

Kingdom of Furyondy

par Armenfrast, aka Belvor X

Heraldry: Tranché d'Azur au croissant versé et de Gueules à trois couronnes

CHRONOLOGIE

Voici l'histoire de ces premiers siècles des Royaumes de Furyon (Furyondy) et Voll (Veluna):

- 10 ≈ Conquête des territoires de Furyon et de Voll par les avant-troupes de l'Aerdy.
- 80 ≈ Annexion des Marches Septentrionales (Rive nord du lac Whyestil).
- 100 ≈ Création de la Vice-Royauté de Ferrond
: des Clatspurs M^{ts} au Nyr-Dyv, et des Lortmils M^{ts} jusqu'au delà du Whyestil Lake: Voll, Furyon...
: Le territoire est divisé en protectorats tenus par des "Chevaliers-Protecteurs", supervisés par le vice-roi de Ferrond.
- 208 STINVRI (176 : 208-253 : 253)
Stinvri est nommé Vice-Roi de Ferrond.
: C'est le début du déclin de l'Aeri Impériale et les Chevaliers-Protecteurs ne sont plus remplacés lorsqu'ils décèdent ou sont rappelés à Rauxes.
: Le Vice-Roi décide alors de s'appuyer sur les seigneurs et forces locales afin d'assurer la protection de Ferrond.
- 210≈ Création de l'école de Magie de Falk.
- 229 Les protectorats vacants sont attribués aux nobles locaux les plus méritants.
- Cinq protectorats en Furyon;
- Deux protectorats en Voll
et d'autres à travers la vice-royauté.
- 240≈ Création de l'Ordre des Knights of the Hart.
- 241 Les Protecteurs réclament l'hérité de leurs fonctions dans un soucis de stabilité.
: Au décès du premier Protecteur, les nobles réclament l'attribution héréditaire des terres au fils de ce chevalier mort honorablement. Stinvri le lui accorde, créant ainsi un précédent.
: L'hérité de la charge, du titre et de la terre sera admise définitivement dans les années qui suivent.
- 247 Stinvri rend la fonction de Vice-Roi héréditaire.
: Il refuse de présenter ses hommages à l'Empereur.
- 253 Le Great Kingdom envoie un corps expéditionnaire en Furyon.
: Les troupes sont déplacées à l'aide d'un puissant sort de téléportation.
: Les troupes impériales se dirigent vers la capitale Dyvers, mais sont arrêtées par les forces coalisées de Ferrond, et par le soutien magique du Vice-Roi Stinvri et des membres de l'Académie de Falk.
: Décès de Stinvri
- 254 THROMMEL I (210 : 254-264 : 264)
Naissance du Royaume de Furyondy.
: THROMMEL I, se fait couronner dans Dyvers libéré.

: Incendie de Dyvers attribué à l'imprudence de certains Chevaliers of the Hart
 : Ce royaume de Furyondy reprend les limites de Ferrond, mais le pouvoir royal se concentre principalement sur les protectorats de Voll et Furyon
 : Le territoire de « Perrenland » n'est plus administré, et Tenh reprend son autonomie.

264 THROMMEL II (233 : 264-279 : 279)

275 Guerre de Succession, cet épisode n'a de guerre que le nom, car il n'y a pas eu de sang versé.
 : En effet, les branches cadettes qui étaient écartées de l'hérédité au profit des branches aînées, réclament un droit sur les terres en application d'une ancienne loi oeridienne édictant une règle 2/3 (Aîné) et 1/3 (Puîné) en matière de succession.
 : Les tensions inter - familiales se sont accrues jusqu'à un seuil critique. Thrommel II recherchant une solution qui ne nuise pas à la sécurité du Royaume.
 : Il décide finalement de créer un Conseil constitué des Protecteurs (7), de lui-même et des sept représentants des branches cadettes.
 : Le conseil s'entend rapidement pour appliquer la loi dont les cadets se prévalent, puis pour réformer les règles de succession.
 : La décision du conseil s'appuie sur une redistribution des terres:

=> Création du Royaume de Furyondy.

