

# Chronological History of Eastern Oerik

## A World of Greyhawk® Timeline

Version 2.0

Last Update: July 28, 1998

Source : <http://www.afn.org/~afn09454/greyhawk/timeline/>

Compilé par : Keith Horsfield

---

This is a work in progress. A list of sources used within this compilation and a version history can be found in the [appendix](#). The material contained within this compilation is [copyrighted](#) by TSR Inc.. [Feedback, comments, opinions or suggestions](#) are appreciated. The primary purpose of this document is to provide a historical resource based upon published World of Greyhawk materials.

## Other Notable Timelines

- [Referenced Greyhawk Timeline](#) Author: [Stéphane Tanguay](#)
- [The History of Oerth \(Oerik\)](#) Author: [Steve Wilson](#)

## Contents

- [Criteria](#)
- Foreword
- [Copyright](#)
- [Annotated Chronology](#)
- [Indeterminate Chronology](#)
- [Appendix](#)
- Calendars of the Flanaess

## Criteria

1. **Direct Dating:** Any and all, no matter how trivial, explicit dates contained within published Greyhawk source material will be included in the annotated chronology.
2. **Indirect Dating:** All passages which contain a time reference, i.e. ten years ago, etc., that can be linked directly to an explicit date will be included in the annotated chronology. Any passage that uses qualifiers, such as 'about,' or other less specific time references (century, score, decade, etc.) will be included in the annotated chronology as an approximate date, identified by placing the abbreviation for circa prior to the date.
3. **Contradictory Dates:** When two sources contain different dates which cannot be rectified, the source published first will be included within the annotated chronology while the later source's date will be listed within the contradictory dates section. A link will be provided between the two contradictory dates.

4. **Indeterminate Dates:** All passages which contain a time reference that cannot be linked to an explicit date will be included in the indeterminate dates section.
5. **Methodology:** Each published Greyhawk source is thoroughly examined for each and every time reference. When a date or time reference is found then it is placed into one of the four categories listed above.
6. **Presentation:** The model used for presentation is the Chronological Table of Events found in the World of Greyhawk Gazetteer, published in 1980.
  - a. **Source:** An abbreviation of the source where the event caption and annotation were found is provided. When no source is listed next to an event caption or annotation then the last source noted (scroll up) applies. A source will be provided for each date. The abbreviations used are listed in the appendix though they should be self-explanatory.
  - b. **Date:** The common year is used for all dates. All years preceded by a negative sign take place prior to the advent of the Common Year calendar. The conversions provided in the chronology take into account that calendars do not have a 0 (zero) year. In addition to providing links connecting contradictory dates, dates derived through indirect dating will be linked to an explanation of how the date was determined.
  - c. **Event Caption:** Event captions will be as brief as possible while attempting to portray the event to its fullest.
  - d. **Annotation:** The annotation (the verbage within the grey fields) expands on the event caption, providing both DMs and players a more in-depth explanation of the event. Primarily taken directly from published sources, the annotations have been edited to provide general knowledge. DMs piqued by an event's annotation should refer to the cited source for more complete information.
  - e. **Bracketed Pages:** At the end of each annotation a specific page reference will be given for the source material. If two page numbers are listed then the first applies to the event caption, while the second applies to the annotation itself. Modules, boxed sets and other source material which have a determinative date within them will also be noted within the brackets. The bracketed page entry may be linked to supplemental information. At best the supplemental information may be considered an Editor's Note and in the extreme as an individual interpretation of the event being discussed.

### Copyright:

All material presented within this chronology is owned and copyrighted by TSR Inc.. This material has been collected to present a unified chronology from the numerous sources which comprise the World of Greyhawk®. The use of this material is not intended to challenge the rights of TSR. This document is presented solely for the personal use of those individuals who game within the Greyhawk setting.

# Annotated Chronological Table of Events

## A World of Greyhawk® Timeline

Version 2.0

Last Update: July 28, 1998

---

Common		
Source	Year	Event
Folio	-5515	Suloise Dating (S.D.) begins. For -5515 CY to -1 CY add +5516 to get equivalent SD date; -5515 CY = 1 SD For 1 CY and greater add +5515 to get equivalent SD date; 1 CY= 5516 SD
Folio	-4462	Olven Calendar (O.C.) begins. For -4462 CY to -1 CY add +4463 to get equivalent OC date; -4462 CY = 1 OC For 1 CY and greater add +4462 to get equivalent OC date; 1 CY= 4463 OC
Folio	-2659	Baklunish Hegira (B.H.) begins. For -2659 CY to -1 CY add +2660 to get equivalent BH date; -2659 CY = 1 BH For 1 CY and greater add +2659 to get equivalent BH date; 1 CY= 2660 BH
Folio	-2150	Flan Tracking (F.T.) begins. For -2150 CY to -1 CY add +2151 to get equivalent FT date; -2659 CY = 1 FT For 1 CY and greater add +2150 to get equivalent FT date; 1 CY= 2151 FT
Folio	-644	Oeridian Record (O.R.) begins.
TAB		<i>For ages, tribes of Oeridian horse barbarians inhabited the steppes and foothills of what is now Ull. Over two centuries before the fall of the Baklunish and Suloise empires, these barbarians united in a single confederation to resist incursions by imperial Baklunish across the Ulsprue Mountains and by nomadic Baklunish to the north. This event marks the start of the Oeridian Record (OR). [pg. 5; pg. 55]</i>
Folio		For -644 CY to -1 CY add +645 to get equivalent OR date; -644 CY = 1 OR For 1 CY and greater add +644 to get equivalent OR date; 1 CY= 645 OR
Folio	-485	Beginning of the Baklunish-Suloise Wars.
Folio	-466	First employment of humanoid mercenaries. <i>The hordes of Euroz and associated humanoids used as mercenaries by both sides, tended to pillage northwards and eastwards, driving the Oerids before them. [pg. 5]</i>
Folio	-458	Oerid migrations east at peak point. <i>The fierce Oeridian tribes moved east, thrusting aside Flan and Suloise in</i>

- their path. [pg. 5]*
- Folio -447 Suloise migration begins.  
*The Suel Peoples, mainly fleeing from the great wars in the Suloise Empire, moved northwards through the Kendeen (Harsh) Pass of the southern Crystalmist Mountains (now known as the Hellfurnaces) and spread out in all directions. [pg. 5]*
- WG8 -425 Scarlet Brotherhood founded.  
*The Brotherhood was founded in the last years of the Bakluni-Suel wars to combat what its members saw as the dilution of Suel virtues and superiority; its express purpose was the "purification" of Suel blood and behavior, with the concomitant and inevitable rule. [pg. 105]*
- Folio -422 Invoked Devastation and Rain of Colorless Fire Strike;  
*When the Invoked Devastation came upon the Baklunish, their own magi brought down the Rain of Colorless Fire in a last terrible curse, and this so affected the Suloise Empire as to cause it to become the Sea of Dust. [pg. 5]*  
*The Suloise lands were inundated by a nearly invisible fiery rain which killed all creatures it struck, burned all living things, ignited the landscape with colorless flame, and burned the very hills into ash. [pg. 5; pg. 26]*
- WoG Age of Glory ends;  
*When the Rain of Colorless Fire ended the Age of Glory and brought down the Empire, the tribes [Suloise] decided to seek their fate to the east, in the lands of the Flan. [Gloss, pg. 27]*
- DMG1 Axe of the Dwarvish Lords lost;  
*Legend relates that the greatest dwarf who ever lived, the first Dwarven King, forged this weapon in volcanic fires with the aid of a patron god. It passed from dwarven monarch to dwarven monarch until it was lost in the Invoked Devastation centuries gone. Rumors persist of the appearance of the Axe from time to time in various places, but it supposedly bears a curse. [pg. 156]*  
Cup and Talisman of Al'Akbar appear.  
*This pair of holy relics were given by the gods of the Paynims to their most exalted high priest in the days following the Invoked Devastation. It was lost to demi-human raiders and was last rumored to be somewhere in the Southeastern portion of the Bandit Kingdoms. [pg. 157]*
- GA *This pair of holy relics are also rumored to reside within the Pinnacles of Azor'alq. [pg. 89]*
- FtA -400 Battles begin for control of the central Flanaess;  
Folio *For two centuries Oerid and Suel battled each other and the fragmenting humanoid hordes for possession of the central area of the Flanaess, incidentally engaging the Flannish and demi-humans. In a few places the two racial stocks intermixed -- notably the Sheldomar Valley -- held by the Suel Houses of Rhola and Neheli. [Card #1; pg. 5]*
- FtA Suel banished to margins of Flanaess.  
Folio *To the far north, four of the strongest and fiercest Suel clans managed to retain large stretches of ground as Suloise. The majority of the Suelites were pushed to the extreme south, into the Amedio Jungle, the Tilvanot*

*Peninsula, the Duxchan Islands, and even as far as across the narrow Tilva Strait into Hepmonaland. [Card #1; pg. 5]*

WG8

[c. -325](#) Jurnre founded.

*In the aftermath of the final Bakluni-Suel conflict, the Suel lordling Immris of Rhola rallied his household, crossed the Crystalmist Mountains, and made his way across the Sheldomar basin. Entering into an alliance with the local halflings and gnomes, they founded a citadel on what they dubbed the Hill of Stars above the banks of the Kewl River. [pg. 25]*

Folio

-217 Founding of the Kingdom of Aerdy.

