against Kertanegara of Singhasari, who repels the Mongol forces. 1293: On 10 November, the coronation of Nararya Sangramawijaya as monarch, marks the foundation of the Hindu Majapahit kingdom in eastern Java. 1296: First War of Scottish Independence begins. 1297: Membership in the Mazor Consegio or the Great Council of Venice of the Venetian Republic is sealed and limited in the future to only those families whose names have been inscribed therein. 1299: Ottoman Empire is established under Osman I. 1300: Islam is likely established in the Aceh region. 1300: Aji Batara Agung Dewa Sakti founds the Kingdom of Kutai Kartanegara/Sultanate of Kutai in the Tepian Batu or Kutai Lama. 1300: The Turku Cathedral was consecrated in Turku.[15] 1300: Sri Rajahmura Lumaya, known in his shortened name Sri Lumay, a half-Tamil and half Malay minor prince of the Chola dynasty in Sumatra established the Indianized Rajahnate of Cebu in Cebu Island on the Philippine Archipelago. Alai Gate and Qutub Minar were built during the Mamluk and Khalji dynasties of the Delhi Sultanate.[16] Early 13th century – Xia Gui paints Twelve Views from a Thatched Hut, during the Southern Song dynasty (now in Nelson-Atkins Museum of Art, Kansas City, Missouri). The motet form originates out of the Ars antiqua tradition of Western European music. Manuscript culture develops out of this time period in cities in Europe, which denotes a shift from monasteries to cities for books. Pecia system of copying books develops in Italian university-towns and was taken up by the University of Paris in the middle of the century. Wooden movable type printing invented by Chinese governmental minister Wang Zhen in 1298. The earliest known rockets, landmines, and handguns are made by the Chinese for use in warfare. The Chinese adopt the windmill from the Islamic world. Guan ware vase is made, Southern Song dynasty. It is now kept at Percival David Foundation of Chinese Art, London. 1250 – Cliff Palace, Mesa Verde, and other Ancestral Pueblo architectural complexes reach their apex[17] 1280s – Eyeglasses are invented in Venice, Italy. Late 13th century – Night Attack on the Sanjo Palace is made during the Kamakura period. It is now kept at Museum of Fine Arts, Boston. Late 13th century – Descent of the Amida Trinity, raigo triptych, is made, Kamakura period. It is now kept at the Art Institute of Chicago. The Neo-Aramaic languages begin to develop during the course of the century. Christianity in the 13th century ^ "Samudra Pasai worthy to be world historical site". Republika Online. 2017-03-24. Retrieved 2020-01-24. ^ Coedès, George (1968). Walter F. Vella (ed.). The Indianized States of Southeast Asia. trans.Susan Brown Cowing. University of Hawaii Press. ISBN 978-0-8248-0368-1. ^ "St. Thomas Aquinas". Catholic Encyclopedia. Retrieved 2023-12-09. ^ Brooks, Christopher (2020). 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