7 Provinces seront accordés aux branches aînées.

Les sept maisons de Furyondy sont les suivantes:

			<u>Titulaire actuel</u>
- Maison Halpen	(Comte):	Crystalreach	(Décédé) (Count Artur Jakartai)
- Maison Rhavelle	(Comte):	Gold County	(Countess Kyaren Rhavelle)
- Maison Kalinstren	(Baron):	Kalinstren	(Baron Kalinstren)
- Maison Jemian	(Baron):	Littleberg	(Baron Jemian)
- Maison Derwent	(Vicomte):	March	(Viscount Luther Derwent)
- Maison Tyneman	(Duc):	Reach	(Duke Benel Tyneman)
- Maison Butrain	(Baron):	Willip	(Baron Xanthan Butrain)

(Nb: Le titre n'a aucune valeur pratique. Il s'agit des titres détenus par les nobles qui avaient été choisis comme protecteurs en 229. Tous ces seigneurs ont un rang équivalent à celui de Duc. Tous les autres nobles sont soit des Barons, soit des nobles sans titre)

=> Création de la Principauté de Veluna

7 Provinces seront accordés aux branches cadettes.

Thrommel II se réservant le titre de roi de Furyondy et de prince de Veluna.

279 THROMMEL III (252 : 279-327 : 327)

282 : Rappel du gouverneur de Highfolk.

: Emancipation de Bissel.

283 : Construction de Chendl.

310 : Début de l'unification des Shield Lands

327 GAWAIN I (273 : 327-358 : 358)

358 GAWAIN II (298 : 358-358 : 363)

359 GAWAIN III (338 : 359-365 : 365)

360 : Fin de l'unification des Shield Lands

365 The Long Regency or First Regency (nil : 365-380 : nil)

- High-Priest PARES of Heironeous (365-378)

- High-Priest SOLENTAN of Heironeous (378-380)

- 383 AVRAS I (365 : 365/383-439 : 439)
400≈ : Formation du Perrenland.
416 : The paladin, « Myro », conquers one of the bandit kingdoms and declares himself « king »
435 : An unnamed agent of an evil deity bestows the Hand of Vecna, on Myro. He is corrupted by it.
438 : Small war avec Keoland - Bissel (re)devient un vassal de Furyondy.
- 439 AVRAS II [Myro] (391 : nil-nil : 450)
- 439 The Vacancy (439-440)
- Haute Prêtresse KATHRYN d'Heironeous
- 440 BELVOR I (391 : 440-441 : 441) - *Le Roi Mortel* -
447 BELVOR II (416 : 441-475 : 507)
450 : Myro is destroyed by a joint force from Nyron, Furyondy and the Shield Lands (1085 OR)
468 : The Witch-Queen Iggwilv rises to power in the Yatil mountains, conquers Perrenland.
- 475 AVRAS III [aka Prince Hugh] (450 : 475-522 : 522)
478 : Iggwilv is overthrown, Perrenland is liberated.
479 : Apparition d'Iuz qui commence la conquête des enclaves septentrionales de Furyondy
480 : Iuz a « absorbé » les trois fiefs voisins du sien.
480≈ : Iuz power increase. More refugees arrive in Furyondy.
: Planned assimilation of the Shield Lands delayed. The Earl of Walworth resists the demands for fealty to the Furyondy Crown.
- 486 : Retrait de Bissel
500≈ : Northern Lords infiltrate the Order of the Hart, a small religious faction at the time, and patiently, deliberately transform it into a military brotherhood loyal to them.
505≈ : Iuz's external threat sunders Furyondy internally. A three way split has grown in the ranks of the nobility.
507≈ : Disparition d'Iuz (emprisonné par Zagyg dans le Château de Greyhawk)
510≈ : The Order of the Hart is swung into the royal faction by Prince Belvor III (Son of Avras)
516 : Velunese lights first sighted east of Devarnish
- 522 BELVOR III (481 : 522-537 : 537)
: The Great lords are forced back in the folds of the monarchial power.
526 : Dyvers devient une Cité Libre.
- 537 Second Regency (nil : 537-542 : nil)
- Lord Throstin : Régent du Royaume / Knight Commander of the Hart
- 542 BELVOR IV (524 : 537/542- ? : ?)
569 : Bataille d'Emridy Meadows - Le Temple of Elemental Evil dans la Gnarley Forest est mis à sac par les forces du bien - Dispersion de la Horde of Elemental Evil. Les troupes sont dirigées par le Prince, Maréchal de Furyondy, Prévôt de Veluna et fiancé de Jolene, fille du Plar de Veluna.
570 : Iuz se libère de sa prison de Castle Greyhawk.
573 : Disparition du Prince « Thrommel IV »; fils de la première et unique épouse de Belvor IV.
: Apparition du Scarlet Brotherhood
577 : Menaces sur le Whyestil Lake - Iuz fait construire 40 navires à Dorakaa
578 : Raid surprise de la flotte de furyondy sur Dorakaa - Destruction de la flotte en construction.
580 : Résurgence du Temple of Elemental Evil - Libération de Zugtmoy.
: Décès du Prince Thrommel (546-573/580)
581 : Invasion des Shield Lands par la coalition armée de la Horned Society et des Bandit Kingdoms.
: Valderesse Sharn & Artur Jakartai sont à Greyhawk city.
582 : Début des Greyhawk Wars
: Chute des Shield Lands – Crystalreach est envahi
: Disparition du Comte Paulus Halpern
583 : Décès du Baron Kalinstren auquel succède sa fille, Jelleneth.
: Bataille du Pont de Critwall
583 : Chendl est assiégé.
584 : Le siège est brisé et les forces d'Iuz repoussées.