*The strongest tribe of the Oeridians, the Aerdi, settled the rich fields east of the Nyr Dyv and there founded the Kingdom of Aerdy, eventually to be renamed the Great Kingdom. [pg. 5]*

Aqua

c. -194 Exploration of the Solonor Ocean begins.

*In eastern Oerik, some small but farsighted groups living near the Gull Cliffs of the coast developed some skill at maritime travel. The travelers were of mixed stock, Oerid and Flannae, and part of the newly formed kingdom of Aerdy. The persistent Aqua-erdians generated two major seafaring explorations, both of which successfully returned with news of land far eastward.*

Aqua

-122 Aqua-erdians strike out east across the Solonor Ocean.

*Disenchanted by a warlike turn of events in their homeland, most of the remaining Aqua-erdians left Aerdy by sea, migrating eastward across the Solnor Ocean. Those who remained became the ancestors of the Sea Barons, now virtually independent, but swearing fealty to the Overking at Rauxes.*

Folio

-110 Battle of a Fortnight's Length;

*After several decades of increasing growth, power, and prestige, Aerdy embarked upon a series of conquests, the greatest of which was the defeat of the Nyronal cavalry squadrons at the Battle of a Fortnight's Length. [pg. 5]*

Great Kingdom established.

*Thereafter, Aerdy was known as the Great Kingdom, whose monarch held sway from the Sundi swamplands in the south, westwards along the shores of the Telfic Gulf and the Sea of Yar, to the Nyr Dyv and from thence northwards through the Shield Lands and beyond the Tenh. [pg. 5]*

Folio

1 Overking crowned in Rauxes;

Ivid

*The first Overking was Nasran from the House of Cranden. Proclaiming universal peace, Nasran saw defeated Suloise, Flan and rebellious humanoid rabbles of no consequence and no threat to the vast might of Aerdy. [pg. 5; --]*

Folio

Frontiers of Great Kingdom reach Greyhawk City.

*The writ of the Overking of Imperial Aerdi extended to Furyon and Voll (now Veluna), across the northern praires as far as Perrenland. For three centuries the Aerdy held a vast empire which fluctuated in extent but little, until after the third Celestial House (dynasty) when the borders began to close in upon the original territory of the Aerdi. [pg. 5]*

- Ivid 11 Major battle between Oeridians and Flan Tribes at modern day Arrowstrand.
- WG8 43 Citadel of Jurnre constructed.  
*The Citadel is one of Jurnre's most notable features, in part for its placement on the hill near the river and in part because of its high spires, which are not typical of Jurnrese architecture. It is the count's personal residence as well as the seat of city and county government and the quarters of the city garrison. [pg. 27]*
- Ivid 75 RaxNyronde House becomes the ruling house of Aerdy;  
*After the death of Nasran's grandson, Tenmeris, his Queen, Yalranda, was accepted as the only Overqueen in Aerdy history because of her prowess in establishing dynastic marriages between the royal houses of Aerdy and her uncanny gift for forging alliances. Her eldest son, Manshen, broke with tradition and took the name of the RaxNyronde Royal House. This house was to rule for nearly 400 years.*
- Ivid c. 80 Eastfair's Old City, North Province, built.  
*Eastfair is divided into Old City and New City. The city greatly expanded in size during the third century when New City began to grow outside the original walls. Old City is now mostly the province of the poorer people, save for the complex of buildings known as "The Cyst," while New City contains the homes and workplaces of the well off.*
- Folio c. 100 Viceroyalty of Ferrond established;  
*The Viceroyalty was founded upon several small states during the height of Aeridian power. It was aimed at giving the Great Kingdom a strong satrapy on the western frontier from which further conquest could be launched. The Viceroy ruled from the Clatspur Mountains to the Nyr Dyv, from the Lortmils in the south to the far shores of Whyestil Lake, and beyond, in the north. [pg. 10]*
- FtA 113 Alisedran, famed scholar and explorer, returns and publishes ***On Sledge and Horseback to the Barbarians of the North.***
- Ivid 171 Battle of Chokestone.  
*The site is that of a great battle between Aerdi men and a small Flan tribe. The Oeridians were easily triumphant, and an excessively brutal general ordered the torture and sacrifice of all surrendering Flan folk in thanks to Erythnul. The following day, the Aerdi army woke from its camp to find that the land for several square miles around had been stripped of vegetation. Only slate like stone remained.*
- Ivid 172 Lays of Bar Strannach delivered.  
*A huge fomorian giant, said to be 40 feet tall, staggered into Bar Strannach, slew half the occupants, and then screamed some crazed and allegedly prophetic utterances regarding the Great Kingdom's future history and fate. Collapsing in a ghastly fit, the giant spewed forth a book, the Lays of Bar Strannach which is still preserved in a small shrine to Boccob.*
- WG8 193 Quarry Garden of Jurnre established.  
*Created at the order of Countess Llyra from the quarry in the Hill of Stars that supplied the Citadel and many of the older houses in the city. By*

*tradition it is open to the public so long as they remain on the public paths and greens. It may well be one of the oldest human-built gardens in the Flanaess, and it is certainly one of the loveliest. [pg. 27]*

Folio c. 200 Power of the Malachite Throne wanes;

*As the power of the Malachite Throne in Rauxes waned, the Viceroys of Ferrond ruled more by their own writ and less by the leave of the Aerdi overlords. [pg. 10]*

WG8

Leukish founded.

*Leukish began as a trading post between Ferrond and Nyrondal. Later the Duchy of Urnst's own treasures, precious metals and stones, were discovered, and the city flourished as the duchy's size and wealth grew. [pg. 58]*

Folio 213 Age of Great Sorrow commences.

Folio 254 Thrommel I crowned in the city of Dyvers.

*The heir to Viceroy Stinvri (the Viceroyalty had become hereditary some years previously) was crowned in Dyvers as Thrommel I, King of Furyondy, Prince of Veluna, Provost of the Northern Reaches, Warden General of the Vesve Forest, Marshall of the Shield Lands, Lord of Dyvers, etc. [pg. 10]*

WG8

283-288 Chendl built.

*Several decades after Furyondy as such was formed, the king, Thrommel III, decided he needed a new capital. Thus, a new Chendl was built: a beautiful wealthy, clean, and peaceful city, a city of wide canals and graceful temples. It took five years for the city to progress from plans to reality, and thereafter it has remained unchanging . . . perfect. [pg. 83]*

Folio 300-350 Bandit Kingdoms formed.

*The Bandit Kingdoms are a collection of petty holdings. Each little kingdom is ruled by a robber chieftain claiming a title such as Baron, Boss, Plar, General, Tyrant, Prince, Despot and even King. In all there are 17 states within the confines of the area, ruled by 4 to 6 powerful lords, and the rest attempting either to become leading rulers or simply to survive. [pg. 8]*

FtA 310-360 Shield Lands become increasingly unified.

Folio

*When the Bandit Kingdoms began to grow powerful, the petty nobles of the north shores of the Nyr Dyv banded together in a mutual protection society. [Card #1; pg. 15]*

Folio

320 Nomads appear in north;

*Mixed Oerid-Baklunish nomad bands had gradually moved into and laid claim to the steppe lands beyond the Yatil range, pushing eastwards as far as the Griff Mountains. Border skirmishing with the southern nations went on as these wild horsemen pushed into the Flanaess. Perhaps the civilized states could have stopped their eastward progress had they not been busy fighting with the Aerdi for their independence. [pg. 5; pg. 6]*

Outer dependencies of Aerdy gain sovereignty.

*Perranders, Velunians, Furyondians and Tenhas achieve success, establishing independent status one after the other in a series of minor but*

- bloody wars. [pg. 5; pg. 6]
- WGR1 c. 320 Castle Greyhawk built.  
*Centuries past, when Greyhawk city was still a burgeoning riverbank trading post, Zagig was already a powerful magician. His adventurous exploits had taken him the length and breadth of Oerth and beyond -- his command of magic had grown to heroic proportions. Zagig built for himself an enormous castle complex north of young Greyhawk. He used it to conduct his experiments, to build his personal guard of soldiers, and to store the treasures of his career. [pg. 3; pg. 2]*
- Ivid 322 Public baths of Innspa built.  
*They were built by an eccentric wizard obsessed with personal hygiene, and the fire elemental he bound to heat the waters is still at work here.*
- GA 350 Pontus Hardiggin, a hobniz traveler, begins his explorations.
- Folio c. 350- Short War;  
 360 *Embarked on a policy of conquest, Keoland sent armies north into Ket, Veluna and Furyondy. The Ketite expedition came to grief in successive battles at Molvar and Lopolla. An alliance between Veluna-Furyondy ended the Keoish sieges at Verbobonc and Veluna City. [pg. 12]*  
 Olves expel Keoland's royal garrisons.  
*Olvenfolk within the boundaries of Keoland began expelling royal garrisons in the Ulek Provinces and Celene. In the ensuing struggle, the freemen of the western portion sided with the demi-humans. [pg. 12]*
- WG8 *When Keoish adventures abroad provoked Jurnre to expel the king's garrisons, this was accomplished without violence. [pg. 12; pg.25]*
- Folio 356 Kingdom of Nyronnd established;  
*The House of Rax, ruling Aerdi dynasty, was at the time sundered by an internal feud, and the junior branch, then known as Nyronnd, declared its lands free of the rule of the reigning Overking [Portillan] and sovereign. [pg. 5; pg. 6]*  
 Kingdom of Keoland at peak;  
*At the peak of her imperialism, Keoland held sway from the Pomarj to the Crystalmist Mountains, while her armies pushed into Ket and threatened Verbobonc and Veluna City. [pg. 5; pg. 12]*  
 Barbarians invade the North Province;  
*A coalition of Fruzt, Schna and mercenary barbarians mounted a major foray into the Aerdi North Province. The Overking's army, raised to invade Nyronnd, swung northeast and soon the invaders were crushed. The end of the campaigning season arrived before any action could be taken against Nyronnd. [pg. 6]*  
 Nyronndal subjugates the County Urnst;  
 Duchy of Urnst proclaims independence;  
 Nyronndal attempts to invade the Duchy of Urnst;  
*When the Nyronndel won their independence, they took the County Urnst, and were massing troops to cross the Nesser, but the first crossings were turned back by galleys, and the campaign sputtered later in the year, never*



