

THE HISTORY OF OERTH

(especially pertaining to that continent known as Oerik, which includes the Flanaess)

THE EPOCH OF MYTH

The oldest myth and legend tell of many different things; The Humans tell of the time of change, when the very magic of Oerth forged the different races from a human stock, the Elves speak of "The Awakening," when they found themselves on Oerth after the battle of Correlon and Gruumsh; the Dwarves speak of Forge Time when Moradin forged the lives of the Dwarven fathers and set them under mountain. Other major forces stirred both evil and good, and warfare was frequent. Each of the major races of Oerth split and formed sub-groups which often warred with each other and took different powers to worship.

The Elves were sundered, some taking to the deep forests, some to mountain fastness, some to the seas, and some to the deeps of the Earth, and so too split Dwarves, and Gnomes.

Humanity, the most prolific of the races counted among the higher species (unlike those called lower, created by evil powers in mockery of the earlier formed), spread first on the continent later called Oerik. Here, too, were the Demi-human races, and the humanoid hordes most prevalent.

The Demi-humans held sway in the east of that land, and the Humans held sway in the west. Few know of the events of those times when the Drow were driven into the depths, the Druargar were exiled from their Dwarven kindred, and the first gnomes moved from woodland and hill to ever deeper caverns.

It was during the end of this epoch that the first mighty empire of humanity slowly grew from scattered groups in the south and west of the Oerik.

Great heroes lived and died in this age, and the art of magic developed as did the use of weapons. But of this time little is told, and little is known.

THE EPOCH OF LEGEND

It was during this time that humans began keeping a record of time and began writing. So this is also called the Epoch of Ages, for in the South and West, the people made alliance with Grey Elves from the East and learned that they could keep records by writing. Here developed a system of mathematics which allowed for development in the sciences and art. However, the humans, not being exposed to many other races, saw these elves as higher beings, and they emulated their distance and haughtiness, not realizing the difference in nature between humans and elves. And so, the first human empire grew quickly, and at first it was fair and just for the elves were there to help nourish and guide, but soon, as the interest of the Eastern elves turned elsewhere, the empire became haughty, proud and powerful, forcing those around it to their knees. And ruling with a ruthless cruelty. It was here that the first human culture formed. But even so, much knowledge of this time fragmentary and much is unknown and lost due to the Invoked Devastation, and the Rain of Colorless fire which closed this period of history.

THE SULOISE DOMINION (SD)

- 900 SD The first of a group of traveling Grey Elves, exploring the South Central portion of Earth 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.
The Se-UI proved apt students and soon were constructing cities and delighted the elves both with their creativity and their productivity. The cities of the Se-UI were patterned similar to those of the Grey Elves set mountain fastness, but these occupied the plains and river deltas of the southlands. (-6416 CY)
- 717 SD 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 platformed outriggers. (-6233 CY)
- 551 SD 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 Grey Elves. (-6067 CY)
- 259 SD The Gray Elves depart from the Se-UI. News of a fierce war between the Grey 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 Grey Elven cities, are renamed The Mountains of Fire, and the Mountains of Hell, although the Barrier Peaks and Crystalmists remain calm. (-5775 CY)
- 223 SD Relations between the Se-UI city states, deteriorate. The last council of the cities is held. Each city arms itself against the other. (-5739 CY)
- 194 SD After a years of fighting, one city state, ReAtryniBa, 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. (-5710 CY)
- 187 SD Anainyer defeats, BiTharOI, the last Se-UI city to hold out against him. He proclaims himself "The First Protector of the Se-UI." He renames ReAtryniBa, Suela, the city of the Suloise. (-5703 CY)
- 15 SD 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. (-5531 CY)
- 2 SD 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 straggling ships return, the only survivors to tell the tale. The wall of wind and water remains, cutting the peoples AnaKeri off from others entirely. (-5518 CY)
- 1 SD During the years of the turmoil following the destruction of the Se-UI fleet, Obendar, a mighty Suloise mage, rediscovers lost grey 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. (-5515 CY)