- : Traité de Paix de Greyhawk
- 585 : Holmer, Earl de Walworth, est libéré de son emprisonnement à Dorakaa.
- : Création de l'ordre des Chevaliers de Furyondy.
- 586 : L'utilisation de la Crosse de Rao provoque la "Fuite des Démons"
- : Le Roi Belvor et le Canon Hazel déclarent la "Grande Croisade Septentrionale"
- : Lady Katarina de Walworth est nommée Lord Marshal d'une armée de Shield Landers
- 587 : Début de la campagne de libération des Shield Lands
- 588 : Critwall est libéré
- : Le leadership des Shield Lands est transféré à la Comtesse Katarina
- : Bataille de Grabford – Libération de Crockport
- : Les territoires du Nord de Greyhawk ont été repris à Iuz.
- 589 : Belvor déclare l'état de guerre permanent avec l'Empire d'Iuz.
- : Démobilisation de plusieurs unités, sauf les unités frontalières
- : Fin de la Grande Croisade Septentrionale
- 590 : Stabilisation des frontières
- 591 : Début de la campagne Living Greyhawk

*** NOTES

From The Ashes (A brief historical timeline for the Flanaess)

FTA - Ref. card #1: Historical Timeline: « 100 CY, Viceroyalty of Furyondy established »
FTA - Ref. card #1: Historical Timeline: « 254 CY, Thrommel I of the Kingdom of Furyondy crowned in Dyvers »
FTA - Ref. card #1: Historical Timeline: « 310-360 CY, Shield Lands become increasingly unified »
FTA - Ref. card #1: Historical Timeline: « 254 CY, Veluna, Tenh, and Perrenland also become independent »
FTA - Ref. card #1: Historical Timeline: « 438 CY, The Small War (Keoland vs. Furyondy/Veluna) »
FTA - Ref. card #1: Historical Timeline: « 479 CY, Iuz begins the conquest of petty fiefs north of Furyondy »
FTA - Ref. card #1: Historical Timeline: « 507 CY, Iuz imprisoned beneath Castle Greyhawk »
FTA - Ref. card #1: Historical Timeline: « 569 CY, Temple of Elemental Evil in the Gnarley Forest is sacked by the forces of Good »
FTA - Ref. card #1: Historical Timeline: « 570 CY, Iuz freed from imprisonment in Castle Greyhawk »
FTA - Ref. card #1: Historical Timeline: « 573 CY, Prince of Furyondy and Provost of Veluna disappears »
FTA - Ref. card #1: Historical Timeline: « 582-584 CY, The Greyhawk Wars »

From The Ashes (Campaign)

FTA (Campaign) - The Pact of Greyhawk ; page 6: « This pact led to a formal cessation of hostilities between Iuz, Furyondy/Veluna, Keoland and allies, Nyronnd and Urnst, the Scarlet Brotherhood, and a representative of Ivid the Overking »
FTA (Campaign) - Characters of the Free City; page 11: Cf. « Valderesse and Arthur (Jakarta) »
FTA (Campaign) - Heroes & Villains: Knights of the Hart ; page 70: « The Knights of the Hart have traditional enmities with...Dyvers (the reasons for this are very obscure) »

From The Ashes (Atlas)