- to be restarted.* [pg. 18]
- Folio c. 356 Theocracy of the Pale proclaims autonomy.  
WG8 *As the rot of cultural and social decay started to penetrate the Great Kingdom, many of the more devout and outspoken followers of the god Pholtus withdrew from the increasingly corrupt core of the land. Some of these settled between the Rakers mountain range and the Yol River. When Nyronnd declared its independence from the Great Kingdom, so did these religious refugees. Thus was the Theocracy of the Pale formed.* [pg. 13; pg. 47]
- Folio c. 357 Evil and decadence corrupts the Great Kingdom.  
*It was at this time that the evil began to grow within the rulers of the Great Kingdom. The House of Rax became decadent, its policies ineffectual and aimed at appeasement. The powerful noble houses took this as their cue to set up palatinate-like states, and rule their fiefs as if they were independent kingdoms.* [pg. 6]
- WG8 371 Robber Baron Latavius of Rookroost dies.  
*Rookroost's founder was an Oeridian robber baron named Latavius, and under his dominion the city enjoyed its most dynamic period of growth. When Latavius died suddenly -- under rather suspicious circumstances -- the throne of Rookroost was taken over by the former commander of Latavius's personal bodyguard.* [pg. 3]
- Folio c. 375 Zagig Yrageme, the "Mad Archmage," rules Greyhawk.  
*It was Zagig who poured funds into the City of Greyhawk in order to make it into the "Gem of the Flanaess." His reign was bizarre in many other ways, and it came as no surprise when it was reported that Zagig Yragerne had mysteriously vanished after years of rule when no change or aging could be detected.* [pg. 11]
- WG8 [c. 376](#) Rel Mord built.  
*Despite its location deep within Nyronnd, Rel Mord is heavily defended and maintains the appearance of a huge fortress. Originally armored to protect itself against Nyronnd's conquered states (the County of Urnst and the Theocracy of the Pale), the city watch now keeps its eyes toward the evil nations of the east.* [pg. 14]
- GA 390 Pontus Hardiggin, a hobniz traveler, retires.  
*Among other stories within his memoirs, some obviously fabricated, Hardiggin described a visit to an idyllic land in which halflings and giants lived in a peaceful cooperation, blessed with fertile soil, health, and a great deposit of gold, emeralds, and useful metals, and most of all with concealment from the outside world.* [pg. 101]
- CoG 393 Guild of Wizardry founded.  
*Founded by Zagig Yragerne, the so-called Mad Archmage, the Free City of Greyhawk's Guild of Wizardry is the principal seat of magical research and training in the Flanaess.* [FFF, pg. 16]
- Folio c. 400 Littlemark -- northernmost frontier of the Kingdom of Keoland;  
Perrenland formed.  
*The original Flan tribes dwelling in the Yatil Mountains were far more*

*warlike and fierce than most of their fellows elsewhere in the Flanaess. Would-be invaders were absorbed by these powerful clans. Attempts at expansion into Perrenland were vigorously resisted by the inhabitants. These attempts brought the various clans together in a loose association under the banner of the strongest of their number, Perren. [pg. 13]*

WGR1 [c. 420](#) Castle Greyhawk mysteriously abandoned.

*When the timeless Zagig vanished after years of rule over the City of Greyhawk, the castle was likewise abandoned, and rumors tell of a terrible curse placed upon the fortress. [pg. 2; pg. 3]*

Folio c. 430 Hold of Stonefist founded by Vlek Col Vlekzed.

*The inhabitants of the area, the Coltens Feodality, were tricked into negotiation with Vlek. These negotiators and their escorting force were slaughtered, the remainder of the Coltens host routed by surprise and ferocity, and Vlek settled down to rule over the whole territory. [pg. 16]*

Ivid 435 House of Garasteth ousted from Roland.

*A despotic Garasteth ruler was overthrown in a military coup, and the leaders of that coup instituted their own despotism instead. To avoid assassination attempts, they kept their identities secret, meeting at irregular intervals in the windowless marbled keep known simply as Fortress. While The Five know who each other are, they meet masked and disguised in Fortress.*

Folio 437 Turmoil between Crowns.

Ivid *This name is given both to the decade of internal schisms under the rule of the last Rax overking, Nalif, and to the civil war which followed Ivid's ascension. [pg. 5; --]*

Folio 438 Small War;

*Furyondy vs. Keoland, ends Keoish influence in Veluna and wrests Littlemark from beneath Keoish control. Littlemark becomes a tributary state of Furyondy for a few decades. [pg. 9]*

FtA Keolandish satellites become increasingly independent;

Folio Comandant of the Gran March slain.

*When Berlikyn, then Commandant of the Gran March, was slain in combat during the Small War, the populace rose in rejoicing. Keoland reconsidered its policies thereafter, and allowed the people to elect their own Commandant from amongst the noble houses of Gran March. The state is now only a nominal vassal of Keoland. [pg. 10]*

Ivid 443-446 Crafting of the Malachite Throne.

*Known as the "Fiendseeing Throne," The Malachite throne was crafted from a great crystal chunk found in the Cauldron of Night. The throne itself, fashioned by mages and priests, has magical properties including a gate to the Nine Hells.*

FtA 446 Ivid I, House of Naelax, ascends the Malachite Throne in Rauxes;

Ivid *Overking Nalif was the last of the Rax line descended directly from the overkings. A flock of misbegotten cousins, exiles and ne'er do wells of Rax could lay some claim to the title of overking when Ivid had Nalif assassinated, but after a century of hopelessly ineffectual Rax rule all of*

*the royal houses agreed that another Rax overking was simply unacceptable. Ivid proclaimed himself overking immediately and plunged the Great Kingdom into civil war. [Card #1; --]*

Folio

Lord High Mayor of Irongate executed.

*As the rule of the Overking grew more despotic, the people of the city of Irongate began to murmur, and the Lord Mayor headed a deputation bearing grievances to the Herzog. These emissaries were thrown into prison, given a mock trial, and executed by ritual torture for the Overking's entertainment. [pg. 11]*

FtA

North and South Provinces secede from the Great Kingdom;

Ivid

Civil war ensues within the Great Kingdom;

*Among the competing houses, the House of Cranden opposed Naelax, as did many elements of the House of Garasteth and the remnants of Rax. But in all houses princes were busy using the civil war as a cover for settling old scores and attacking their inhouse rivals.*

Folio

[447](#) Onnwal declares itself a Free State;

*Onnwal was originally a lesser fief of the Herzog of South Province, to be granted as he saw fit to his faithful followers. The oppressive rule of the Great Kingdom brought great discontent and instigated open rebellion, the whole of the South Province being in arms. All of the lower portion was lost to the empire when the Iron League was founded. [pg. 13]*

Founding of the Iron League;

*This alliance joined Onnwal with the Free City of Irongate (which barred the Onnwal peninsula), Idee, Sunndi, and the demi-humans of the Glorioles and the Hestmark Highlands in economic and military alliance. Onnwal and Irongate supplied the sea power, while the other members furnished troops for land actions -- although strong contingents from both of the former places were also sent into battle. [pg. 13]*

Bandit Kings sack Trigol;

Rise of Sea Princes.

*The buccaneers of the Azure Sea and Jeklea Bay grew strong and wealthy when Keoland was at the height of its power, for the eyes of its leaders were turned northward toward empire, and the sea raiders were ignored. These privateers took to calling themselves Sea Princes, after a particularly successful captain who was in fact of noble birth. [pg. 5; pg. 15]*

Wars

[449](#) University of Rauxes sacked;

*The sack of the University of Rauxes destroyed all imperial records of the war. Likewise, Duke Astrin's considerable library at Eastfair went out in rucksacks and up in flames during the final imperial campaign. Though some fairly complete histories survived in the monasteries of Medegia, they are heavily tinged with the Holy Censor's degenerate philosophies. Their accuracy is highly questionable, especially concerning their main topic: the battles between Rauxes and Medegia.*

Ivid

House of Darmen sacks Rel Deven.

*This wealthy and pragmatic house believed Ivid was coming out ahead, so the house sprang a surprise with the sack of Rel Deven in Harvester of that*

*year and a series of brilliant lightning strikes aimed at securing provisioning for the coming winter.*

Ivid 450 House of Naelax triumphant;

*All houses agreed to accept Ivid as overking, and their leading princes paid homage along the Great Way in the Parade of Crowns. The House of Naelax was triumphant. Ivid may have won a kingdom, but he paid a high price. The South and North Provinces, and Medegia, became in effect semiautonomous provinces of the Great Kingdom. Consensus of opinion holds that all of the Overkings who have ruled since the House of Naelax ascended to the Malachite throne are insane, demon-ridden or both.*

See of Medegia independent.

