

Year (CY)	Event
-14400	Valley elves present in the Valley of the Mage.
-6416	The first of a group of traveling Gray elves, exploring the South Central portion of Oerth meet with tribal leaders of the Se-UI (People of UI). They strike up a friendship and the elves began tutoring the humans in mathematics, language, art and non-clerical magic.
-6233	A group of beautiful dark skinned humans called Kersi from over the southern sea from a large island continent they called AnaKeri arrived on the southern portion of the Flanaess in large wooden plat formed outriggers.
-6067	The Se-UI began systematized trading with the tribes to the north and east. The Baklun in the northern plains, and the Flan who dwelt just west of the mountains were among these. Sea trade routes to AnaKeri are developed. The 10 cities of the Se-UI develop into separate city-states, but all are ruled by a single council of lords under the watchful eye of the Gray elves.
-5775	The Gray elves depart from the Se-UI. News of a fierce war between the Gray elves and their dark kindred in the East spreads, much like the fire, which mysteriously begins to belch from the mountains in the East. The Mountains, once the place of the Gray elven cities, are renamed The Mountains of Fire, and the Mountains of Hell, although the Barrier Peaks and Crystalmists remain calm.
-5739	Relations between the Se-UI city-states, deteriorate. The last council of the cities is held. Each city arms itself against the other.
-5710	After years of fighting, one city-state, Re' Atryni-Ba, slowly brings the others under control. It's Lord, Anainyer, slowly begins to re-establish the trade, which has been damaged by years of war.
-5703	Anainyer defeats, BiThar-OI, the last Se-UI city to hold out against him. He proclaims himself "The First Protector of the Se-UI." He renames Re' Atryni-Ba, Suela, 'The city of the Suloise.'
-5531	After a series of strong "First Protectors" and the development of the interior lands, First Protector Alianor-b-Hurn turns his eyes outward, and desires more control of the trade goods. He first attacks the settlements of the Kersi to the south, and proclaims their lands forfeit to the Suel peoples. He then begins planning "The great invasion" of AnaKeri.
-5518	Alianor with a large naval force attempts to invade AnaKeri. As the massive armada approaches. The outriggers of the AnaKeri are no match for the mighty warships of the Suel. The Clerics of the AnaKeri awaiting certain doom, call on their Powers for protection, and they are heard. The powers encircle the island continent with a maelstrom of wind and wild seas and the invading fleet is totally destroyed. Few stragglng ships return, the only survivors to tell the tale. The wall of wind and water remains, cutting the peoples AnaKeri off from others entirely.
-5515	During the years of the turmoil following the destruction of the Se-UI fleet, Obendar, a mighty Suloise mage, rediscovers lost gray Elven magics and creates the Great Binders and imprisons the genie king Ali Ben Yala. He then forces each of the genie princes of the North to swear obedience "as long as your king remains imprisoned." He then crafts nine magical items to bind the king and his eight princes. The use of genii to empower the Se-UI is considered to be the beginning of the Times of the Se-UI and the year of Ali Ben Yala's imprisonment is reckoned the first year of the Se-UI. Year one of Suloise dating.
-5424	The Suel appoints a Regency of three men to rule in place of the First Protector. This triumvirate divides the Suel realm into three districts and rules in an amazingly efficient manner. The building of ships for anything other than coastal or river travel is banned. No ship is allowed to sail beyond the sight of the Se-UI lands.
-5166	The seventh Regency is appointed. Two of the Regents, immediately turn on the third and destroy him in the First Regent War, claiming that he is possessed by evil beings.
-5026	Tilorop-b-Nan, the great, great grandson of the Regent deposed in the First Regent War, frees Arinanin-b-Korin from prison. He tells him that his family has secretly been worshipping a seldom-whispered name, one called <i>Tharizdun</i> .

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-5010	Arinanin and Tilorop mount a campaign against the Regency, but are defeated in the Second Regent War. Arinanin is destroyed, but Tilorop uses arcane energy to transform him into the first lich on <i>Oerth</i> .
-5007	War between the Wind Dukes of Aaqa and the Queen of Chaos.
-5003	Tilorop and Arinanin mount an attack in the Third Regents War and overthrow the Regency Council. Tilorop is appointed Priest Regent and the lich, Arinanin, proclaims himself Chief Regent of the Se-UI. The Time of Darkness begins.
-4666	The last of the Gray elven cities in the mountains now known as the Crystalmist is discovered and destroyed by a concerted effort on the part of the drow, the Suloise and giantkind. The defense of the city is so great, however, that drowkind and giantkind are also nigh exterminated. The Suloise army, which aided in the destruction of the elven city, is destroyed to a man, and no word of them can be obtained. The remnant of the Gray elves flees eastward to the interior of the eastern portion of the continent.
-4462	Year one of Olven calendar.
-4616	The chief houses of the Se-UI rise up in unison and overthrow the Priest Regent, and drive Arinanin into the north. The priesthood of <i>Tharizdun</i> is likewise driven out. They flee northeastwards, and establish a temple somewhere in southern Yatils. <i>The Council of Noble Families</i> is formed to rule the Se-UI.
-4463	The four "Elven Realms of the East" are established, and a calendar is used for the first time among the elves to count their own days. Highfolk is established in the northwest to guard the northern ways, Celene the Central Kingdom, Aliador in the Griff Mountains, and Arrisa in the Southeast Aerdi Sea (in what is now called the Spindrift Isles).
-4415	<i>Eight House War</i> of the Suloise.
-4414	Elonzir-b-nar, the Prince of the house of Rhola (worshippers of <i>Jascar</i> and other Suloise deities of weal) is proclaimed the First Emperor of the Suel Empire.
-4403	The Wind Dukes of Aaqa, meet a gathered force of evil humanoids and drow on the Plains of Pesh (in what is now Keoland). This is the last recorded great battle between elves and their drow cousins. The Wind Dukes shatter the dark elven armies.
-3519	Discovery of the art of Lesser Binding by the mages of Suel. This magic enabled the Suel to create items such as <i>Rings of Genie Summoning</i> .
-2660	A band of northern nomads, under the leadership of the holy man, El-Baklun-bar-Gash discover or build a strange circle of stone, and name it Tovrag Baragu, in Bakluni, <i>The Naval of the Earth</i> . The Bakluni count the completion of this place as the beginning of the Bakluni calendar (1 BH/-2660 CY).
-2659	The Baklunish Hegira begins.
-2400	According to Olman legend, this is about the time that the Olman gods discovered Oerth and the Olman peoples. Emperor Inzhilem II, of the House Neheli-Artzin, (5 th mage of Power), orchestrates <i>Suloise Wars</i> with monsters in the southern Crystalmist Mountains, today's Hellfurnaces.
-2360	Inzhilem directs Imperial Congress to provide wizards to help in enchanting <i>Orbs of Dragonkind</i> .
-2354	Inzhilem II killed in internal feud of the Neheli- Artzin. Ubron Thrideen, of House Neheli, crowned emperor of Suloise Empire.
-2350	Eight <i>Orbs of Dragonkind</i> completed.
-2312	Zofar ad-Zol proclaims that there is inherent evil in the binding of Genies and commands that all of the <i>Great Binders</i> be turned over to him for destruction and release of the genies. Zofar collects five of the <i>Binders</i> , in addition to the <i>Binder of the King</i> . Houses Fruztii, Cruskii, and Schnai violently oppose this move, causing the <i>Suloise War of Revolution</i> .