FTA (Atlas) -Early History; page « Approximately 700 years past (-115 CY), the strongest Oeridian tribe - the Aerdi - settled the rich arable lands east of the great Nyr Dyv and there founded the Kingdom of Aerdy, eventually to be named the Great Kingdom. The Kingdom grew for well over a century (-10 CY), until it stretched (...) westward as far as the borders of modern-day Perrenland »
FTA (Atlas) - The Great Kingdom Crumbles; page 4: « The Viceroyalty of Furyondy was established in 100 CY, and over the coming decades it bore the brunt of challenges from non-Aerdi Oeridians allied with Bakluni horsemen who raided from the north and west. Resentment grew in the lands far from Rauxes, and a perception that the Overking did not do enough to protect western lands also grew »
FTA (Atlas) - The Great Kingdom Crumbles; page 4 : « Finally, in 254 CY, Thrommel I of Furyondy was crowned in Dyvers, taking a whole range of secondary titles which loudly announced his people's goals; Prince of Veluna, Marshall of the Shield Lands, Warden General of the Vesve Forest, and more »
FTA (Atlas) - The Great Kingdom Crumbles; page 4 : « Furyondy and Veluna both became independent states, Perrenland reasserted its independence, and to the north, the rulers of the Duchy of Tenh took their cue from events to the west and asserted independence also »
FTA (Atlas) - The Great Kingdom Crumbles; page 4 : « The Overking could not reestablish control over his distant former dominions »
FTA (Atlas) - Cyclopedia, Perrenland ; page 33: « The various clans of the land united around 400 CY under the leadership of the strongest clan voorman, Perren, after whom the land is named »
FTA (Atlas) - The Rise of Iuz; page 5. « In CY 479, the land now called Iuz was only a fractious collection of paltry fiefs. Among its princelings was a minor despot of the Howling Hills who died in that year and left his barren holdings to a son of dubious origins: Iuz. Iuz used the strategy of dividing his opponents to weaken them, then assimilating their lands and residual forces, sowing rumors and lies to put the princelings at each other's throats. He began to expand his domain far beyond its original boundaries »
FTA (Atlas) - The Rise of Iuz; page 5. « Refugees fleeing the lands told astonished Furyondians of Iuz's unbelievable evils. (...) If Furyondy had acted then (in 479 CY), Iuz might yet have been contained. But King Avras was opposed by southern nobles who resented excessive taxation levied to protect the northern lands, and Iuz grew steadily more powerful »
FTA (Atlas) - Cyclopedia, Bissel; page 23: « Bissel is a small state that has been a vassal of its greater neighbors for much of its history, ruled originally by Keoland, then Furyondy, and now Ket. It enjoyed less than a century of independence (≈ CY 490) before the war, ruled by a succession of margraves »
FTA (Atlas) - The Rise of Iuz; page 5. « Iuz disappeared in 505 CY, imprisoned beneath the towers of Castle Greyhawk by a group including Zagig, aided by St. Cuthbert (it is said) »
FTA (Atlas) - Cyclopedia, Dyvers ; page 45: « Dyvers proclaimed itself a free city in 526 CY, alleging that it was uncomfortable with Furyondy allying with a state whose policies Dyvers found overly restrictive (i.e., Veluna). This was probably just a pretext, but King Thrommel II of Furyondy allowed the secession to pass in return for Dyvers continuing to contribute taxes and levies to Furyondian coffers » - *Une erreur s'est glissée dans le texte car Belvor III régnait en 526.*
FTA (Atlas) - War Beckons; page 5. « The first blow came from Iuz; meddling fools managed to release the fiend from his imprisonment in Castle Greyhawk in 570 CY, only a year after the forces of good in Furyondy and Veluna celebrated the sack of the notorious Temple of Elemental Evil in the Gnarley Forest »
FTA (Atlas) - War Beckons; page 5. « The marriage of the Prince of Furyondy to the daughter of the highest-ranking noble of Veluna promised to unite the states and help solve Furyondy's internal squabbling. The Prince's abduction, surely at the hands of Scarlet Brotherhood agents, destroyed those noble hopes. When the Provost of Veluna disappeared also, the forces of good were in some disarray »
FTA (Atlas) - The Greyhawk Wars; page 6. « This strike (Iuz on the Horned Society) panicked Furyondy. It sought alliance with the Shield Lands to secure itself against the Old One, but stupidly, the petty-minded rulers of the Shield Lands refused, believing this to be a step in a planned annexation by Furyondy. »
FTA (Atlas) - The Greyhawk Wars; page 6. « They paid dear for their foolishness. Iuz feinted an attack westward. Meanwhile, his main body of troops struck far to the east and southeast, into both the Bandit Kingdoms and into the Shield Lands, which they flanked to the east from bases in the old lands of the Horned Society. Admundfont and Critwall fell swiftly. Lord Holmer, who had refused a pact with Furyondy, was taken to meet his fate in the dungeons below Dorakaa »
FTA (Atlas) - The Greyhawk Wars; page 6. « Furyondy was able to hold its eastern border at the great Battle of Critwall Bridge in CY 583 »
FTA (Atlas) - The Greyhawk Wars; page 6. « To the north, however, a massed humanoid force, swollen with mercenary humanoids from the Vesve Forest hired with looted gold, advanced almost unto Chendl, the capital, and took Crockport. After many battles and a desperate relief of a besieged Chendl, both Furyondy and Iuz were stretched to their limits »