Folio

*This fief of the Great Kingdom became so strong as to be virtually independent when the Malachite Throne went into decline. The Holy Censor still remains one of the chief advisors of the Overking. [--; pg. 12]*

Folio c. 450 Border war between Geoff and Keoland.

Folio 453 Seige of Westkeep;

*King Tavish III of Keoland was slain in battle against the Sea Princes, and his son, Tavish IV, immediately changed the policies of the kingdom upon ascending to the throne. After protracted negotiations, the independent state of the Yeomanry was recognized, the Ulek states were granted autonomy, and Keoland returned to its former state of tolerance and prosperity thereafter. [pg. 12]*

GA

Sormod mounts an expedition to the Land Beyond the Black Ice.

*Sormod, a merchant and adventurer from Perrenland who was visiting Eru-Tovar, purchased a fragmentary document at a bazaar. The document supposedly recovered from Blackmoor Castle gave explicit directions for finding a land "beyond the black ice where the sun never sets" amidst the wastes of the Black Ice. The romantic Sormod departed from Dantredun in Richfest. [pg. 100]*

Folio 455 County of Sunndi joins the Iron League.

*The County was once a fief within a fief, being granted to a loyal peer of the Overking's Herzog of the South Province. After a long period of oppressive taxation, maltreatment by royal troops and those of the Herzog as well, the nobles of human and non-human folk in the area joined the general uprising against Aerdian rule, and became a part of the Iron League. [pg. 16]*

Ivid

456 Doppelganger unmasked within the Court of Essense.

*Ivid I had Prime Remmanen secretly assassinated and replaced by a doppelganger in his service. When the doppelganger was unmasked, Ivid feigned outrage and immediately replaced the prime by appointing three judges a patriarch of Pholtus, one of Zilchus, and one of Hextor.*

GA

460 Henriki Ardand's personal journal surfaces in Greyhawk.

*One volume of Henriki Ardand's, the magician who accompanied Sormod to the Land beyond the Black Ice, personal journal provides a most marvelous tale of the expedition's journey. [pg. 100]*

Folio

461 Demi-human realms of Ulek and Celene are effected.

*Although the demi-humans have avoided general involvement in human wars, the formation of the demi-human principalities of Celene and Ulek highlights the fact that they will resist invasion from the humans inhabiting a state. Human and demi-human alliances on a large scale are not out of the question any longer. [pg. 5; pg. 6]*

Ivid 467 Pauper bodies become the possession of the crown.

*By an imperial decree, Ivid I ruled that the bodies of who died within Rauxes became the possession of the crown unless a fee of 100 gp could be paid for the purpose of burial at Oltary Park. This ensured a supply of pauper bodies which could be used for the purposes of animating dead by evil priests.*

WG8 [c. 476](#) Elredd founded.

*There has been a settlement of some sort on the site of Elredd for more than a thousand years. The city itself came into being only a century or so ago, however. It was founded by a warrior named Uroch, who hailed from the Wolf Nomads. [pg. 37]*

WG8 [c. 476-](#) Red Death plague.

[496](#) *Old records describe a plague that decimated the Bandit Kingdom's population as it swept across the Flanaess some four score years ago. [pg. 6] A bardic song talks of a 'wasting disease' that swept Oerik nearly a century ago. [pg. 40]*

Folio 479 Might of Iuz grows;

Wars

*The land now called Iuz was a fractious collection of independent fiefs. The petty princes who ruled these plots of land vied to inherit the lands of Furyondy, which at that time reached far north. Among these princes was a paltry despot of the Howling Hills, who died in that year and left the land to a son of questionable origin -- Iuz. Oddly, rumors alternately described the "son" as an old man and a 7-foot-tall, feral-faced fiend. [pg.5; --]*

Folio Humanoid invasions become common.

Wars

*Iuz's domain began to spread like mold upon an overripe peach, primarily due to his use of humanoid tribes. Most human princes considered orcs and goblins vermin-ridden inferiors, an attitude best typified by His Eminence Count Vordav, who swore to "burn on sight any hovel of those miserable scum." Though this attitude allowed the petty princes to "maintain a false sense of purity for the old Aerdi traditions," it also meant their armies were quickly overmatched by Iuz, who made full use of orcish cruelty and fecundity. [pg.5; --]*

Ivid c. 485 Kaport Bay desalination plant created.

*A skilled enchanter worked with a dwarven architect to construct a set of sluices and wheels which channelled sea water at high tide into a complex apparatus which desalinated the water, providing drinking water and salt for export.*

Ivid 486 Castle Tax introduced by Ivid I.

*Outside of "strategic" areas bordering on other states, a tax on stone castles and keeps was introduced. The tax was justified as a way of paying for new castles in North Province, where it could be claimed that they were needed to protect the electrum mines of Bellport from humanoid attacks. Of*

- course, such castles were built in lands mostly owned by Naelax nobles.*
- WG8 489 Portal opens on the Tilvanot Plateau.  
*The complacency of the Suel society was shaken to its very roots. Suddenly the southern provinces were invaded by strange monsters and by small bands of an entirely alien people who bore a disturbing resemblance to the Bakluni. Only one element of the old order survived the impact, the Scarlet Brotherhood. [pg. 105]*
- WG8 492 Hesuel Ilshar built.  
*Irith Van, the head of the Scarlet Brotherhood, ordered the building of a new headquarters and fortress at the site of the stranger's entry into the Flanaess: Hesuel Ilshar, Breedhome of the Suloise. [pg. 105]*
- Wars 494 Ivid I dies;  
 Ivid II ascends to the Malachite Throne.
- Wars 497 Ivid II assassinated;  
 Ivid III ascends to the Malachite Throne.
- Folio 498 County of Urnst becomes Palatinate under the Duchy of Urnst;  
*The county is allied to and under the protection of the Duchy of Urnst, but its ruler is by no means subservient to the duke. [pg.5; pg. 18]*  
 Greyhawk becomes a Free City.  
*Ruling a territory from Hardby on the Wooly Bay to the Nyr Dyv, between the eastern folds of the Cairn Hills and the Gnarley Forest, including much of what is now the northern section of the Wild Coast region. [pg. 5; pg. 18]*
- Folio 498-510 Hateful Wars;  
*The combined Ulek states, with co-operation from Veluna and the demi-humans of the Kron Hills, broke the power of the Euroz and Jebli hordes which had nested in the Lortmils and were attempting to spread into the lands around. These humanoid were finally driven out and scattered. [pg. 14]*
- WG8 504 Iron Fist Guild of Rel Mord established.  
*Rel Mord's mercenary organization was formed by a Nyronese captain who had fought in the expansionist campaigns. The captain called to arms all men who were willing to serve as warriors for pay only, not for reason of ethics or nationalism. Scores of fighters applied for membership, and the Iron Fist Guild was born. [pg. 17]*
- Wars [505](#) Iuz's threat sunders Furyondy internally;  
*A three-way split had grown in the ranks of nobility. The most powerful faction was the Great Lords of the south, who used Iuz's threat to lever their lands from the king's control. Second in power was the Order of the Hart, which grew in unity and strength to oppose Iuz's border raids. Least in power was King Avras III with his estates and kin.*  
 Iuz imprisoned beneath Castle Greyhawk.
- Folio *Iuz had been trapped by the mirthful and mad Zagig, locked away in a strange chamber deep below the ruins of Greyhawk Castle, one of nine powerful demi-gods so confined. [--; pg. 12]*

- WG8 506 Seige of Jurnre.  
*Refugee jebli and euroz lay a brief seige against Jurnre during the height of the Hateful Wars. [pg. 25]*
- WG8 508 Fire of Rel Mord.  
*A crowded section of commoners' residences was destroyed by fire. More than 500 persons died in the smoke and flames. After the fire, clean-up crews complained of hauntings and strange occurances, and the area was abandoned. [pg. 16]*
- Folio GA 510 End of the Hateful Wars.  
*The last of the euroz and jebli tribes were driven forth from the Lortmil Mountains. One particularly large horde [led by the half-orc Urgush] made the ill-advised attempt to reach the Yatil Mountains by crossing the gap from the Lorridges. [pg. 14; pg. 97]*  
 Sandor, lord of Polvar province in eastern Ket, disappears.  
*Many have since sought Csipros Erd, the Geysers of Death, but none have returned to report of them. The maze of hills and valleys about the northern Barrier Peak is large, and not a few have geysers and hot springs. Of the "blood red lakes" mentioned in Sandor's account there has been not a trace. To common knowledge Urgush's wealth, along with what must be a considerable quantity of human and humanoid bone, remain undiscovered. [pg. 98]*
- Folio Wars 513 Rise of the Horned Society;  
*Deprived of their lord [Iuz], the euroz and jebli armies massing on Furyondy's borders rapidly dissolved. The barbarous creatures fought the regents of Iuz and won for themselves the east and west shores of Whyestil Lake. East of the lake, savage chieftains and unscrupulous humans founded the Horned Society. [pg. 5; --]*
- Folio 513 Humanoids take the Pomarj.  
*These humanoids were finally driven out and scattered [Hateful War] -- some fleeing northwards towards the Yatils, but most (having wiser leadership) taking to the Suss forest and thence to the rugged mountains of the Pomarj. Finding the humans there weak and indolent, the invaders attacked quickly, capturing the strongholds, and then set themselves up as masters of the whole peninsula. [pg. 5; pg. 14]*
- Wars 522 King Belvor III of Furyondy coronated.  
*By playing on the suspicions of the Great Lords of the south, Belvor III swung the Order of the Hart into the royal faction. After his father's death, Belvor used his monarchial power to force the Great Lords back into the fold as well. Though his reign was relatively short, Belvor's coalition lasted, holding the fractious kingdom together during the years of his son's regency.*
- GA 523 Storrlich of the Hold of Stonefist flees.  
*Having failed in an attempt to advance himself by less than traditional methods, Storrlich and his followers were obliged to flee. Poisoners are not highly regarded even in this grim country. [pg. 97]*
- Ivid Grenell (His Radiant Grace), Herzog of the North, born.