Year (CY)	Event
-2269	<i>The Years of Conquest and Prosperity</i> begin. No major foe opposes the might of the empire of the Suloise, although they do not push eastward, because of some fear of the elven hosts. Magic is rigorously pursued. Old Gray elven texts are discovered and studied. The might and haughtiness of the elves is copied in manner in the courts. But their wisdom is not... Slavery becomes common and widespread in the Suloise lands, this continues for many centuries. The Flannae in the southeast (just west of the Hellfurnaces), the Oerid to the east, the Kersi (the long distant descendants of those who first sailed from AnaKeri) to the south, and the Baklun to the north, and several unnamed small tribes to the west all fall under the grip of the Suloise fist. The Suel controls the western half of <i>Oerik</i> . But the drow and darker forces, and a fear of other elves, halt the eastern expansion.
-2266	The Flannae, under the protection of <i>Beory</i> , <i>Pelor</i> and <i>Rao</i> flee their lands in mass, making a perilous crossing of the Hellfurnaces. They move north into the lands of eastern Oerik, later called the Flanaess, as the first human inhabitants of the area. Initially, they are well received by the demi-humans dwelling there.
-2253	The Flan move into eastern Oerik. The Highfolk welcomes them, but the other kingdoms remember the disaster of the helping of the Suel, close their realms to humans.
-2151	The founding of the first Flannae City in the Lortmil Mountains in eastern Oerik, this is counted as year (1 FT).
-1900's	Tribes of Touv wander the savanna and lower jungles of Hepmonaland, Olman tribe's war with each other in the northern jungles.
-1910	Rise of the Empire of Sulm, located in the southern hills of the present day Abbor-Alz.
-1900	Olman develop stone and bronze work. Begin to build great cities in northern Hepmonaland.
-1747	One of the small tribes of Flan, the Ur-Flannae, located just west of Aliador send servants as hostage to the Gray elven kingdom, in return for land rights. The 7th High King, Galitholian Glitterhelm, is especially taken by the sharp mind of a young man of promise, named Vecna. Vecna, inspired by the glories of elven splendors, began to study magic. He discovered in the libraries a book from the Suel entitled <i>The Fate of Tilorop</i> . He secretly begins to worship <i>Tharizdun</i> .
-1735	Rise of the Kingdom of Itar located on the Sea of Gearnat, southeast of the Bright Lands.
-1733	Galitholian receives a warning from the mages and priests of Arrisa, his reply is "I am the High King of Elvendom, you would do well to remember that!"
-1716	Vecna asks Galitholian's permission to visit his homeland. This permission is granted.
-1669	Vecna marches against Galitholian, bringing back his slaughtered soldiers as an undead hoard. Slowly his alliance of humanoids, undead, and Flannae drive the Gray elves back to their mountain fastness.
-1657- -1688	War between Sulm and Itar culminating in the destruction of Itar. All Itarans and even their patron deity <i>Atarra</i> died at the hands of the Sulmites.
-1642	Gilthonial's forces are driven in a lightning strike from the plains west of the Griffs. Vecna's forces sweep the central plains east of Nyr Dyv and north; they hold the plains to the feet of the Griffs.
-1600	Suel spell casters destroy the Gnomish creators of the Jermalaine servant race. Rise of intelligent gorillas, the D'kana, in the Amedio Jungle.
-1545	The Bakluni, led by one of their wandering chieftains, Ali-ben-Onar, unite in an effort to throw off the Suloise yoke. During the <i>War of Seven Score Nights</i> one of the <i>Binders</i> is captured. The war ceases when the Bakluni threaten to use this item. The Suloise cede a large portion of their northern territories to the Bakluni.
-1538	The first of the Gray elven mountain cities falls to Vecna's armies. This is the beginning of the <i>400 Year War</i> .

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-1539	The Suel and Bakluni come to an uneasy peace. The House of Zolax plots to fight the Bakluni influences (in Bakluni lands, and on other groups such as the Oeridians) wherever found.
-1500	Keraptis establishes himself as protector of Tostenhca.
-1416	Decline of the Sulm Empire.
-1408	Crowning of first Touv King in Kundanol. Beginning of the Touv Calendar. The Kingdom of Kunda lasts for a little over 1100 years. First King Onatal gains kingship by defeating his brother Onak.
-1399	The Emperor Zeeckar attempts to strengthen his realm. He attempts to annihilate the Houses of Ulmar and Opell in what he calls <i>The War of Purity</i> . These western houses have long intermarried with tribes to the west, and Zeeckar uses this as an excuse to tighten his grip on the empire. Both houses ultimately flee the empire by traveling west over the Vast Ocean, where they pass out of memory.
-1250	Iyapo declared an official city-state by Kingdom of Kunda.
-1221	Gilthonial's armies slowly give way before Vecna, no aid reaches Gilthonial. Vecna's armies destroy all but 5 Gray elven cities in the Griff Mountains.
-1215	Imperial Suloise Congress votes to create Derro.
-1200	D'kana disappear from the Amedio Jungle.
-1154- -1148	Gilthonial left his capitol with the host of that city. He marched against Vecna and drove him from the mountains. But once in the plains, Vecna revealed a new weapon, a black sword forged of material from the stars. Vecna met Gilthonial in single combat and slew him. The army of Vecna then destroyed the elven host, and marched into the mountains. They inhabited and defaced the elven cities, remaking them in the image of Vecna. Four cities, however, were never found. The capital, Erieadan, the height of Gray elven architecture and power, was destroyed to a stone. So ended the Elven Kingdom of Aliador, the seat of the High King.
-1145	The City of Summer Stars defends itself from Vecna's incursions. But the city is abandoned after Prince Darnakurian turns to darkness. Queen Sharaferre and the remnant of her people head to the islands in the south.
-1142	Vecna's body is destroyed. Despite this, the three remaining hidden Gray elven cities of Aliador do not reveal themselves.
-1138	Envoys from Celene are sent to contact the three hidden cities of Aliador, they do not return. This is the beginning of <i>The Sleeping Years</i> . The Elven realms do not communicate with outsiders and rarely with each other.
-1105	The decay of the Suloise Empire into crime and corruption cannot be denied as Emperor Zinkman ad-Zol declares himself a God. He uses the power of the <i>Binders</i> to enforce his claim.
-1100	Xagy and Joramy forge <i>Queen Ehlissa's Nightengale</i> . The high priests of the Olman city-states of Alocotla and Xapatlapo make a pact with the god Tlaloc. The yuan-ti race is born. Keraptis driven out of Tostenhca.
-1082	The Oeridian tribes to the north and west of the empire do not accept the "god" Zinkman. Zinkman attacks the surprised Oeridian tribes destroying three of the thirteen that exist. The Oeridians are forced to bow to Zinkman. The Aerdy (the chief of the tribe of that name) refuses, and challenges Zinkman in a duel to the death. Zinkman accepts, but finds that he is battling none other than <i>St. Cuthbert</i> , himself. <i>Cuthbert</i> reduces Zinkman to a babbling, drooling idiot. <i>Cuthbert</i> does not take the <i>Binders</i> from the houses of Suel, but divides them among the ruling houses.
-1079	The House Schnai, after a short struggle, takes the throne of the Empire. Ovrung the First manages to restore the kingdom to a shadow of it's former self.