- 74 SD The Genii Princes are forced to perform magic for the Suel magi. (-5442 CY)
- 92 SD The Suel appoint 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. (-5424 CY)
- 350 SD 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. (-5166 CY)
- 470 SD The tenth Regency is appointed. The great, great, great, great grandson of Alianor, Arinanin, approaches the Regency and demands that he be restored as First Protector. His request is denied and he is imprisoned. (-5046 CY)
- 490 SD 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 Tharizdun. (-5026 CY)
- 505 SD 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 Oerth. (-5010 CY)
- 513 SD 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. (-5003 CY)
- 850 SD The last of the Grey Elven cities in the mountains now known as the Crystallmist is discovered and destroyed by a concerted effort on the part of the Drow/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 grey elves flee eastward to the interior of the eastern portion of the continent. (-4666 CY)
- 900 SD 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 Tharizdun is likewise driven out. They flee northeastwards, and establish a temple somewhere in Southern Yatils. The Council of Noble Families is formed to rule the Se-UI. (-4616 CY)
- 1053 SD 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 Aerd Sea (in what is now called the Spindrift Isles). This is accounted as (1 OC/-4463 CY).
- 1102 SD Elonzir-b-nar, the Prince of the house of Rhola (worshippers of Jascar and other Suloise deities of weal) is proclaimed the First Emperor of the Suel Empire. (-4414 CY)
- 1804 SD Ollizin-b-Zabor, of the neutral house of Belzim takes the throne when the Prince of Rhola abdicates in his favor. (-3712 CY)
- 1997 SD Discovery of the art of Lesser Binding by the mages of Suel. This magic enabled the Suel to create items such as Rings of Genie Summoning. (-3519 CY)
- 2856 SD 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, "The Naval of the Earth." The Bakluni count the completion of this place as the beginning of the Bakluni calendar (1 BH/-2660 CY)
- 2664 SD Succession to the throne of Argent var-Mengar, of the House of Neheli, worshippers of Lydia (-2852 CY)
- 3188 SD Assassination of Argent var-Mengar XXI by unknown collaborators. The throne falls to the House of Zolax, worshippers of Beltar. (-2328 CY)
- 3204 SD Zofar ad-Zol proclaims that there is inherent evil in the binding of Genies and commands that all of the Great Binders be turned over to him for destruction and release of the genies. Zofar collects five of the Binders, in addition to the Binder of the King. Houses Fruztii, Cruski, and Schnai violently oppose this move, causing the Suloise War of Revolution (3205 SD). (-2312 and -2313 CY)
- 3235 SD Zelfed ad-Zol, the son of Zofar, brings the war to an end but does not gain the remaining Binders. (-2281 CY)
- 3247 SD The years of Conquest and Prosperity 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 Grey 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 Flanae 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 entire of the western half of Oerik, is controlled by the Suel. But the drow and darker forces, and a fear of other elves, halt the eastern expansion. (-2269 CY)
- 3250 SD The Flanae, under the protection of Beory, Pelor and Rao 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. (-2266 CY)
- 3365 SD The founding of the first Flanae City in the Lortmil mountains in eastern Oerik, this is counted as year (1 FT/-2151 CY).
- 3971 SD The Bakluni, under one of their wandering chieftains, Ali-ben-Onar, unite in an effort to throw off the Suloise yoke. During the War of Seven Score Nights one of the Binders 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. (-1545 CY)