- GA [525](#) Storrinch surfaces in Dyvers spouting outlandish tales.  
*The general outline of the story was that Storrinch's company happened on a city of fire-loving creatures [within the Burning Cliffs], and managed to steal some valuable gold and jewelry. The identity of the creatures which Storrinch robbed is uncertain; his claims gradually grew diverse. At various times they were elementals, devils, demons, and harginn, and even efreeti. Unfortunately these discrepancies were never resolved. Within a month of his arrival Storrinch died of a choking fit at a banquet. [pg. 97]*
- Folio 526 Dyvers declares independence.  
*The city was originally a part of the Viceroyalty of Ferrond and contributed heavily to the war which saw the institution of the Kingdom of Furyondy. Because of the alliance and close ties with Veluna, whose policies the Gentry of Dyvers see as restrictive, the city declared its independence. King Thrommel II allowed this act to pass unchallenged. [pg. 9]*
- Ivid c. 535 Karellford cursed.  
*Appropriated as a Royal protectorate under Ivid IV's ownership in response to a trumped up charge of treason against the local landowner, a mage. The mage was publicly burned, but not before he issued an appalling curse on his executioners.*
- WG8 [c. 536](#) Diambeth, an Elreddi bard, dies.  
*Unlike Tenser and Mordenkainen, Diambeth wasn't born in the region, but spent his twilight years in Elredd. While traveling through the area, Diambeth saved the necks of an adventuring company in a very tight spot and thus was accepted as an honorary Elreddi. Finding the city to his liking and a good source of inspiration for his songs, he bought a villa, which he named Harper's Hold, within the city walls and lived out the last of his life there. [pg. 40]*
- Wars 537 King Belvor III of Furyondy dies quietly in his sleep;  
*Some nobles accused the Great Lords of assassination despite the fact that the Dread and Awful Presences -- the Hierarchs of the Horned Society -- claimed their magic wrought the king's death. A commission of wizards and priests led by Lord Throstin of the Hart determined that King Belvor died naturally in his sleep. The Great Lords were exonerated, but the Hierarchs never withdrew their claim: the deed only increased their standing in the Horned Society.*  
 Lord Throstin appointed Regent of the Realm.
- CoG 540 Nerof Gasgol, future Lord Mayor of Greyhawk, born.
- Ivid 555 Midnight Darkness formed.  
*The organization is generally thought to be in the service of Nerull, the Reaper. Indeed, priests of Nerull are among their number. Since the cult is only believed to have been active for 30 years, and its killings only linked to it for many fewer, no man has been able to collect a great deal of information about it.*
- Folio [c. 556](#) Fruztii become suzerainty of the Schnai;  
*The Fruztii have never recovered from the Battle of Shamblefield, and have been under the suzerainty of the Schnai for the past two decades -- and*



- several times previously as well. The supposed figurehead placed upon the throne of the Fruztii has, however, built his kingdom carefully, and in actuality it is now independent in all but oath. [pg. 10]*
- GA Bronzewood casket of exquisite workmanship discovered;  
*The simple riverfolk of a river that flows into the Jewel south of Courwood discovered the casket lying on a sandbar. Rumors spread up and down the river like wildfire, and soon listeners as far away as Gradsul and Highport were speculating as to the casket's origin. There are a number of surprising coincidences between Hardiggin's fable of Esmerin and the story of the casket. [pg. 101]*
- Wars Ivid V kills all 123 of his siblings;  
Ivid IV assassinated;  
*The heir apparent hired the Overking's latest favorite to pour acid in the emperor's ear. Recognizing the danger of keeping a treacherous concubine on hand, however, Ivid V sentenced his accomplice to the Wheel of Pain.*  
Ivid V ascends to the Malachite throne.
- Folio 560 Humanoids make forays into Bone March.  
*Hordes of humanoids (Euroz, Kell, Eiger and others) begin making forays into the Bone March, and these raids turned into a full scale invasion the next year. [pg. 9]*
- Folio [561](#) Humanoids invade Bone March;  
WoG Numerous children disappear from the City of Greyhawk.  
*The children simply disappeared at night, never to be seen again, though sometimes they were replaced by simulacrum that committed vile blasphemies and had to be destroyed. [Gloss, pg. 26]*
- Folio 563 Bone March falls to humanoids.  
*This land fell to the horde of invaders [Euroz, Kell, Eiger and others], its lord slain, and its army slain or enslaved. Humans in the area were likewise enslaved or killed, and the whole territory is now ruled by one or more of the humanoid chiefs. [pg. 5; pg. 9]*
- T1-4 [566](#) Chapel established at Nulb.  
*Its out-of-the-way position was ideal for the fell purposes planned for this settlement. The thickets and marshes around Nulb became the lair and hiding place for bandits, brigands, and all sorts of evil men and monsters alike. The chapel grew into a stone temple as its faithful brought in their ill-gotten tithes. Good folk were robbed, pillaged, enslaved, and worse. [pg. 5]*
- Folio 569 Battle of Emridy Meadows;  
*Contingents of men-at-arms and cavalry from Furyondy and Veluna, along with a force of dwarves from the Lortmils, gnomes from the Kron Hills, and an army of elven archers and spearmen fought together against a vast horde of humanoids (orcs, gnolls, and ogres predominantly) and evil men. The opposing forces met on the grassy fields south of the Ververdyva river several leagues below the city of Verobonc. The allied forces were closing upon the stronghold of the evil creatures, a huge walled fortress known as the Temple of Elemental Evil, not far from the village of Hommlet, when*

*elven scouts reported that a huge army was approaching from the south.*  
[pg. 5; pg. 6]

Horde of Elemental Evil scattered.

*After the great slaughter, the army went on to besiege the Temple of Elemental Evil, and it fell in a fortnight. Only a few of the wicked leaders of the Temple managed to escape, and it is suspected that these individuals were responsible for the subsequent kidnapping and total disappearance of the Prince of Furyondy.* [pg. 5; pg. 8]

Folio 570 Iuz and the eight other demi-gods released;

*Once again Iuz rules, and his forces gather for fell purposes. Iuz has vowed to bring ruin upon Tensor the Archmage and Lord Robilar and the others who tried to slay him when his prison was sprung.* [pg. 12]

Ivid Oswalden buys the town of Carnifand.

*Oswalden is said to be a distant cousin of Otto, and certainly his great girth lends credence to that claim. The mage enjoys administering the bustling town, and he likes the fact that his subjects think very well of him. In a dangerous and violent land, Carnifand is an oasis of seeming stability and sanity.*

Folio 572 Battle of Medigia.

*The Duxchaners are still smarting from the battle, wherein the Sea Barons sank four of their warships and made prizes of three loaded cogs before they could gain safety in Pontylver.* [pg. 12]

Folio 573 Scarlett Brotherhood first reported;

Wars *The first official act of the organization was the dispatching of emissaries to the courts of the Iron League. Traveling robed and hooded in red, these strangers claimed to be ambassadors from the Land of Purity. Most were excellent scholars and sages who observed in the courts of the Iron League and generously offered their talents to those who needed them.* [pg. 5; --]

Folio Prince of Furyondy-Provost of Veluna kidnapped.

*The Prince, betrothed to the daughter of the Plar of Veluna, and serving as Provost of that state, as well as Marshall of Furyondy, was of key importance to the forces of good.* [pg. 5; pg. 8]

WoG [575](#) Barony of Ratik and Frost Barbarians sign Pact;

*The successful alliance of the Barony of Ratik and the Frost Barbarians has caused much consternation in Bone March. A joint Ratik-Fruzti army wreaked havoc within the March after the signing. Leaders of the humanoids have determined that the northern alliance must be dissolved.*  
[Gloss, pg. 29]

CoG People's Constables first appointed.