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-1023	Death of the elven Queen Sharafero.
-1000	Migration of Hepmonaland Olman into the Amedio jungle. Flannae tribes inhabit the Pomarj region.
-806	The minor temples of <i>Tharizdun</i> , hidden in the mountains immediately west of the Vesve starts practicing a heretofore unknown discipline which combines physical regimen with mental powers. It is rumored that these disciplines were torn from the mind of a captured Bakluni priest.
-805	Olman of the Amedio declare that they are the true Olman nation. Beginning of the Olman Luna calendar.
-800	Keraptis battles and defeats Aegwareth, Elder Druid, for control of White Plume Mountain.
-754	Fall of the Sulm Empire. Emperor Shattados dons the Scorpion Crown dooming himself and his people for all (?) time.
-728	The empire slips into stagnation. Numerous plagues sweep through the Suel Empire, some magical and some mundane. The population falls by over 40%. Many towns are completely emptied, and the border defenses are greatly weakened. This is the first year of those known as <i>The Plague Years</i> .
-720	Keraptis driven out of his kingdom, he goes below White Plume Mountain. Anatal, northernmost Touv fort, constructed.
-645	The Oeridian high priestess <i>Johydee</i> using her Mask, helps the Oeridians break free of Suel domination. (1 OR)
-644	The Great Migrations begins. Aerdy and other Oeridians push eastwards due to ever-increasing struggles between the Baklunish and Suloise Empires threaten Oerik.
-627	The population begins to recover, but the Bakluni peace begins to break down. Raids become frequent.
-604	The first of the Succession Wars. The Schnai are removed from the throne.
-594	Birth of Lyzandred.
-563	A temple to <i>Tharizdun</i> is located near the realm of the Highfolk, it is cleared, but a mystic force keeps it from being destroyed.
-554	Lyzandred discovers a portal to a demiplane, which enhances his quest to neutralize strong magical items.
-534	Lyzandred completes his transformation into a lich state.
-505	The last of the <i>Succession Wars</i> . After 500 years with the succession falling to nine different Houses, the House Zolax regains control of the Imperium. Missionary monks from the hidden Temple of <i>Tharizdun</i> return to the Suloise Empire and begin winning converts.
-504	The Bakluni withdraw their ambassador from the Suloise Empire when Zunid-ad-Zol, the Prince of House Zolax is crowned Emperor of the Suel Peoples.
-494	The First Division occurs. One of Zellifar's minions, the High Priest Pellipardus, slips away from the Zolites and takes his minor family to the Ratik area, in the North. Pellipardus takes one of the Binders with him. Zellifar does not pursue, fearing that this will take his attention away from the <i>Three Houses of Pursuit</i> : the Schnai, the Fruztii, and the Cruskii.

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-493-445	The Zolite scatter the Flannae before them, and move south to the Tilvanot Peninsula. Zellifar carries with him two of the lesser Binders and the imprisoned Genie King. It is during this time (5080 SD) that Uhas of the Neheli and his followers split from the Zolites and slaughtered a group of Flan in the Suehenna Hills (Drachensgrabs) and were turned by an unnamed Flan power into The Twisted Forest. The three pursuing houses, unable to find the magical tunnel, turn north, where they are met by regrouped Oeridians and fearful Flannae who harry and drive these Suel houses south. Many are lost and remain in the Amedio Jungle. They eventually move back east and march toward what is now the Rift Canyon.
-490	Assassination of Emperor Tloqasikukuatl of Chetanicatla, emperor of the Amedio Olman empire, by priests of Zotzilaha.
-484	The beginning of the ' <i>The Great War</i> ' between the Baklunish and Suloise. Nine thousand Bakluni are slaughtered in the Salhaut Pass. Munid promises to destroy the Bakluni entirely, even if the majority of mages of his own house die in the process.
-466	First employment of humanoid mercenaries by the Suel and Bakluni in wars. The hordes of Euroz and associated humanoids used as mercenaries by both sides, tended to pillage northwards and eastwards, driving the Oerids before them.
-458	Heeding their prophets, many Oeridians began moving eastward, coming into contact and conflict with the Flannae. Elves close their realms to humans.
-448	<i>The Year of the Prophets.</i> Seven different prophets foretell of the destruction of the Suel Empire within 30 years. The emperor has all seven drawn and quartered, even though one of the prophets is a high priest of <i>Beltar</i> .
-447	Zellifar-ad-Zol, son of the emperor, a mage/high priest of <i>Beltar</i> , breaks with his father and takes over 8,000 Suloise loyal to himself, and flees the kingdom, eastward. The ferocity and magical might of the movement scatters the Oeridians in its path, causing the remainder of the Oeridian to migrate. One of the High Mages, Slerotin (called "the Last High Mage" by the rebellious Zolite Suel who settle in the south of the Flanaess, and the continent of Hepmon), causes a huge tunnel to be bored into the Crystalmists, through which the Zolite Suel flee. He then seals the tunnel closed at both ends, trapping one lesser branch of the family, the Lerara, inside. The Zolites continue eastward.
-425	After almost 500 years of prospering, the Olman Amedio city-states went to war. Tamoachan was destroyed in the magical warfare in one day.
-424	The First Division occurs. One of Zellifar's minions, the High Priest Pellipardus, slips away from the Zolites and takes his minor family to the Ratik area, in the north. Pellipardus takes one of the Binders with him. Zellifar does not pursue, fearing that this will take his attention away from the <i>Three Houses of Pursuit</i> : the Schnai, the Fruztii, and the Cruskii.
-424	The Scarlet 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.