- 3977 SD 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. (-1539 CY)
- 4000 SD The leader of House Fruztii, Abelbar ben Usby, seeks to wrest control of the Binder from the Bakluni. Instead, he loses the Binder which his family has controlled for Millennia to the Bakluni, but he keeps this loss secret. (-1516 CY)
- 4117 SD The Emperor Zeeckar attempts to strengthen his realm. He attempts to annihilate the Houses Ulmar and Opell in what he calls The War of Purity. 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. (-1399 CY)
- 4411 SD 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 Binders to enforce his claim. (-1105 CY)
- 4434 SD The "god" Zinkman is not accepted by the Oeridian tribes to the north and west of the empire. 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 St. Cuthbert, himself. Cuthbert reduces Zinkman to a babbling, drooling idiot. Cuthbert does not take the Binders from the houses of Suel, but divides them among the ruling houses. (-1082 CY)
- 4437 SD 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. (-1079 CY)
- 4710 SD The minor temples of Tharizdun, 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... (-806 CY)
- 4788 SD 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 "The Plague Years". (-728 CY)
- 4871 SD The Oeridian High Priestess Johydee using her Mask, breaks the Oeridian free from Suel domination (1 OR\ -645 CY)
- 4889 SD The population begins to recover, but the Bakluni peace begins to break down. Raids become frequent (-627 CY)
- 4912 SD The first of the Succession Wars. The Schnai are removed from the throne. (-604 CY)
- 5011 SD The last of the Succession Wars. 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 Tharizdun return to the Suloise Empire and begin winning converts. (-505 CY)
- 5012 SD 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. (-504 CY)
- 5031 SD The beginning of "The Great War." 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. (-485 CY)
- 5050 SD Both Bakluni and Suloise began to go east of the mountains, recruiting Humanoids as mercenaries in their battles for the first time. (-466 CY)
- 5058 SD Heeding their prophets, many Oeridians began moving eastward, coming into contact and conflict with the Flanae. (-458 CY)
- 5068 SD The Year of the Prophets. 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 Beltar. (-448 CY)
- 5069 SD Zellifar-ad-Zol, son of the emperor, mage/high priest of Beltar, 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 it's 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 Flanae, 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. (-447 CY)
- 5070 SD The emperor sends commands that the Houses Schnai, Cruskii and Fruztii move bring his son, and the "Unloyal" back to face justice. (-446 CY)
- 5071-5093 SD The Zolite scatter the Flanae 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 Flanae 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 Riff Canyon. (-445 to -493 CY)
- 5093 SD 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 Three Houses of Pursuit: the Schnai, the Fruztii, and the Cruskii. (-493 CY)
- 5094 SD Zellifar parleys with the Houses of Pursuit. His Arch Mage, 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 Riff Canyon as the only physical remains of this energy. The remnants of the Three Pursuing Houses (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, pell mell, northeastward, except one family. One small branch of the Schnai, the Hepmona, led by the priestess Jaguanara, 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 Tharizdun, 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, blindly, to the south, crossing the ocean in rough canoes to chase Lendore...She and her followers eventually find a large jungled land and take control of its northern reaches.

In the Suel Empire proper, the Suel mages gather their magical energies and cast the Invoked Devastation. No Bakluni cities survive this blast of magical energy. But Bakluni clerics and mages gathered at Tovag Baragu, using the arcane powers of the Binders, and drawing upon the energies of their holiest site, withstand these energies and counterstruck with the Rain of Colorless Fire. The remains of this expenditure of energy are now called the Sea of Dust, and the Dry Steppes. (-492 CY)

5097 SD

Zellifar enters the Griff Mountains alone. None know where he goes or what he does there. (-419 CY)

5099 SD

The Three Houses of Pursuit move into the Thillonian Peninsula. They remember and turn to powers which were basic and strong, Kord and Llerg, 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 carry mystic powers. (-417 CY)

5100 SD

Zellifar, last scion of emperors, teleports from the Griff Mountains 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 Oerth, and it's reckoning (although the Scarlet Brotherhood still uses it to keep records). (-416 CY) The crowning of the first Overking of Rauxes, and the establishment of the Aerdian Empire, will not occur for another 416 years.