*The public constables are empowered to fine offenders for trivial crimes such as obstruction, threatening language, slanderous utterances against ordinary persons, emptying foul refuse into the street, and so on.* [FFF, pg. 14]

Folio [576](#) The World of Greyhawk map and Gazetteer first published;

WoG *The Savant-Sage publishes **A Catalogue of the Land of Flanaess, Being the Eastern Portion of the Continent Oerik, of Oerth** (Vol. III)* [World of

	Greyhawk boxed set; pg. 5; Gloss pg. 2]
	Seal of Alliance stolen from Ratic's Baronial Vault;
	<i>This symbolic parchment was endorsed and blessed by the gods of both Ratic and Fruztii, and the superstitious Frost Barbarians place great store in its safety. [Gloss, pg. 29]</i>
WG8	Plague abroad in Rookroost;
	<i>Or that's what a large percentage of its populace believes. Scores are suffering from a malady that has herbalists and clerics puzzled . . . and worried. The word on the streets is that the Red Death has returned. [WG8 Fate of Istus; pg. 6]</i>
D63	577 Lord Captain Aldusc arrives in Bellport with a squadron of warships and troops;
	<i>The warships are now reported to be operating along the coast. Included are no fewer than six large galleys and perhaps a score of other war ships. The troops were divided after landing into main [joining Herzog Grenell] and reserve [defending Bellport's landward approaches] groups.</i>
	Schnai longships successfully raid the North Province and the Baronial Isles;
	<i>In hand-to-hand action, the flagship of the barbarians' fleet was captured. Jarl Froztilth, leader of the Schnai, many of his men, and the captured ship were all taken to Asperdi. News of this success was said to have greatly heartened the Herzog.</i>
FtA	Expedition to Blackmoor by the Archmage Marinian of Willip lost without a trace.
D56	<a href="#">578</a> Battle of Black Water Bend;
D57	Battle of the Loftwood;
D63	Captain General Gahru, commander of the Censorial army, missing and presumed slain;
	<i>In Grandwood Forest, a raid by wood elves and foresters has dealt a severe blow to Medegian troops holding the west bank of the Mikar River. An estimated force of more than 3,000 sylvan elves and men lured a host of nearly 5,000 humanoids and somewhat fewer men (mostly levies but also some 300+ picked cavalry) away from their encampment and deep into the forest.</i>
D65	Golden League declares war on Great Kingdom;
WG8	<i>The war spanned two years, ending in a minor strategic victory for Ivid's field army under the leadership of the Herzog, and seeing the withdrawal of Almorian and Nyronnese armies to the west of the Harp River. [--; pg. 69]</i>
T1-4	Bandits begin riding the roads again around Hommlet;
	<i>To the good folk of Hommlet, this seemed all too familiar, so they sent word to the Viscount that wicked forces might still lurk thereabouts. [pg. 5]</i>
CoG	Fellowship of the Torch formed;
	<i>The group met for the first time in response to a proclamation from Tigran Gellner, who was looking for adventurers to assist in a preemptory strike against a nest of bugbears and a few ogres in the Cairn Hills. [FFF, pg. 71]</i>

- FtA Naval forces of the Great Kingdom and Nyronde skirmish in Relmor Bay.
- Ivid *Some say the Nyronde engineered these skirmishes, preparing for what they considered to be an inevitable war. Certainly, Ivid V was making noises at court about reclaiming Aerdy's great imperial heritage, and Nyronde was the first major power heading west. He did have designs on Nyronde, but it may well be that the Nyronde forced his hand.*  
Hurricane Ivid.  
*Most people of the Sea Barons recall this three day storm, which some laughingly called "Hurricane Ivid."*
- CoG 579-581 Shield Lands conquered.  
*The Horned Society and the Bandit Kingdoms acting in concert, invaded, overran and then carved-up the Shield Lands between the two conniving forces. [FFF, pg.6]*
- T1-4 [579](#) Outsiders and adventurers begin arriving in Hommlet;  
*This information has been spread throughout the countryside, and the news has attracted outsiders to the village. Who and what these men are, no one can be quite sure. All claim to be bent on slaying monsters and bringing peace and security to Hommlet; but deeds speak louder than words, and lies cloak the true purposes of the malevolent. [T1-4 The Temple of Elemental Evil; pg. 5]*
- CoG City of Greyhawk reforms coinage system.  
*Because of rising affluence in the city, the coinage system was reformed and the old low-value iron, brass and bronze pieces are no longer accepted coinage. [FFF, pg. 4]*
- Ivid 580 Spinning Cloud mysteriously abandoned.  
*Spinning Cloud is a stone keep which hovers 200' in the air. The top story of the keep cannot be seen, since a permanent stationary white cloud envelops it. There has been no sign of the master of the keep, an elemental of air, for some five years now. Many consider that Jummenen has been lost on one of his forays into the Elemental Plane of Air.*
- CoG [582](#) City of Greyhawk painting unveiled;  
*The First Map of Greyhawk provides a magically enhanced view of the city and its environs. In truth, the artist who did the painting endured long hours of levitation perched at a precariously high altitude, to gain the perspective view of the city as portrayed in the painting. [City of Greyhawk boxed set; GoF, pg. 3]*
- Wars Vatun -- Great God of the North -- rises amongst the barbarians;  
*Vatun's appearance surprised even those most convinced by the rumors of the Five Blades, including the barbarian kings who had used the rumors to further their power. Vatun must have somehow proved his power to these doubtful rulers, for the kings of Fruztii, Schnai, and Cruski each surrendered their ancestral sovereignty to "all-powerful" Vatun.*  
Sevvord Redbeard, Master of the Hold, joins forces with Vatun and his barbarian hordes.  
*Even as Vatun appeared before his dread-filled followers, the Fists converged upon them to stop the ceremony. In the brief battle that ensued,*

*Vatun easily routed the Fists and thereby won the prostrate praise of the barbarians. However, instead of completely crushing the Fists, Vatun sought them as allies.*

FtA 583 Elves subjugate Lendore Isle;  
Ivid Karistyne travels to Oakenisle.

*Karistyne of the Cairn Hills traveled here incognito two years past and looted a treasure trove of an unknown wizard on the east coast. What she retrieved, she has not revealed.*

Ivid 583-584 The Trine's Welcome built.

*Emmara has built a the magnificent and luxurious hostelry here [Baizel] in the past two years. She uses this as a base for her diplomats, usually Celandenn, to meet with Drax's representatives. Meeting them on her territory, and pampering them with the luxuries of The Trine's Welcome, gives her an advantage in dealings.*

Ivid 584 Castle Greenkeep decimated.

*A boiling black cloud settled in the sky above Greenkeep, and vast strokes of lightning and acid rain cascaded down on the building. The walls and towers were shattered and the keep ruined, with most of the garrison slain and only a few managing to escape westward to safety.*

Pontylver sacked;

*Pacts agreed with greater tanar'ri for this one crucial campaign of conquest brought forth vrock, hezrou, and chasme to spread death, terror, disease, and weakness to the defenders of the city. Not even Pontylver's mages could defend it against the combination of fiends and the magic of priests of Hextor. And, while imperial casualties were not light, the city fell in the early summer.*

Rot8 Lord Robilar sacks the Fortress of Unknown Depths.

*Rary's ally Lord Robilar entered Tenser's castle (four days' travel from Greyhawk) and initiated an attack. When the battle ended, Tenser's forces were slain, his castle was looted and all Tenser's cloning materials were destroyed. [pg. 3]*

Ivid 585 Euroz mercenaries desert.

*Against Prince Trellar's orders, the orcs put up their siege engines and sent a chieftain emissary into Pontylver. Offered a better pay rate by the city's ruler, the orcs spent two long days in financial discussions before they promptly turned right around and massacred Trellar together with his armies.*

Iron Schism within priesthood of Hextor

*Patriarch General Pyrannden has stood by Ivid. However, Krennden, Patriarch of Hextor in Rel Astra, has pronounced the Overking insane and renounced his sacred guardianship of the Malachite Throne on account of that.*

WoG 998 **Glossography** published.

*Pluffet Smedger, the Elder, of the Royal University at Rel Mord, spent several decades compiling glossographies for each volume of the **Catalogue of the Land Flanaess being the Eastern Portion of the***

## Contradictory Dates

- FtA 254 Veluna, Tenh, and Perrenland also become independent.  
FtA 375 The mad Archmage Zagig Yragerner begins building Castle Greyhawk.  
WoG [446](#) Iron League formed.

**Editor's Note:** The proper date of 447 CY is noted within the individual nation write-ups. [Cat, pg. 27] The incorrect date is used again in the Brief Historical Timeline of From the Ashes. [Card #1]

- FtA [507](#) Iuz imprisoned beneath Castle Greyhawk.

**Editor's Note:** The proper date of 505 CY is noted within the High History. [Card #1; Atlas, pg. 5]

- GA 520 Hateful Wars.

- WG8 [576](#) Knight of the Shield saves Belvor;

*Torc, a Knight of the Shield, came to the aid of a hunting party that had been ambushed by hobgoblin raiders. Torc distinguished himself in the fight, defeating the hobgoblin chieftain in single combat, and saving the beleaguered hunting party . . . which just happened to include His Pious Majesty, Belvor IV. [pg. 86]*

**Editor's Note:** Though not contradictory in nature, this entry is directly associated with when WG8 is placed in an individual campaign.

Hommet's Keep completed.