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-423	Zellifar parleys with the <i>Houses of Pursuit</i> . His Archmage, Slerotin, unleashes a Mass-Enfeeblement on their house mages, and a Mass Suggestion upon the other members of the Houses. Slerotin is blasted by magical energies upon the casting of these mighty spells, leaving the Rift Canyon as the only physical remains of this energy. The remnants of the <i>Three Pursuing Houses</i> (Schnai, Fruztii, Cruskii) are devastated and blasted by magic. Their mages minds are wiped of all magic, and the people are confused and terrified. In mass they flee northeastward, except one family. One small branch of the Schnai, the Hepmona, led by the priestess Jaguarana, moves south. They catch a lagging branch of Pellipardus' followers led by the two brothers, Lendore, a mighty mage, and Tilvan, a priestly follower of <i>Tharizdun</i> , and practitioner of the mental and physical disciplines, and drive them southward. This is called The Second Division. Tilvan takes his followers and hides in the Vast Swamp, and later moves south to establish a monastery on the peninsula, which will later bear his name. Lendore takes his followers and moves to the largest island of the Spindrift chain and meets with the elves. By pact, they allow him and his family to remain on the island, so that he and his descendants should hold it "until the Elven realms have need of it." Jaguarana, and her followers continue madly and blindly, to the south, crossing the ocean in rough canoes to chase Lendore...She and her followers eventually find a large jungle land and take control of its northern reaches.
-422	In the Suel Empire, the Suel mages gather their magical energies and cast the <i>Invoked Devastation</i> . No Bakluni cities survive this blast of magical energy. But Bakluni clerics and mages gathered at Tovrag Baragu, using the arcane powers of the Binders, and drawing upon the energies of their holiest site, withstand these energies and counter struck with the <i>Rain of Colorless Fire</i> . The remains of this expenditure of energy are now called the Sea of Dust, and the Dry Steppes. <i>Axe of the Dwarvish Lords</i> is 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 <i>Invoked Devastation</i> centuries gone. Rumors persist of the appearance of the <i>Axe</i> from time to time in various places, but it supposedly bears a curse.
-419	Zellifar enters the <i>Griff Mountains</i> alone. None know where he goes or what he does there. Sultan Jehef Peh'reen possessed <i>Jacinth of Inestimable Beauty</i> before it passed into Ket, and then Keoland.
-417	The <i>Three Houses of Pursuit</i> move into the Thillonrian Peninsula. They remember and turn to powers, which were basic and strong, <i>Kord</i> and <i>Llerg</i> , forgetting others in the face of the strong magics of Slerotin. Wizardly magic is almost entirely forgotten, all magic is feared and only priests, and skalds used it without fear. Witches are not uncommon, but are forced away from "normal" men. The skalds and priests develop a runic alphabet that carries mystic powers.
-416	Zellifar, last scion of emperors, teleports from the <i>Griff Mountains</i> back to the remains of the Suloise Empire. He is destroyed by the lingering magics and final throws of conflict in the area. Thus ends the Suloise Empire, mightiest and longest-lived of empires on <i>Oerth</i> , and it's reckoning (although the Scarlet Brotherhood still uses it to keep records).
-413	Founding of the Hepmonaland Suel City of Zar, the first Hepmon-Suel city.
-411	Death of Kevelli Mak, Founder of the Scarlet Brotherhood. Reshnek Nes takes leadership of the Brotherhood.
-402	Settlement of Hepmonaland Suel city of Lerga by Duke Medjar.
-400	Two centuries of Suel/Oeridian battles for control of the central <i>Flanaess</i> begins; Suel slowly banished to margins of the lands.
-385	Founding of Naer's Well (modern Narwell).
-350	<i>Knights of the Holy Shielding</i> founded. An unnamed Suel house reaches Matreyus Lake and the Olman ruins of Elatalhuilhle and restore it.
-344	Suel clans settle on the western shore of Wooly Bay (lost Suel city of the Suss).

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-342	Keoland is founded by Oeridian and Suel people.
-330	Birth of Tuerny the Merciless.
-315	Foundation of City of Jurnre (modern County of Ulek) it is one of the oldest cities built after the <i>Invoked Devastation</i> .
-279	Ena Norbe, a Suel wizard, founds Norbe Bay (later Hard Bay...then Hardby), and becomes first Gynarch.
-265	Tuerny creates the <i>Iron Flask of Tuerny the Merciless</i> .
-252	A disguised priest of Meyanok works his way into the inner councils of the prince of Jolan of Kunda.
-250	Jolan secedes from Kingdom of Kunda.
-246	The directives of the Scarlet Brotherhood have almost completely subsumed the goals of the Suloise Council of Noble Houses in the Tilvanot Peninsula.
-245	<i>Tilvanot Civil War</i> , three remaining independent Suel Houses attempt to overthrow the Scarlet Brotherhood.
-243	Scarlet Brotherhood defeats final remnants of rebelling Suloise Noble Houses. Scarlet Brotherhood assumes formal control of Tilvanot government, calling the peninsula "The Kingdom of Shar."
-240	Fragmentation of the Kingdom of Kunda.
-216	A scion of the House of Garasteth, Lord Mikar, became the first grand prince. He ruled a land now called the Kingdom of Aerdy, with its capitol located in Rel Astra.
-194	Exploration of the Solnor 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.
-170	The Suel city Matreyus (originally the Olman Elatalhuilhle) falls for unknown reasons. War between Olman and Suel continue in Amedio for the next 700+ years.
-161	Gran March founded.
-160	Founding of monastery to <i>Pelor</i> in what is modern Westtown in Geoff.
-122	Aqua-erdians strike out east across the Solnor 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.
-109	Rax Aerdi defeated their Nyrondeese rivals in the <i>Battle of Fortnight's Length</i> . Great Kingdom's capitol moved from Rel Astra to Rauxes.
-107	<i>Knight Protectors of the Great Kingdom</i> is formed.
-45	Birth of Hautna Masq, Greyhawk Dragon.
-15	Temple of Istus built in Wragby.
1	Overking Nasran crowned in Rauxes (Great Kingdom); frontiers of the Great Kingdom reach modern-day Greyhawk City and beyond. The Kingdom of Shar resists the expansion efforts of the Great Kingdom.
4	Aerdian Captain Maret Nial "conquers" Greyhawk and declares his domain part of the Great Kingdom.
11	Major battle between Oeridians and Flan Tribes at modern day Arrowstrand.
12	City of Scant constructed.

Year (CY)	Event
15	Population boom in Greyhawk caused by treasure hunters, Overking grants Maret Nial title of Landgraf of Selintan.
42	Founding of Oytmeet by a merchant company.
43	Greyhawk City attacked by humanoids, repelled by spellcasters led by Ganz, son of Maret Nial.
49	Maro, daughter of the Gynarch of Hardby and wife of Lord Ganz of Greyhawk, becomes Gynarch of Hardby.
75	Death of Overking Tenmaris, Yalranda of Rax Nyronde House becomes the ruling house of Aerdy; the house was to rule for nearly 400 years.
80	Founding of Eastfair in North Province.
90's	Keraptis leaves White Plume Mountain to further his research and never returns.
98	Overking Erhart I allows his son to handle the <i>Orb of the Hatchling</i> , which resulted in the youth's death.
100	Viceroyalty of Furyondy established.
109	Bone March established by Overking Manshen as a reward to the victorious commanders over the Suel barbarians from Fruztii.
118	The Academy of Art and Science founded by the Grey Savant, a mysterious figure who was reputedly both a wizard of awesome power and a priest of <i>Boccob</i> . Located on the banks of the Selintan.
124	City of Irongate completed.
150	First appearance of Rhennee near the Adri Forest.
155	Atir Aedorich discovers the Sinking Isle.
167	A copy of the Tome of the Scarlet Sign was delivered to Muratree, the court wizard to the Malachite throne.
168	With the naval power of the Sea Barons at the fore, the Aerdi capture the Lordship of the Isles.
170	City of Tolanok (originally Olman, but later settled by Touv) rendered barren. High priests of Meyanok withered the vegetation.
171	<i>The Battle of Chokestone</i> . 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 <i>Erythnul</i> . 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.
172	<i>Lays of Bar Strannach</i> 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 <i>Lays of Bar Strannach</i> , which is still preserved in a small shrine to <i>Boccob</i> .
174	Muratree dies when his attempts to transform into a lich fail.
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.
198	A comet appears over Flanaess.
200	City of Leukish (modern Duchy of Urnst) began as a trading post between Furyondy and Nyronde. The power of the Malachite Throne wanes; As the waned, the Viceroys of Ferronde ruled more by their own writ and less by the leave of the Aerdi overlords.