Nature:

The Suloise Empire is vastly different things at different times. Compared to it, the Roman Empire was a short lived thing and the Chinese dynasties were only half as old. In its early stages, it was comprised of wandering related tribes who developed city states. These city states were similar technologically to the Mesopotamian states on Earth. Then, with the arrival of elves they became more like the Greek polis. And then developed into an empire which structurally was like the Senate driven Rome, and finally into aristocratic families and princes among which the Imperial rule passed. The Romanesque flavor of the Empire, was modified by the influence of the haughty grey elves. The elves introduced the magic which drove the quest for power and magic which dominated the whole of the Suel history. This additional element gives the Suloise an almost Melibonian oddness. A sense of haughtiness, of right to power, and of non-concern for others that is still not found in any other culture on Oerth. Even the structured Gray Elves had a sense of wisdom and compassion that was totally foreign to the thoughts of many of the Suloise rulers. The modern Suel (except those living beneath the Sea of Dust, those trapped beneath the Crystalmist, those in the Scarlet Brotherhood and perhaps those who fled west across the Vast Ocean) have lost this haughtiness...it is instead it is replaced by a bravura, and a wildness which is equally dangerous when roused. The savages of the Amedio, of Hepmonland, and the Barbarians in the Northeastern Flanaess exemplify of this.

(This Suloise History is primarily the work of Leonard Lakofka in his development of the Suel peoples with additions by Steve Wilson and is derived from the work of Gary Gygax and the World of Greyhawk (TSR), and Greyhawk Adventures (TSR).)

THE OLVEN CALENDAR (OC)

After the Gray Elves last city in the Crystalmist fell, the remnants fled eastward. They, in conjunction with their High Elven and Sylvan kindred, developed the four Elven Kingdoms. The Westernmost of these, the "Realm" of Highfolk in the Yafils and the Vesve was established as a guardian against the Suel and the Drow. This realm was established with the Sylvan elves of the Vesve. Of all the Elven realms, it was the most open to other races, allowing humans, gnomes, halflings and even dwarves to partake of it's society. The second Kingdom, Celene, was also called the "heart jewel" of Elvendom, High Elves and Gray Elves established this realm. It, alone of the realms, is always ruled by an elven queen. The third Kingdom, Aliador, was established in the Griff Mountains and the plains to the west to the shores of the Nyr Dyv, it is also called the "Lost Kingdom." This was the Crown of the Elven seat, and was inhabited solely by Gray Elves and their servants. The High King of All Elves had his place here. The Fourth Realm, Arrisa, was established by a council of mages and priests in the southern islands now known as the Spindriffs. It is called "The Secret Realm" and it has been closed for long. Little traffic passes between this realm and the remainder of the Flanaess. And it's purpose, until recently, has been hidden (even to the other elven Realms).

1 OC

Prior to this time, Elves used no calendars. But on this date (which corresponds to 1053 SD/-4462 CY) the Four Elven Realms of the East are founded.

60 OC

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 Dukes shatter the dark elven armies. (1103 SD/-4403 CY)

Between these times the realms flourish, the battles with humanoids are frequent, but the might of each of the realms is unchallenged. This is known as "The Time of Flowering" and much of the best of Elvendom came to pass in these days. The 12 Gray Elven cities were built, including Erieadan, the High Seat of Elvendom and The City of Summer Stars. Many mighty magics, and songs and items of beauty were crafted. The history of this time is largely hidden from humans, however, because there were few (if any) humans in the East at this