*Wilfrick is concerned about rumors that the Temple of Elemental Evil to the south is again active. He has cooperated with the Archcleric of Veluna in building a castle to defend the small village of Hommet, which is not too far from the Temple's precincts. Recently, that project saw fruition, and only garrisoning the place remains to complete the handiwork started years ago.*

*DM Note: The completion of the aforementioned castle transpired a couple of years after the events in the initial version of T1 (The Village of Hommet [pg. 93]*

**Editor's Note:** Given that T1-4 should take place in [579CY](#), the keep in Hommet cannot be completed in 576 CY.

# Annotated Table of Indeterminate Events

## A World of Greyhawk® Timeline

Version 2.0

Last Update: July 28, 1998

---

Common		
Source	Year	Event
G3		<p>Drow banished to the underworld.</p> <p><i>Ages past, when the olvenfolk were but new to the face of the Oerth, their number was torn by discord, and those of better disposition drove from them those of the olves who were selfish and cruel. However, constant warfare between the two divisions of olvenkind continued, with the goodly ones ever victorious, until those of dark nature were forced to withdraw to the underworld.</i></p>
DMG1		<p>Queen Ehlissa's Marvelous Nightingale created.</p> <p><i>The origin of this artifact is unknown, although Mordenkainen is reported to have asserted that the Nightingale was made by Xagy and the goddess of volcanic activity, Joramy, some 17 centuries ago. Queen Ehlissa bent all to her will with the enchantments of the device, and throughout her reign of several centuries the Nightingale never escaped confinement. [pg. 160]</i></p> <div style="border: 1px solid black; padding: 5px;"><p><b>Editor's Note:</b> Considering the time reference is attributed to Mordenkainen, an appropriate date would be between c. -1189 to c. -1108, based on his age of 76 at 582 CY, FFF, pg. 21</p></div>
Folio		<p>Prelacy of Almor declares independence.</p> <p><i>Originally a clerical fief of Aerdy, Almor grew in power and independence as the Great Kingdom became weak and decadent. The Prelacy is strongly supported by Nyronnd as a buffer between that realm and that of the Overking, and pays a stipend to help support the standing army of Almor.</i></p>
Folio		<p>Margrave Rollo granted palatinate status.</p> <p><i>The Margrave Rollo established the independence of Bissel by bravery in service of the King of Furyondy, the Bisselites slaughtering a horde of Jebli which lay in ambush for King Hugh III who was guarded by but a small train. The King granted the brave Rollo palatinate status for the deeds performed, and Bissel has enjoyed self-rule since.</i></p>
Folio		<p>Blackmoor sacked.</p> <p><i>The original capital, Blackmoor, and its castle were sacked and ruined some years ago, but extensive labyrinths are supposed to exist under these ruins. There is also purported to be a strange "City of the Gods" somewhere within the Archbarony.</i></p>
Folio		<p>Battle of Shamblefield (or Caldni Vir's Charge).</p> <p><i>The newly won fief [Bone March] was named for the remains of this struggle.</i></p>
Folio		<p>Ekbir founded.</p>

*Founded by the survivors of the Invoked Devastation, the small port quickly grew into a place for nomad's goods. The original village grew into a walled town, and town grew into a thriving city, the strongest city of the Bakluni in the Flanaess.*

Folio House of Stinvri gains control of Ferrond.

*The Viceroyalty had become hereditary some years previously.*

Folio Gran March established.

*Keoland established the territory of the Gran March during its early stages, basing it upon a military-religious order of knights. These zealous fighters quickly subdued the warring inhabitants, established order within the area, and conscripted all fit males into worker and infantry battles.*

Folio Greyhawk established.

*Greyhawk was established as a trading post on the Selintan River during the period of early migrations. As it flourished, a local warlord built a small keep on the hills above the village called Greyhawk which had sprung up around the trading center, extracting taxes from the trade and occasionally raiding caravans.*

Folio Kingdom of Keoland established.

*Keoland was the first major kingdom to be established in the Flanaess., the Oeridians and Suloise tribes mingling and joining to build a tolerant and prosperous realm which nominally included many and varied demi-human groups as well. After several centuries of benign leadership . . . . [pg. 12]*

Folio Great Council of Rel Mord.

*King Dustan I of Nyronnd, called Crafty, met with ambassadors of Almor, the Iron League, the Pale, and Urnst. All troops were withdrawn from the Pal and Urnst thereafter, the Nyronndese allowing both areas self-determination. Almor was treated somewhat similarly, and aid was granted to the Iron League.*

Folio Battle of a Thousand Banners.

*Irongate was besieged by Aerdian forces for several months, but the siege was lifted when a ruse panicked the northerners, and great numbers of them were subsequently slain by a combined host of men and gray elves of the League.*

Folio Nyronndal subjugates the Pale.

*After warfare with their southern neighbor and a period of subjugation, the Pale became independent once again, and since then has enjoyed a history of reasonable rule and relative peace.*

Folio Pomarj nobles oust Ulek garrisons.

*This rich peninsula was originally a collection of petty states under the protection of the Prince of Ulek. Not content with this status, the nobles of this area foreswore their oaths and drove out the garrisons of the sovereign's castles, taking them for their own. For several decades [prior to the Hateful Wars] the Pomarj prospered under this new freedom.*

Folio Battle of the Opicm River.

*The might of the Rovers of the Barrens gathered to war upon a combined host from the land of Iuz and the newly formed Horned Society. The*



*wardog soldiers and light cavalry of the Rovers were decimated and scattered, and many of their chieftains were slain. Perhaps three or four clans of bu a few tribes each are all that now remain of the force which once sent the tumans of the Wolf Nomads flying back across the Dulsi without their gray-tailed banners.*

Folio Baron Asperd wins the Sea Barons.

*The Overking eventually appointed certain nobles to baronial island fiefs, four in all [Asperd Isle, Oakenisle, Fairisle, and Leastisle -- Ivid the Undying], instructing them to build squadrons of ships and compete, for whichever of their number excelled in warfare at sea would be appointed over all as supreme baron and admiral as well. Baron Asperdi won the post, and to this day the High Admiral of the Great Kingdom is the hereditary Baron of this place.*

Folio Battle of Jetsom Island.

*When Keoland turned back from imperial expansion, her navy began to rebuild in order to check the threat of the Sea Princes. their numbers and strength had become so great, however, that the Keoish fleet, even with the aid of a squadron of Ulek warships, could at best deliver a sharp check to them.*

Folio Snow Barbarians expand southward.

*Several decades ago they captured the west coast below Glot and have managed to hold it since.*

Folio Duchy of Tenh formed.

*Tenh has always been under the rule of the Flannae, and most of its peoples are of that racial stock. About the time the Aerdi began to expand, the Tenh created their own state from the diverse groups within the boundaries of ther land, and their greatest leader was proclaimed Duke.*

Folio Ull claimed by nomads.

*A strong tribal clan of the Paynim nomads found the rich area between the Barrrier peaks and the Ulsprue Mountains provided them with ample grazing and a perfect territory to 'settle' in. The Uli claimed this area of land for themselves and have held it against all comers.*

Folio Vale of the Mage posted.

*Long ago a mighty wizard secluded himself in the lush valley at the headwaters of the Javan River amidst the Barrier Peaks. His servants posted the approaches to the area, warning all alike that the entrance to the domain thus established was forbidden except by express invitation from its laird. What has transpired since the valley was claimed many decades ago is simply a matter of conjecture, for no one goes there.*

Folio Yeomanry rebels against Keoland.

*When the kingdom [Keoland] began its wars of conquest, the freemen of the territory revolted and closed their frontier to Keoish rule forever. [Short or Small War?]*

Folio Secret expedition to Forgotten City.

*Rumors speak of a secret expedition sponsored by the Sea Princes to find and bring back the loot left in the Forgotten City. If such an expedition ever was organized and left upon the journey, no news of its return has ever*

	<i>been had. [pg. 26]</i>
Folio	Yeomanry explores Hellfurnaces. <i>Reliable reports tell of at least one party returned from such a trek to the far side of the Hellfurnaces, decimated by half, but bearing strange art objects and jewelry back from their explorations in the fringes of the Sea of Dust. [pg. 26]</i>
Folio	Suss resists taming. <i>The folk of the Wild Coast at one time made concerted efforts to clear the Suss, and managed to drive its verge back several leagues. Due to the disappearance of timbering parties and the threat of marauding humanoids, such operations are no longer conducted. [pg. 26]</i>
Folio	Fellreev lost. <i>Once hunted extensively by the Rovers of the Barrens, the whole of the Fellreev is now under control by the Bandit Kingdoms or the Horned Society. [pg. 26]</i>
Folio	Vevse besieged. <i>Since the resurgence of Iuz, the northern quarter of the Vesve is filled with hateful settlements of evil humanoids, and these tribes and bands press everywhere upon the human and demi-human folk elsewhere in the wood. [pg. 27]</i>
C2	Castle Inverness built. <i>Know you that in the elder days before the Invoked Devastation and the Rain of Colorless Fire, when the ancient peaks of the Abbor-Alz still thrust skyward sharp and majestic and the Flan tribesmen were but newcomers to the land, there existed between the Bright Desert and the mouth of the river Selintan a great fortress called Inverness. Know you also that here was said to dwell the great wizard Galap-Dreidel at the height of his power and glory, and that he did lift the Castle Inverness from the very foundation of rock upon which it rested.</i>
C2	Castle Inverness sacked. <i>Despite his great power there came a time that Galap-Dreidel did leave on a journey northwest, over the river Selintan, and did not return. At this time there came a great multitude of superstitious peoples from surrounding lands who laid siege to the castle and threw down the great tower.</i>
WoG	Lost Passage of the Suloise discovered by dwur; <i>When the Rain of Colorless Fire ended the Age of Glory and brought down the Empire, the tribes decided to seek their fate to the east, in the lands of the Flan. To expedite this migration, Slerotin, the Last Mage of Power, caused a great tunnel to be magically made through the northeast mountains. One by one the tribes passed out of the Empire and into the East. When none were left in the Seas of Dust, the Last Mage sealed the tunnel at both ends with a spell that would last a thousand years. . . . ancient Suloise Folklore. [Gloss, pg. 27]</i>
WoG	Heironeous born. <i>At his birth, Heironeous had his skin imbued with a secret solution, which protects him from many weapons, magical and non-magical alike.</i>