FTA (Atlas) - Final Act; page 8. « Luz was well defeated by Belvor of Furyondy, acting with the elves and rangers of the Vesve Forest, to prevent his drive into Furyondy from gaining any further lands, and Chendl was secured. If good could not win, it held evil at bay »

FTA (Atlas) - War's End; page 9. « In the month of Harvester, 584 CY, in the untouched Free City of Greyhawk, countless ambassadors assembled to inscribe their names on the treaty at the Day of the Great Signing »

WGR4 - The Marklands

WGR4 - History of the Land; page 3: « The Kingdom of Furyondy was established as the Viceroyalty of Ferrond around 100 CY by the Great Kingdom of Aerdy, which was then at its peak. Ferrond, populated by Oeridians, Suloise and Baklunish, who settled here after the Baklunish-Suloise Wars, was much larger than Furyondy is now. It originally incorporated most of the modern-day Veluna, Highfolk, the old Shield Lands, Dyvers and a goodly part of modern Perrenland. Its capital was the city of Dyvers »

WGR4, The Marklands - The Knights of the Hart; page 11 : « The Knights of the Order of the Hart were founded long ago, during the early the time that Furyondy began allowing its vassal states their independence. The exact date of the order's founding is known to very few, since the order remained secret for decades »

WGR4 - History of the Land; page 3: « As political and financial power became more and more centralized in the hands of Ferrond's rulers, it was only a matter of time before the Viceroyalty began to struggle for its independence »

WGR4 - History of the Land; page 3: « An endless series of skirmishes with Aerdy forces, combined with careful political maneuvering, brought Thrommel I to the throne in 254 CY and the kingdom of Furyondy was born »

WGR4 - History of the Land; page 3: « Thrommel and his descendants had to allow their original set of vassal states independence over the following decades and centuries. Bissel was annexed for a time during Furyondy's expansionist phase, but with the secession of Voll (now Veluna) Bissel could not be retained within Furyondy's fief »

WGR4 - History of the Land; page 3: « Early in the fourth century CY the Shield Lands took form, the local rulers banding together to oppose the growing cohesion of the Bandit Kingdoms and then proclaiming their independence »

WGR4 - History of the Land; page 3: « Perrenland had always been governed more in name than in practice, and was formally proclaimed independent in 400 CY »

WGR4 - History of the Land; page 3 : « The Highfolk, always chaotic of bent, were allowed self government to the point where the Furyondian king's authority in that land was reduced to a formality. Although the town of Highfolk is technically a part of Furyondy, and there has never been a treaty formally proclaiming its independence, no Furyondian king would try to exercise his rulership there »

WGR4 - History of the Land; page 3: « Finally, Dyvers became a Free City in 526 CY, still paying taxes and tithes to Furyondy »

WGR4 - History of the Land; page 3: « During these many years Furyondy was rarely engaged in warfare, the Short War with Keoland in the early Fifth Century CY being a rare exception »

WGR4 - History of Land; page 3 : « The rise of Iuz, who united a rabble of humanoids and petty rulers after his mysterious appearance in 479 CY, was not noted by Furyondy for some years, but as refugees fled to the northern provinces of Crystalreach and Kalinstren the tales they told were so terrible that eventually they had to be attended to. (...) Such horrors made the northern nobles, and the king, shiver. »