- time. Elves rarely speak of it today. Among the few known personages to have lived during this time were Queen Ehlissa and the Elven Minstrel Ye'Cind.
- 2210 OC The Flan move into Eastern Oerik. They are welcomed by the Highfolk, but the other kingdoms, remembering the disaster of the helping of the Suel, close their Realms to humans. (3263 SD/-2253 CY)
- 2312 OC The founding of the first Flan city in the Lortmils "Haradahagh." This is counted as (3365 SD/1 FT/-2151 CY)
- 2716 OC 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 "The Fate of Tilorop." He secretly begins to worship Tharizdun. (3769 SD/-1747 CY)
- 2730 OC 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!" (3783 SD/-1733 CY)
- 2747 OC Vecna asks Galitholian's permission to visit his homeland. This permission is granted. (3800 SD/-1716 CY)
- 2794-2820 OC 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. (3847 to 3883 SD/-1669 to -1643 CY)
- 2821-2900 OC Gilthonial's forces are driven in a lightning strike from the plains west of the Griff's. Vecna's forces sweep the central plains east of Nyr Dyv and North, they hold the plains to the feet of the Griff's. (3848 to 3857 SD/-1642 to -1563 CY)
- 2906 OC Celene fields an army to assist Galitholian. Although they meet with initial success, Vecna calls on the powers of Tharizdun and unleashes a magical burning force which causes the Bright desert. Many perish and the elven host is thrown into a panic. They retreat to Celene, but Vecna does not advance. His eyes are fixed to the east. (3763 SD/-1557 CY)
- 2925 OC The first of the Grey Elven mountain cities falls to Vecna's armies. This is the beginning of the 400 Year War. (3982 SD/-1538 CY)
- 3242 OC Gilthonial's armies slowly give way before Vecna, no aid reaches Gilthonial. Vecna's armies destroy all but 5 Grey Elven cities in the Griff Mts. (4299 SD/-1221 CY)
- 3309-3315 OC 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. (4362 to 4368 SD/-1154 CY to -1148 CY)
- 3318 OC The City of Summer Stars defends itself from Vecna's incursions. But the city is abandoned after Prince Darnakurian turns to darkness. Queen Sharafere and the remnant of her people head to the islands in the south. (4371 SD/-1145 CY)
- 3321 OC Vecna's body is destroyed. Despite this, the three remaining hidden Gray Elven cities of Aliador do not reveal themselves. (4374 SD/-1142 CY)
- 3325 OC Envoys from Celene are sent to contact the three hidden cities of Aliador, they do not return. This is the beginning of "The Sleeping Years" The Elven Realms do not communicate with outsiders and rarely with each other. (4378 SD/-1138 CY)
- 3900 OC A temple to Tharizdun is located near the Realm of the Highfolk, it is cleared, but a mystic force keeps it from being destroyed. (4957 SD/-563 CY)
- 4005 OC Migrations of Oerid tribesmen. Elves close their Realms to humans (5058 SD/-458 CY)
- 4923 OC The demi-human Ulek realms are effected. Celene reveals itself. (5976 SD/460 CY)
- 5048 OC The realm of Arrisa reclaims Lendore Island, elves from the Flannae began to migrate to Arrisa in large numbers. (6099 SD/584 CY)
- Nature: The Elven histories, of all the demi-humans, touch more upon human history than any other...that is why their history is included. The two major interactions between Elves and Humans has led to great sorrow. For it is the magic of the Grey Elves which gave rise to the often hateful Suel empire and later to Vecna the Cruel. The haughtiness and magic nature which is natural to some elves as the Elder does not sit well upon the shoulders of the Younger. Despite this, the Elves have created great beauty, and their wisdom and magic, in part, is now integrally entwined with that of the human realms of Oerik.

(This Olven history is by Steven Wilson, based on the work of Gary Gygax and World of Greyhawk (TSR) with additional material from Vecna Lives (WGA4), Ivid the Undying (TSR by Carl Sargent), and The Dungeon Master's Guide, 1 ed. (TSR))

THE HISTORY OF OERTH II

THE BAKLUNI HIERARCHY (BH)