WoG	<p>Olidammara trapped by Zagig.</p> <p><i>When Olidammara was once trapped by Zagyg, the Mad Archmage forced him into a carapaced animal shape as punishment for attempting to steal Zagyg's trove. Even though Olidammara escaped this fate, he retains the ability to create a horny shell on his back.</i></p> <p><b>Editor's Note:</b> There are two possibilities concerning this imprisonment of Olidammara. First, this refers to when Zagig imprisoned the nine demigods below Castle Greyhawk in 505 CY. Second, a totally separate incident.</p> <p>Of course I queried Gary about this, but I asked a compound question giving him a choice. His response, "Yuppers!" Therefore, you decide.</p>
T1-4	<p>Fragarach, "the <b>Answerer</b>," arrives on Oerth.</p> <p><i>This hefty steel broadsword was originally fashioned for a demigod of elsewhere. When Fragarach first came to this world, it received immediate attention and quick renown; so much so, in fact, that six other swords like it were forged and enchanted. These weapons are named <b>Rebutter</b>, <b>Scather</b>, <b>Replier</b>, <b>Retorter</b>, <b>Squelcher</b>, and <b>Back-Talker</b>, in honor of Fragarach</i></p>
CoG	<p>Cairns first discovered in Abbor-Alz.</p> <p><i>This barren string of hills [The Cairn Hills] is the northern prominence of the massif known as the Abbor-Alz. Its name refers to the ancient discovery of mysterious burial sites here, containing relics from an unknown civilization, though their acquisition was a matter of no little risk. Though Greyhawk was no more than a wild trading town at that time, this was the beginning of its role as a starting and ending place for would-be adventurers and treasure seekers.</i></p>
WG8	<p>Rookroost founded.</p> <p><i>The city began as a walled town -- little more than a fort -- situated atop a low hill, and for the first portion of its history it grew by repeatedly building new walls to encompass its burgeoning size. Soon, however, growth became so rapid that the builders had to give up the losing battle. Now almost half of the city's area lies outside the outermost set of walls, clustered around the two main gates. [pg. 3]</i></p>
WG8	<p>Jurnre becomes the capital of the County of Ulek.</p> <p><i>Jurnre is absorbed by peaceful alliance into the fledgling Keoish kingdom. [pg. 25]</i></p>
WG8	<p>Sea Princes attack Jurnre.</p> <p><i>Some unsuccessful attacks by the Sea Princes sailing up the Kewl at the nadir of Keoish seapower have had little lasting effect beyond the construction of watchtowers along the river and higher city walls. [pg.25]</i></p>
WG8	<p>Keoland recognizes Ulek independence.</p> <p><i>When Keoish adventures abroad provoked Jurnre to expel the king's garrisons, this was accomplished without violence, and ever since the Keoish crown's recognition of Ulek independence (a century after the fact) relations have been cordial. [pg.25]</i></p>
WG8	<p>Wintershiven destroyed.</p> <p><i>The original capital of the Pale was called Wintershiven, but it was located</i></p>

*a good twenty leagues south of the city that now bears that name. When the troops of Nyronde moved in and subjugated the Pale, the entire capital was destroyed in a tragic fire. [pg. 47]*

WG8 "The Emancipation," Treaty of Rel Mord.

*After the Treaty of Rel Mord, the Nyronde troops withdrew and left the Pale to its independence. The date is still celebrated as a national festival, "The Emancipation." A new capital was built and was graced with the name of the old. [pg. 47]*

WG8 Schism within the Pale.

*Some seventy years after the Emancipation, a splinter group of clerics rebelled against the central rule of Wintershiven. Their claim was that a person's relationship with Pholtus was a personal thing, and shouldn't be dictated through political expediency. This apostasy was quickly put down by an army division led by three of the Council. [pg. 47]*

WG8 Founding of the Church Militant.

*The result [of the schism] was the founding of the Church Militant, a paramilitary body of warrior-priests. While the Church Militant and the Council (and thus the ecclesiastical hierarchy) are both under the authority of the Theocrat, they should theoretically work shoulder to shoulder with no friction. There is, however, often tension and sometimes out-and-out rivalry between the two sides of government. [pg. 47]*

WG8 Ivid replaces Xaene.

*Ivid recently replaced his court wizard Xaene with a man named Karoolck. Xaene has vowed vengeance for his displacement, but nothing has been heard of him for over a year now. Ivid's dependence upon Karoolck grows more pronounced as he himself weakens, and it is suspected in some circles that the archmage has been guiding the Great Kingdom's internal machinery for the last six months. [pg. 69]*

WGR1 Tower of War breached by underworld.

*About 50 years ago the denizens of the underworld began construction from deep within Oerth of a giant spiral stairway leading up into this tower as part of a great scheme to overthrow the City of Greyhawk.*

Ivid Galren, Portillan's son, becomes Overking.

*While some overkings had been less than masters of warfare or diplomacy, the House of Rax produced a succession of inept rulers. Galren was a halfwit.*

Ivid Sonnend becomes Overking.

*Galren's son and heir, Sonnend, was a drunkard who left all affairs of state to his advisers.*

Ivid Sedition Proclamation.

*Following the secession of Almor, Ivid I also had drawn up the infamous Sedition Proclamations which tied the provinces of the land more closely to the crown through a complex set of laws involving liegemen oaths, taxes and tithes to be paid to the crown, regulation of tolls on rivers and major roads, reciprocal obligations regarding calls upon armies, appointment of the now notorious judges of the sessions, and the like.*

Ivid

Assassinations in Oakenheart.

*The Scarlet Brotherhood is feared here, since the assassination of two of the town's finest young sea captains six months ago is widely believed to have been due to their agents.*

Ivid

Pirates of Leastisle repulsed at Port Elder.

*Port Elder's city walls are being strengthened, given the threats to the south. From somewhere no one is sure quite where Pamdarn has managed to import a half dozen stone giants who are busy at work. Since the repulsing of the pirate raids on the city some years ago, people feel more secure behind strengthened city walls and don't much care who builds them so long as they get built.*

---

[Alternate Oerths](#) / Keith Horsfield / [afn09454@afn.org](mailto:afn09454@afn.org) / updated 28 Jul 98

---

# Appendix to the Annotated Chronology

## A World of Greyhawk® Timeline

**Version 2.0**

**Last Update: July 28, 1998**

---

### Version History

#### 2.0: WG8 Fate of Istus

Posted 28 July 1998; major restructuring of site; criteria, indirect dating and editor's notes added; specific page references to annotated chronology added; started City of Greyhawk boxed set

#### 1.5: World of Greyhawk boxed set

Posted 17 July 1998; reviewed World of Greyhawk Gazetteer

#### 1.0: World of Greyhawk Gazetteer

Posted 15 July 1998; initial posting; multitude of source material referenced

### Completed Sources

- DMG1 = Dungeon Master's Guide, 1st Edition AD&D; published in 1979.
- Folio = The World of Greyhawk Gazetteer; published in 1980.
- WoG = World of Greyhawk boxed set; published in 1983.  
Gloss = Glossography  
Cat = Catalogue of the Land of Flanaess
- WG8 = Fate of Istus; published in 1989.

### Sources cited

- G3 = Hall of the Fire Giant King; published in 1978.
- C2 = The Ghost Tower of Inverness; published in 1981.
- T1-4 = The Temple of Elemental Evil; published in 1987.
- GA = Greyhawk Adventures; published in 1988.
- CoG = City of Greyhawk boxed set; published in 1989.  
GoF = Gem of the Flanaess  
FFF = Folk, Feuds, and Factions
- WGR1 = Greyhawk Ruins; published in 1990.
- Wars = Adventurer's Book, Greyhawk Adventures Wars boxed board game; published in 1991.
- FtA = From the Ashes boxed set; published in 1992.  
Atlas = Atlas of the Flanaess  
Camp = Campaign Book
- Ivid = Ivid the Undying; published in 1995.
- Rot8 = Return of the Eight; published in 1998.
- TAB = The Adventure Begins; published in 1998.
- Aqua = Aquaria; unpublished.

## Sources available

- G1 = Steading of the Hill Giant Chief; published in 1978.
- G2 = The Glacial Rift of the Frost Giant Jarl; published in 1978.
- D3 = Vault of the Drow; published in 1978.
- S2 = White Plume Mountain; published in 1979.
- A1 = Slave Pits of the Undercity; published in 1980.
- I1 = Dwellers of the Forbidden City; published in 1981.
- Q1 = Queen of the Demonweb Pits; published in 1980.
- L1 = The Secret of Bone Hill; published in 1981.
- U1 = The Sinister Secret of Saltmarsh; published in 1981.
- U2 = Danger at Dunwater; published in 1982.
- WG3 = The Lost Caverns of Tsojcanth (S4); published in 1982.
- WG4 = The Forgotten Temple of Tharizdun; published in 1982.
- U3 = Final Enemy; published in 1983.
- WG6 = Isle of the Ape; published in 1985.
- Saga = Saga of Old City; published in 1985.
- AoE = Artifact of Evil; published in 1986.
- CoH = City of Hawks; published in 1987.
- SoD = Sea of Death; published in 1987.
- NA = Night Arrant; published in 1987.
- WG11 = Puppets; published in 1989.
- MC5 = Monster Compendium: Greyhawk; published in 1990.
- WGS2 = Howl From the North; published in 1991.
- WGR2 = Treasures of Greyhawk; published in 1992.
- WGR3 = Rary the Traitor; published in 1992.
- SJ6 = Greyspace; published in 1992.
- WGR6 = The City of Skulls; published in 1993.
- PG = Greyhawk Player's Guide; published in 1998.