WGR4 - History of Land; page 3 : « Iuz's disappearance in 503 CY was met with a sigh of relief. The current king, Belvor II, was to happy to forget about the fiend »

WGR4 - Velunese Lights; page 32 : « They are lights which manifest only in the Gold County, at wholly unpredictable locations and times. They are referred to as Velunese Lights because they were first sighted east of Devarnish in 516 CY »

WGR4 - Rulership & Law; page 4: « Furyondy's ... King Belvor IV, ... came to the throne very young in 537 CY, after the death of his father Belvor III »

WGR4 - Furyondy & Other Nations; page 9: « Belvor's son by his first wife, young Prince Avras, was to have been married to the landowning priestess Jolene of Veluna. There were even plans for uniting the nations, with the Archcleric of Veluna City ruling in matters spiritual and King Avras IV in matters temporal after Belvor IV's long reign came to a close. The Prince was abducted shortly before the wars began. (...) Magical scrying has suggested to Belvor that his son is dead »

WGR4 - Characters and Forces; page 38: «Belvor is a vigorous man (...), but he has not remarried. He may seek a dynastic marriage and the daughter of Viscount Luther Derwent of the March would be a fine political choice. It's unfortunate that Luther is a surly man the king detests, and his daughter is not an appealing prospect either »

WGR4 - History of Land; page 3: « Furyondy lost over 28,000 men in the Wars, and much wealth and resources, but Belvor's final assaults north of Chendl inflicted grievous casualties on the forces of Iuz. If Furyondy was desperate to sign the Pact of Greyhawk, so was Iuz »

WGR4 - Rulership & Law; page 4: « Furyondy's current (CY 585) sovereign is King Belvor IV, a 61 year old paladin who came to the throne very young in 537 CY, after the death of his father Belvor III »

WARS

WARS - Dramatis Personae: Iuz the Old; page 2 : « In 479 CY, 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. »

WARS - Dramatis Personae: Iuz the Old; page 3 : « After the incipient Lord of Evil reorganized his small estate into a military camp, his attention swung to neighboring fiefs. Feigning a merely defensive stance, Iuz worked covertly to pit his despotic neighbors against each other. In time the resources and wills of these princes were whittled away by conflict, and Iuz seized the land. By the end of his first year on the throne Iuz had assimilated the three fiefs surrounding his. »

WARS - Dramatis Personae: Iuz the Old; page 3 : « As more and more fiefs fell to the humanoids, a swelling stream of refugees carried wild tales of Iuz's powers to Furyondy in the south. According to such rumors, Iuz had constructed a road paved with skulls between the Howling Hills and Dorakaa, his new capital. The watch towers guarding the road were said to be fueled on the flesh of living men. Iuz himself had sloughed off his withered form and grown to colossal size or so the tales said. Though hindsight may dismiss the most outlandish of such claims, the rumors at that time spread panic along the southern shores of Whyestil Lake. The King of Furyondy, Avras III, shifted attention to his northern frontier to prevent expansion of Iuz's power into the heartlands of Furyondy. »

WARS - Dramatis Personae: Iuz the Old; page 3 : « Yet King Avras' position was compromised by the independence of his nobles particularly the Great Lords of the south, who remained unthreatened by Iuz. Many of these southern lords seized the opportunity to wring concessions from their hard-pressed king, depriving him of the taxes and control he was soon to need. Such concessions roused the ire of

the northern-border margraves, who felt betrayed by the Great Lords. In reaction, the margraves infiltrated the order of the Hart, a small religious faction at the time, and patiently, deliberately transformed it into a military brotherhood loyal to them »

WARS - End Notes #4; page 25 : « This distraction prevented Avras III from his planned assimilation of the Shield Lands. Freed from the threat of military action, the Earl of Walworth resisted the demands for fealty to the Furyondy crown. This resistance was to produce grave repercussions a century later »

WARS - Dramatis Personae: Iuz the Old; page 3: « So it was that Iuz's external threat sundered Furyondy internally. By 505 CY, a three-way split had grown in the ranks of the 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. Trapped in the lands between the more powerful factions, the king futilely strove to appease both »

WARS - Dramatis Personae: Iuz the Old; page 3: « Though the humanoid armies had retreated from the borders, Furyondy was too wracked by internal dissension to give chase. As pressure from the north ebbed, Prince Belvor III, King Avras' son, energetically courted the order of the Hart. 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 monarchical 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 »