Year (CY)	Event
209	Assassination of the Landgraf of Selintan and the garrison commander of Greyhawk. The next officer in line, Ponjes the Bull, leads the "Expulsion of Evil" (burning of evil temples, massacre of worshippers) Ponjes appointed new Landgraf of Selintan, but used the title Mayor of Greyhawk.
213	<i>Age of Great Sorrow</i> commences. Aerdian soldiers withdrawn from Greyhawk City.
215	First appearance of Wastri the Hopping Prophet, assumed to be one of the original followers of Keveli. The Scarlet Brotherhood declares him "an impure creature."
219	The 16 th Procession of Blessing was attacked and the <i>Cup and Talisman of Al-Akbar</i> were stolen by strange tall elves that escaped on giant eagles towards the Barrier Peaks.
223	House Naelax regained throne after death of Herzog Zelcor I.
254	Thrommel I crowned as King of Furyondy in Dyvers; Veluna, Tenh, and Perrenland also become independent. Dyvers serves as first capitol of Furyondy. Soldiers from Great Kingdom garrisoned in Greyhawk City and Hardby.
254-256	Karamos, mayor of Dyvers, commissions and builds <i>The Catacombs</i> .
254-261	Omt the Hairy, son of Ponjes the Bull, carries on secret negotiations with King Thrommel I.
261	Aerdian troops withdrawn from Greyhawk City.
277	Aerdian troops withdrawn from Hardby.
278	Zagig Yragerne is born in the City of Greyhawk to the Landgraf of the Selintan (Zador Yragerne, great, great grandson of Ganz Yragerne) and the Gynarch of Hardby (Marlana Trieste) At this time, the city of Greyhawk is the capital of a land extending south from the Nyr Dyv to the Whoolly Bay. The Cairn Hills and the Mist Marshes are unclaimed wilderness, as is most of the Gnarley Forest.
286	Tavish I of Gradsul rises to the throne of Keoland.
283-300	Thrommel III of Furyondy constructs the City of Chendl, named after another city of ages past, to be his new capital. The original Chendl once stood near present day Crockport.
294	Mild epidemic in Pregmere, in Geoff, healed by priests of <i>Pelor</i> from monastery of West Town.
300-350	Bandit Kingdoms formed.
303	By this time the Kingdom of Thalland (of the Aerdi sub-tribe Thallari) had emerged on the west side of the Harp River. The Medegian Bladelands, home of the Aerdian sub-tribe Medegi, had settled along the east coast of the Mikar River.
305	Zagig Yragerne and an adventuring party enter Lyzandred the Mad's Cairn. Lyzandred tutors Zagig.
308	Zagig attends the Academy of Art and Science in Greyhawk, under the tutelage of The Grey Savant. The trading village of Greyhawk slowly grew around this famed place of learning, attracting many of the most learned men and women of the Flanaess.
310	Greyhawk City falls into a slump due to heavy taxation by the Overking and other problems.
310-360	Shield Lands become increasingly unified.
311	Discovery and subsequent loss of an <i>Orb of Dragonkind</i> in the Hellfurnaces by a group of explorers.
316	The Scarlet Brotherhood establishes relations with the Suel Barbarian lands of the north.
320	Zagig Yragerne builds Castle Greyhawk. Nomads appear in the north.
322	Public baths of Innspa built. An eccentric wizard obsessed with personal hygiene built them, and the fire elemental he bound to heat the waters is still at work here.

Year (CY)	Event
324	Kingdom of Johrase, located in the Bandit Kingdoms, formed by Andrellus, a debauched scion of Aerdy's Rax dynasty.
349	Schism in the <i>Order of the Hart</i> caused by priorities in spending. Three orders develop.
350	Pontus Hardiggin, a hobniz traveler, begins his explorations.
350-360	<i>The Short War</i> , 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.
356	Declaring their independence from Great Kingdom forms the Kingdom of Nyron and Theocracy of the Pale. Barbarians from the North invade the Aerdy's North Province, forcing the Overking to divert troops from the western front thus insuring Nyron's survival. Kingdom of Keoland at peak, entering its imperialist phase. Urnst states become independent.
357	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.
358	<i>Order of the Hart</i> begins building Castle Hart at junction of Veng and Crystal Rives.
360	"Poor March" (later Pomarj) absorbed by Keoland.
361	Zagig Yragerne discovers the <i>Orb of the Great Serpent</i> .
371	Oeridian founder of City of Rookroost (Bandit Kingdoms) assassinated begins bloody method of ruler ship gain that still continues today.
375	Zagig Yragerne, 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.
375-399	House Naelax begins using humanoid troops around Adri forest to provision raids.
376	Rel Mord built.
386	Birth of Yrag (later Lord Yrag of the Citadel of Eight), he is taken in and raised by Zagig.
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. Free City Arena built in Greyhawk. Baron Mukos builds Mukos Castle near White Plume Mountain.
393	Zagig founds Greyhawk Guild of Wizardry.
395	Zagig plans walls for Greyhawk to be made of elemental forces.
400	Zagig attends Oligarch meeting in Greyhawk he brings a black dragon, a homunculi, and a flesh golem as attendants, and an odd artifact. Keoland establishes March of Bissel as its northernmost outpost
412	Silver mine established in West Town in Geoff.
414	Tavish III assumes throne of Keoland.
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.

Year (CY)	Event
	Foundation of the Hold of Stonefist by Vlek Col Vlekzed.
430	New walls built around Greyhawk City, the "quarters" of the city are established. Foreign quarter established in Greyhawk.
435	House of Garasteth ousted from Roland.
437	Turmoil Between Crowns; House of Naelax replaces House of Rax as rulers of Aerdy.
438	<i>The Small War</i> between Furyondy/Veluna and Keoland; as a result, Keolandish satellites (Bissel, Gran March, Yeomanry) become increasingly independent. Birth of Iggwilv in Perrenland.
440	Warrior-priests in Wintershiven (of the Pale) found a paramilitary body called the <i>Church Militant</i> (of Pholtus).
	Ivid I, House of Naelax, ascends the Malachite Throne in Rauxes.
446	The Overking executes emissaries from Irongate. North and South Provinces secede from Great Kingdom.
447	Bandit Kings sack Trigol. Rise of the Sea Princes. Iron League formed. <i>Battle of a Thousand Banners</i> (Aerdy vs. Iron League).
449	Sack of University Rauxes, destruction of Imperial War Records.
450	Border war between Keoland and the Duchy of Geoff.
450-475	Sometime during this span, Halmador the Cruel came into possession of the Hand and Eye of Vecna. King Tavish III of Keoland dies; end of Keoish imperialism moderate Tavish IV succeeds.
453	<i>Siege of Westkeep</i> (Battle between Keoland/Sea Princes). Sormond of Perrenland mounts expedition to Rigodruok.
455	Sunndi joins the Iron League.
458	Iggwilv gives birth to Drelnza.
460	The Yeomanry League is recognized as an independent realm. Henriki Ardand's personal journal surfaces in Greyhawk. One volume of Henriki Ardand's, the magician who accompanied Sormond to the Land beyond the Black Ice, personal journal provides a most marvelous tale of the expedition's journey.
461	Demi-human realms of Ulek are established. Celene reveals itself.
463	A Blue dragon named <i>Volintakulus</i> is driven from Stark Mounds.
464	Battle of Jetsom Island, Keoish navy sinks the <i>Sea Prince</i> . <i>Iuz</i> is born, the offspring of Iggwilv and the Demon Lord <i>Graz'zt</i> whom she imprisoned.
470	Theodain Eriason becomes a wizard.
477	Iggwilv turns her daughter, Drelnza into a vampire so she can serve as the leader of her armies.
479	<i>Iuz</i> , with help from Iggwilv, begins conquest of petty fiefs north of Furyondy. Humanoid invasions become common.
480	City of Elredd founded by a Wolf Nomad warrior; its earliest settlements began about 1000 years before.
481-491	Perrenland enslaved by the archmage Iggwilv.

Year (CY)	Event
489	An alien people with monk-fighting abilities invade Southern Suel provinces located on the Tilvanot Plateau. Irith Van, leader of the Scarlet Brotherhood makes a secret truce with the newcomers and agree to teach each other their ways.
490's	Huro, of the Scarlet Brotherhood, writes <i>Millennial Prophecies</i> .
490	An adventuring group called "The Tome of the Brotherhood" steals Keraptis' four implements of power from White Plume Mountain.
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.
495	The Suloise wizard, Valterra, settles in Cantonia and begins his magical modification of the town.
498	Ivid I dies, Ivid II assumes the Malachite Throne.
498	County of Urnst becomes Palatinate under Duchy of Urnst. Greyhawk becomes a free city. Beginning of <i>The Hateful Wars</i> between the Ulek states and the humanoids of the Lortmils. (498-510)
499	Thornward besieged by Ket for a year.
500	Zagig returns to Greyhawk in secret, calling himself Zagyg.
501	Ivid II assassinated, Ivid III now in power. Wastri the Hopping Prophet "disappears".
503	Rel Mord's <i>Mercenary Organization</i> formed.
504	Iron Fist Guild of mercenaries formed in Nyronnd.
505	Iggwilv imprisoned in the abyss by <i>Graz'zt</i> . <i>Iuz's</i> 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 <i>Iuz's</i> 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 <i>Iuz's</i> border raids. Least in power was King Avras III with his estates and kin. Late in the year <i>Iuz</i> is imprisoned beneath Greyhawk Castle. <i>Iuz</i> 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. Last report of Heward (who aided Zagyg).
506	At the height of <i>The Hateful Wars</i> , the City of Jurnre falls briefly under siege from goblins and orcs.
510	End of <i>The Hateful Wars</i> ; humanoids driven from the Lortmils.
512	<i>Black Opal of Syrul</i> unearthed at Maznoth.
513	Rise of the Horned Society; humanoids invasions overrun the land taking the Pomarj. Large number of half-orcs begin coming to Greyhawk.
513-563	Highport maintains several corrupt governments including humanoid tribal governments and at least two human and half-orc controlled administrations.
513-575	Suderham secretly thrives; ruled by Olarek's son (Cedric) and grandson (Rodric).
514	Jemrek Longsight tracks path of Comet of 198cy.
515	Defeat of the Rovers of the Barrens at the <i>Battle of Opicm River</i> by the Horned Society.
516	Velunese Lights first sighted.
519	House Highforge of Irongate finds the <i>Starstone</i> (comet of 198cy), founding of Azak-Zil.

Year (CY)	Event
520	Beginning of Hradji Beartooth's ill-fated journey to find Skrallingshold (Tostenhca).
520-530	Denizens of the underworld begin building staircase to the Tower of War at Castle Greyhawk.
520-584	Pirates operate along the coast of the Bright desert, threat of piracy at peak, merchants only put to sea in small armadas accompanied by ships-of-war.
522	King Belvor III of Furyondy assumes the throne.
523	Storich of the Stone of Holdfist attempts to cross the Burning Cliffs.
524	Mines of Azak-Zil lost to unknown forces.
525	Tenser purportedly born in Fax.
526	Dyvers declares itself an independent city. (Formerly part of Furyondy)
530	Sea Princes arrive in Amedio Jungle. Thrommel II rules Furyondy.
535	Karellford pronounced Royal Protectorate by Ivid IV.
537	King Belvor IV ascends the throne of Furyondy.
538	Hocholve Fortress built to guard Dim Forest.
540-560	Mordenkainen begins formulating Circle of Eight based on the older Citadel of Eight.
541	The fishing town of Orz (east of Hardby) founded by a distant offshoot of the noble family of Ahlissa.
556	Ivid the V assumes the Malachite Throne. Casket of "noble" halfling of Esmerin found.
557	Lord Drax of House Garasteth assumes rulership of Rel Astra.
558	Scarlet Brotherhood agents encourage humanoids to raid the Bone March.
559	Humanoids begin raiding Bone March.
563	Bone March falls to humanoids and succeeds from the Great Kingdom.
565	Korund of Ratik sails to Fireland.
566	Evil bandits and humanoids that had been raiding the area east of the Gnarley Forest form the town of Nulb. A small chapel of evil grows into the Temple of Elemental Evil. Rovers/Weigweir begin raiding northeastern edge of Felreev.
568	Korenth Zan elected to the office of Father of Obedience in the Scarlet Brotherhood.
569	<i>Battle of Emridy Meadows</i> : the forces of good sack the Temple of Elemental Evil in the Gnarley Forest. Horde of Elemental Evil is scattered. Stalman Klim leaves Suderham.
569-573	Stalman Klim founds "The Nine" (the Slavelords).
569-571	Herzog of South Province leads Ivid's field army to a minor victory over Golden League (Nyronde, Almor & the Iron League). Irongate saved by this stalemate while losses forces Nyronde's King to seek greater peace with Ivid. War between Thieves' Guild and Beggars' Union in Greyhawk City.