WARS - Dramatis Personae: Iuz the Old; page 3: « Since assuming the throne from Lord Throstin, Regent of the Realm, Belvor IV has striven to strengthen Furyondy, planning the eventual conquest of the Horned Society and Iuz. Relations within the kingdom are far from settled, though. The rival factions, though much weaker, still remain and have found new causes to champion. In Belvor's efforts to reform and strengthen the empire, he has undone much of his regent's handiwork. Disgruntled, Lord Throstin has gained increasing control over the order of the Hart and thus slowed the king's reassumption of full power »

WARS - Dramatis Personae: Iuz the Old; page 4: « With all the turmoil within his borders, King Belvor IV virtually ignored Iuz's return in 570 CY. Iuz, for his own part, had not sought to draw the attention of the southern lands. His sudden departure left disorder in the kingdom and until he could reassert absolute authority over the quarrelsome humanoid tribes, he was content to be ignored by his enemies »

WARS - End Notes #7; page 25: « Belvor III died in his sleep in 537 CY after a reign of 15 years. 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 »

WARS - Dramatis Personae: Father of Obedience; page 5 : « The Scarlet Brotherhood only came to the notice of the rest of the Flanaess in 573 CY. This year also saw the abduction of the Prince of Furyondy and the Provost of Veluna. The coincidence of these events seems significant, particularly to conspiracy theorists who suspect the hand of the Scarlet Brotherhood in all dark and mysterious deeds. Whether or not a connection exists, the Brotherhood has remained notoriously silent on the subject. »

WARS - Martyrs of the Holy Shielding; page 9 : « Iuz's assumption of power and armament for war did not pass unnoticed. Furyondy's spies headed back to King Belvor IV with word of the swelling humanoid armies. The news could well have been written in the spies' blood, though, for most of the human agents were discovered and slain, virtually closing King Belvor's eyes and ears. When the few spies did reach him, though, the Furyondy king heeded the fate of Tenh and immediately set to building his defense. The citadels along the Veng River were stocked and garrisoned in expectation of immediate attack. Associate and Honorary Knights of the Hart, commissioned for their acts of bravery, were called to arms from the four corners of the Flanaess. Belvor's vassals raised militia and shifted troops to the Veng border. Emissaries rode to the Shield Lands and Veluna to brace them for war. Belvor was determined that Furyondy would not fall. »

WARS - Martyrs of the Holy Shielding; page 9 : « King Belvor's emissaries to the Shield Lands met with an icy reception from Lord Holmer, Earl of Walworth and Commander of the Knights of the Holy Shielding. Relations between the two rulers had always been prickly. Though ostensibly allied with Furyondy, the earl long suspected that Belvor intended to annex the Shield Lands. Thus the messenger's news of the mustering of Molag struck Lord Holmer as suspicious: he did not entirely dismiss the warning, but suspected King Belvor of overstating the danger. Holmer felt it more perilous to admit powerful knights of Furyondy into his lands to aid in its defense than to face the rabble of the Horned Society with his own knights. He recalled his emissaries from the surrounding lands, including Greyhawk City, with instructions to bring with them what help they could quietly muster. He was determined to stand strong, but alone and isolated. »

WARS - Martyrs of the Holy Shielding; page 10 : « The fall of the Shield Lands left Furyondy's eastern flank exposed, a threat King Belvor moved quickly to block. Lords scoured the countryside, raising vast militias to complement the thin ranks of the order of the Hart and troops were hurriedly transferred from the Vesve Forest frontier. The newly raised troops and reinforcements confronted the advancing humanoids at the Battle of Critwall Bridge, dealing Iuz's forces a severe blow. The armies of Furyondy repelled the humanoids and held the Veng River line against further advance. »

WARS - Stroke and Counterstroke; page 10 : « Using loot captured in the Shield Lands, Iuz hired humanoid mercenaries in the Vesve Forest. The mercenary army descended from the Vesve, overrunning the frontier guard of Furyondy and capturing Crockport. Furyondy's capital, Chendl, lay open and unguarded across the belly of the land. But for a hasty confederation of Highfolk and knights, Chendl would have fallen by the next dusk. The ragged force of Highfolk and knights refused to grant the orcs an open fight, harrying them instead. Though the orcs advance continued, it slowed sufficiently for the defenders of Chendl to prepare. By the month of Reaping, however, Chendl lay surrounded. »