Year (CY)	Event
570	<p>Lord Robilar frees <i>Iuz</i> and eight other demi-gods released from prison in Greyhawk Castle. <i>Iuz</i> 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.</p> <p>Nerof Gasgol becomes Lord Mayor of Greyhawk.</p> <p>Death of the First "False Keraptis" at White Plume Mountain.</p>
570's	<p>Circle of Eight foils plans of Iggwilv.</p>
571	<p>Conflict between Thieves' Guild and Beggar's Guild in Greyhawk City.</p> <p>"Keraptis" reappears in White Plume Mountain.</p> <p>Judge Alita of Hardby born.</p> <p>"King Garzon," an ogre lord of the Abbor-Alz, slain. His head is displayed at the Mercenaries' Guildhall in Greyhawk.</p>
572	<p>The Dawnbreak Clan of Rauxes (Great Kingdom) fails to overthrow Ivid.</p> <p>Sea Barons defeat Duxchaners (Lordship of the Isles) in the <i>Battle of Medegia</i>.</p> <p>Karll Lorinar assumes the throne of the Duchy of Urnst.</p> <p>Death of Arentol, Grandmaster of Thieves and Oligarch in Greyhawk City, he is replaced by Org Nanshen.</p>
573	<p>Scarlet Brotherhood first reported.</p> <p>Prince of Furyondy/Provost of Veluna kidnapped.</p> <p>Lord Robilar gives an interesting obsidian knife, which he had found earlier in the Yatils to Rary.</p>
574	<p>Entire upper hierarchy of the Guild of Assassins of Greyhawk slain by a mezzoloth. Turin Deathstalker appointed Guildmaster and Oligarch.</p> <p>Stalman Klim and his allies return to Suderham. Klim assassinates King Roderic. The Nine rule Suderham. (Klim the first man in 62 years to leave Suderham and return alive)</p>
575	<p>Formation of the People's Constables in Greyhawk.</p> <p>Mordenkainen aids cloud giants against a flight of dragons.</p> <p>Duke Eyeh II of Tenh begins active campaign in Troll Fens.</p> <p>Arrival of the first Scarlet Brotherhood monks to the Hepmon-Suel city of Zar.</p> <p>Slavelords lead coup against King of Suderham and take over.</p> <p>Herzog Chelor III of the House Naelax-Selor gains throne in South Province.</p> <p>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-Fruztii army wreaked havoc within the March after the signing. Leaders of the humanoids have determined that the northern alliance must be dissolved.</p>
576	<p><i>World of Greyhawk Map and Gazetteer</i> first published.</p> <p>Theodain Eriason becomes one of first adventurers to enter the rediscovered <i>Passage of Slerotin</i>.</p> <p>Leomund retires from the <i>Circle of Eight</i> and Otiluke replaces him.</p> <p>Scarlet Brotherhood discovers <i>Weeping Hexagram</i>.</p> <p>Baron Grellus of Restonford assassinated.</p> <p>Slavelords begin operations.</p>
576-579	<p>Iggwilv reappears, but is thwarted by Tenser.</p>

Year (CY)	Event
577	<p>Expedition to Blackmoor by the Archmage Marinian of Willip is lost without a trace.</p> <p>Pietain Morvannis arrives in Greyhawk, and begins making his name at "the Pit."</p> <p>Duke Eyeh II of Tenh killed in Battle of Rockegg Pass against Hold of Stonefist.</p> <p><i>Battle of Loftwood</i> a combined Ratik/Fruztii force destroys the humanoid forces under the <i>Vile Rune</i> orcs of the Bone March.</p> <p>Chelor III, of the South Province, gains all lands from Glorioles to Hestmark Highlands to point where the Flanmi joins the Thelly.</p> <p>Several naval battles between Onnwal and South Province.</p> <p>Sea Barons defeat a fleet of seven Barbarian longships.</p> <p>Spidesa, Holy Censor of Medegia named Imperial Constable of Great Kingdom.</p>
578	<p>Naval Forces of the Great Kingdom and Nyronnd skirmish in Relmor Bay.</p> <p>Overking Ivid V declares war on Nyronnd and its allies in the so-called Golden League.</p> <p>Chelor III moves against Iron League states.</p> <p>Seuvord, Master of the Hold, becomes Rhelt Seuvord I of the Hold.</p> <p>Belvor's fleet raids Dorakaa and destroys the majority of <i>Iuz's</i> galleys under construction.</p> <p>Onnwal Navy defeats Ahlissan (South Province) squadron off of Norland Point.</p> <p>Turin Deathstalker purchases Turin's Servant Agency in Greyhawk.</p> <p><i>Iuz's</i> army, commanded by Lord Choldraf and Mellard-Plict, advances toward Eru-Tovar.</p> <p><i>Iuz</i> lays siege to Eru-Tovar.</p> <p>Chanda-Three-Lances is made War Sachem of the Rovers.</p> <p>Bandit Kingdoms make forays into Tenh, the Pale, Nyronnd, County of Urnst, parts of the Shield Land and Furyondy.</p> <p>Ships and troops, under Lord Captain Aldusc from Sea Barons, sent to bolster North Province against Barbarians.</p> <p>Tarkhan Bargru takes troops to break siege of Eru-Tovar.</p> <p>Eyeh III, of Tenh crowned in Nevond Nevnend.</p> <p><i>Battle of Black Water Bend</i>; troops of <i>Iuz</i> defeated by Wolf Nomads.</p>
579	<p>Bucknard disappears while exploring a demi-plane.</p> <p><i>Iuz's</i> forces take large portions of the Vesve.</p> <p>Invasion of the Shield Lands by the Horned Society and the Bandit Kingdoms.</p> <p>Otiluke purchases mysterious bowl from the Sea Prince explorer, Galdin of Monmurg.</p>
579-581	<p>Horned Society invades and conquers Bandit Kingdoms.</p>
580	<p>Evil is found to be growing again in the area surrounding the sealed Temple of Elemental Evil.</p> <p>Slavelords reign of terror ended by heroes from Greyhawk.</p>

Year (CY)	Event
581	<p>The castle at Hommlet is completed.</p> <p>Griffith Adarian calls upon the power of the Gem of Rachleach to defeat a force of 300 troops sent into the Adri by the Great Kingdom.</p> <p>Jallarzi Sallavarian replaces Bucknard on the Circle of Eight.</p> <p>Band of mercenaries penetrate defenses of the Hidden City of the Scarlet Brotherhood (Hesuel lIshar), and steal the <i>Weeping Hexagram</i>.</p> <p>The wizard Sevant attacked and killed by the Black Sorcerer of Verbobonc in Sevant's Cove (north of Hardby).</p>
581-582	<p>The Shield Lands fall to the invaders. Shield Landers flee to Greyhawk during conquest by <i>luz</i>.</p> <p>The Scarlet Brotherhood steps up recruitment of Hepmonaland Suel and enslavement of Olman and Touv.</p>
582	<p><i>luz</i> conquers Horned Society during the Blood Moon Festival.</p> <p>Scarlet Brotherhood influences Turrosh Mak to take leadership of his orcish tribe, the Nedla in the Pomarj.</p> <p>Turin Deathstalker leaves Greyhawk City; Vesperin Lafanel replaces him as Director.</p> <p>Stonefist invade Tenh.</p> <p><i>luz</i> conquers Bandit Kingdoms.</p> <p>Nevond Nevnend falls to the Fist and destroys Calbut.</p> <p>Hardby comes under the protection and control of Greyhawk City.</p>
582-584	<p><i>The Greyhawk Wars.</i></p>
583	<p>Elves begin to arrive in numbers on Lendore Island.</p> <p><i>luz</i> defeats Shield Lands, Fall of Critwall and Adumdfort.</p> <p><i>Battle of Critwall Bridge</i>, <i>luz</i> checked.</p> <p>Nyrond marches against the Fists into Nutherwood, Phostwood, advance stopped in Ternsmay.</p> <p>Chendl besieged by <i>luz</i>.</p> <p><i>Battle of Rieuwood</i>, Osson decimates Ivid's Glorioles Army.</p> <p>Osson advances into Medegia.</p> <p><i>Treaty of Niole Dra</i>, a pact between Furyondy, Keoland, Gran March, Yeomanry, Duchy of Urnst, County of Urnst, and Celene.</p>