WARS - Furyondy Besieged; page 11: « Furyondy's first task more political than strategic was to sunder the siege of Chendl. Gambling on the chaotic nature of the tribes surrounding the city, Belvor left most of his strength on the Veng border and personally led a picked command of elite units against the siege force. Belvor's knights were severely outnumbered, but by strategic cunning and aid from sorcerers previously stationed with the Knights of the Holy Shielding, they gained the upper hand. The knights sliced through the humanoid lines and

pinned the besiegers to the city walls. In short time, the fields around Chendl became a smoldering graveyard of goblin-kind and the way to Chendl was open once more. »

WGR6 - The City of Skulls

WGR6 - A Glorious Return ?; page 62: « Holmer is in no shape to be a ruler-in-exile. He will remain in Chendl, in Belvor's palace, for « security reasons » after he has been exhibited to the people of the border lands. After a few months, an edict signed in Holmer's hand will announce that he has renounced leadership of the Shield Lands to Countess Katarina. His edict will state that it is time for a younger warrior to stand in his stead and provide the great leadership his people need as they plan the recovery of their homelands »

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LGCG - CY 591; page 4: « he king's only son, Prince Thrommel IV, has been missing for nearly 20 years »

LGCG - page 4: « Furyondy was the first to break from the Great Kingdom of Aerdi, winning sovereignty under the noble leadership of Thrommel I in 254 CY »

LGCG - page 7: « As king Avras began to recognize the potential threat he posed, Iuz disappeared in 503 CY »

Autres notes:

Dragon #56; page 17

Greyhawk #1043 - Folk, Feud

Greyhawk #1043 - Folk, Feuds, and Factions; page 6

T1-4, Temple of Elemental Evil - Inky chamber #334; page 86

WG8, Fate of Istus - Chendl; page 83

WGR5, Iuz The Evil - Spawn of Evil; page 3. « King Avras grew concerned about the rise of evil north of his lands...But neither furyondy nor Vesve was directly involved in the banishment of Iuz, generally dated to 505 CY »

WoG (Guide) - A brief history of Eastern Oerik; page 10

WoG (Guide) - A brief history of Eastern Oerik; page 10. « establishing independent status...in...minor but bloody wars »

WoG (Guide) - A brief history of Eastern Oerik; page 9. « 320 CY: Outer dependencies of Aerdy gain sovereignty ». Cette date ne correspond pas à l'indépendance réelle des territoires de Furyondy mais à la reconnaissance de celle-ci par le Great Kingdom. WoG (Guide) - An overview of political divisions: Perrenland; page 30.

WoG (Guide) - A brief history of Eastern Oerik; page 9/11

WoG (Guide) - A brief history of Eastern Oerik; page 9/11

WoG (Guide) - An overview of political divisions: Bissel; page 19.

WoG (Guide) - An overview of political divisions: Bissel; page 19. « The Margrave Rollo established the independence of the territory by bravery in service of the King of Furyondy (the Bisselites slaughtered a horde of Jebli which lay ambush for King Hugh III) etc... » - **King Hugh III instead of Avras III, it must be an error of the honorable Pluffet Smedger, the Elder. We have to remember that the Guide was compiled in 998 CY**

WoG (Guide) - An overview of political divisions: Dyvers; page 21. « contributed heavily in money, goods, and men to the war which saw the institution of the Kingdom of Furyondy »

WoG (Guide) - An overview of political divisions: Dyvers; page 21. **(The text saying: « ...King Thrommel II allowing this act to pass unchallenged », must be another error of the honorable Pluffet Smedger, the Elder)**

WoG (Guide) - An overview of political divisions: Furyondy; page 22.

WoG (Guide) - An overview of political divisions: Furyondy; page 22. « In 898 O.R. the heir to Viceroy Stinvri (the Viceroyalty had become hereditary some years previously) was crowned in Dyvers as Thrommel I, King of Furyondy »

WoG (Guide) - An overview of political divisions: Land of Iuz; page 27

WoG (Guide) - An overview of political divisions: Veluna; page 41.

WoG (Guide) - Heraldry; 2e page de couverture

WoG (Guide) - Orders of Knighthood; pages 79/80.