Year (CY)	Event
584	<p>Duchy of Geoff and Sterich falls to orcs and giantkind, Duke Owen I of Geoff flees to Shibolet.</p> <p>Turrosh Mak and his forces invade the southern Wild Coast cities, destroy Elredd and Fax also seizes the eastern portion of the Principality of Ulek.</p> <p>Celene closes its borders to all.</p> <p>Osson's troops scattered, Osson lost.</p> <p>War ensues throughout the Flanaess. Nyron and the Great Kingdom fight many battles.</p> <p>Ivid IV is assassinated, returns as "<i>The Undying One</i>" The Great Kingdom of Aerdy fractures into hundreds of petty states.</p> <p><i>The Day of the Great Signing</i> was to have ended three years of wars that ravaged the Flanaess. Instead, the day ended in a great magical fire that destroyed the building where the event was to take place. Tensor and Otiluke, lay dead, a third, Bigby was badly wounded. Rary, a member of the Circle of Eight, and his co-conspirator, Lord Robilar, were nowhere to be found. Rary's tower in Lopolla vanished also. Months later, the duo and the tower surfaced in the Bright Desert.</p> <p>The realm of Arrisa reclaims Lendore Island; elves from the Flanaess began to migrate to Arrisa in large numbers.</p> <p>Cobb Darg expels and executes Scarlet Brotherhood agents in Irongate.</p> <p>Keoish elves stop advance of Scarlet Brotherhood army in Dreadwood, and halts attempted invasion of Gradsul.</p> <p>Arkalen Sammal, of Ket, the brother of Rary the Traitor, publicly disowns his brother in Greyhawk.</p>
585	<p>King Archbold III of Nyron is nearly assassinated by his younger son, Sewarndt. Fighting in the capitol erupts and the king's youngest son, Lynward, won the day and took the throne in Fireseek.</p> <p>Canon Hazen of Veluna acquires the <i>Crook of Rao</i> from Lord Drax in Rel Astra.</p> <p>Warnes Starcoat, Ahlhamazad the Wise and Theodain Eriason become members of the <i>Circle of Eight</i>.</p> <p>Orcish Empire pirate ships began operating out of Port Elredd.</p> <p>Larissa Hunter, First Captain of the Dyvers Free Army becomes Magister of Dyvers and commissions the building of Eastguard. She informs the Greyhawk Oligarchy that any encroachment within 10 miles of Maravan will be considered an act of war.</p>
585-588	<p>Earldom of Sterich retaken from the giant and humanoid armies.</p> <p>Canon Hazen of Veluna employs the <i>Crook of Rao</i>, a powerful artifact that purged the Flanaess of nearly all fiends. Outsiders summoned by <i>Iuz</i>, Ivid or independent evils fell victim, which became known as the <i>Flight of Fiends</i>.</p> <p>After Ivid V was declared missing, Herzog Grenell of North Province declares himself Overking of the Great Kingdom.</p> <p>South Province declared the Kingdom of Ahlissa by ruling Oligarchy.</p>
586	<p>Belvor appoints Lady Katarina as Lord Marshall of Shield Lands.</p> <p>A small fleet departs Asperdi from Sea Barons and sets sail across the Solnor Ocean.</p> <p>Tang the Horrific summons War Council of Wolf Nomads.</p> <p>North Province declares itself Great Kingdom of Northern Aerdy. Herzog Grenell crowned Grenell I.</p> <p><i>Battle of Hochoch</i>; the <i>Knights of the Watch</i> and soldiers from Gran March save Hochoch from humanoid invasion.</p>
586-588	<p>King Belvor III of Furyondy and Canon Hazen of Veluna declare the <i>Great Northern Crusade</i>, a campaign aimed at retaking lost lands from Iuz. <i>Knights of Shielding</i> living in Greyhawk join crusade.</p>

Year (CY)	Event
587	<p>Overking Xavener I rules the United Kingdom of Ahlissa from the new capitol of Kalstrand.</p> <p>Beygraf Zoltan of Ket assassinated.</p> <p>Wolf Nomads raid luz and also defeat orc hordes and retake burial grounds.</p> <p>Katarina leads <i>Knights of the Holy Shielding</i> in attempt to regain Shield Lands...succeeds in recapturing Critwall.</p> <p>Lyнварd I declares large regions of old Almor, near the Harp River as a protectorate of Nyronnd.</p>
588	<p><i>Knights of Dispatch</i> lead raids into Oytwood to gain back some lands formally belonging to Geoff.</p> <p>The armies of Furyondy restore the nation as well as Critwall and Scragholme Isle.</p> <p>luz loses control of Sevvord Redbeard of Hold of Stonefist, which is renamed Stonehold. Stonehold falls from luz's grasp.</p> <p>Wilfrik's bastard half-elf son, Langard of the Gnarley Border, is installed as Viscount of Verbobonc.</p>
589	<p>Sunndi, the last surviving member of the Iron League, chooses not to become part of Ahlissa and becomes a kingdom.</p> <p>Hold of the Sea Princes collapses in a bloody civil war.</p> <p>The Scarlet Brotherhood of most of the Hold of Sea Princes. They control Flotsam, Jetsom, Fairwind, Port Toli and Monmurg but lose the rest of the territory to rebellious slaves, freeholders and humanoid mercenaries.</p> <p>Signing of the Solnor Compact, a defensive alliance between Rel Astra, Ountsy and Roland.</p> <p>Permanent state of war between Furyondy and luz declared by King Belvor IV.</p>
590	<p>Bissel declares the trading town of Pellak its new capitol.</p> <p>Forces from Keoland invade the Hold of Sea Princes and capture Westkeep.</p> <p>Xavener I expands United Kingdom of Ahlissa north into the old Great Kingdom and meets the southern expansion of Grenell I's southern expansion of the Great Kingdom of Northern Aerdy.</p> <p>Sea Baron's fleet returns from expedition across the Solnor.</p> <p>Military sweep in the Duchy of Urnst drives bandits into the hills around the dwarven hill fortress of Karakest.</p> <p>Stalman Klim returns to Earth Dragon's temple.</p> <p>First Rel Astran caravel since 586cy arrives in Hardby.</p>
591	<p>The "yellow-sails" of the revived Slavers begin to terrorize the waters of the central Flanaess.</p> <p>Tyrem appointed the Father of Faith by the Scarlet Brotherhood.</p> <p>An updated <i>World of Greyhawk Map and Gazetteer</i> is published.</p>