- 1096 BH Many nomad families of the northern plains first encounter the Suloise Empire. They began to rely on trade with the empire. Herd animals, horses, cloth, and pottery are exchanged for superior weapons and adornments of "civilization." (1760 SD/-3756 CY)
- 32 BH The holy man, El-Baklun-bar-Gash, a prophet of Istus, has a vision of a holy monument near the lake of Udrukankar. He travels the area and gathers a group of supporters. (2834 SD/-2692 CY)
- 1 BH The band of northern nomads, under the leadership of the Holy Man, El-Baklun-bar-Gash find or construct (it is not clear which) a strange circle of stone, and name it Tovrag Baragu, that is, "The Naval of the Earth." The Bakluni count the discovery of this place as the beginning of the Bakluni calendar (2856 SD/-2659 CY) Northern nomadic families which hold this as their most holy site, began to call themselves Bakluni or "The Men of Baklun." The family Yamir, which dwells closest to the site, forsakes wandering to become it's protector.
- 391 BH The first recorded "Slavery Raid" occurs. Suloise forces capture an entire family of Bakluni and take them into the Suel Empire in servitude. (3247 SD/-2269 CY)
- 596 BH "The Great Betrayal." After treating with seven nomadic merchant clans at a merchant gathering, the Suloise Odiifer, attacked the merchants, attempting to take their goods and enslave them. The families drew their trains together and fought to the last person instead of surrendering. (3452 SD/-2064 CY)
- 605 BH Suloise armies march into the northern planes and claim overlordship. The nomads are generally defeated when they resist. The first Suloise fortresses in the north are constructed. (3461 SD/-2055 CY) For the next 600 years the Bakluni are subjugated to the Suel.
- 1115 BH The Bakluni, under one of their wandering chieftains, Ali-ben-Onar, unite in an effort to throw off the Suloise yoke. During the war one of the items created by the Suel to bind the Geniekind 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. (3971 SD/-1521 CY)
- 1121 BH "The First Victory" The Bakluni claim a large portion of the northern lands as their own by treaty with the Suel. The family Amirs and Sultans gather and elect Ali-ben-Onar, by proclamation, as "Caliph of All the Families of the Baklun". (3977 SD/-1540 CY)
- 1144 BH "The Fruztii War" The Bakluni defeat the Suloise noble army of the House Fruztii, and tighten their grip on the north. (4000 SD/-1516 CY)
- 1150 BH The construction of Istustan commences as the central city of the Bakluni people. Several other towns develop as nomadic families clans began to build permanent headquarters in their traditional homelands. Upon Ali's death, his nephew, Mohinid-ben-Saphir, is proclaimed "Caliph of the Baklun." (4006 SD/-1510 CY)
- 1224 BH Leery of the "mages" in the south, a group of worshippers of Xan Yae, began developing "mental disciplines" in conjunction with their clerical powers. (4080 SD/-1428 CY)
- 1381 BH Al Akbar, a mighty priest and prophet, creates his cup and star. (4237 SD/-1279 CY)
- 1494 BH The first monastery of Zuoken is erected. Mental and physical disciplines are studied rigorously. (4350 SD/-1166 CY)
- 1852 BH Claiming that an adherence to a mental regimen will help bring defeat to the Suloise, a Master of the Zuoken monastery of Ramala, leaves his monastery and travels eastward to find the lands of the gray elves to study their magic. He does not return. (4705 SD/-808 CY)
- 1932 BH Plague breaks out in the Bakluni Lands. This is the first year of those known as "The Plague Years" (4788 SD/-728 CY). The monastic practices of the followers of Zuoken spread and as a result the Plague losses are not nearly as great as what is found in the south. However, many Bakluni blame the Suel and began to speak of cleansing the South.
- 2033 BH Under Hali-ben-Usif, the first organized raid of the Baklun into Suel occurs. (4889 SD/-627 CY) During the next hundred years, the Baklun prosper as the Suloise fall into confusion and strife between Noble Families. The Baklun courts grow wealthy and prosperous, the northern Oeridian lands fall under Baklun sway.
- 2157 BH 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. (5012 SD/-503 CY)
- 2175 BH The beginning of "The Great War." Caliph Haran-ben-Ramif sends an army into the Salhaut pass where nine thousand Bakluni are slaughtered. The Holy Prophetess Devrah of Istus foresees that the lands of the Suel will be washed "pure as the desert." (5021 SD/-485 CY)
- 2194 BH Both Bakluni and Suloise began to go east of the mountains, recruiting Humanoids as mercenaries in their battles for the first time. (5050 SD/-466 CY)
- 2211 BH Arish-ben-Alif, a wandering prophet, warns of the destruction of the Baklun People. He is declared an outlaw by the High Priestess of Istus, Aphra. The Caliph Namesh-bin-Jamish orders the arrest of Arish, but he escapes. (5067 SD/-449 CY)

2212-2215 BH	Arish wanders the western edges of the Baklun realms and convinces a full six families of the oncoming disaster. They move east into the Northern parts of the Flanaess. (5068 to 5071 SD/-448 CY to -445 CY)
2230 BH	Arish returns to the court and attempts to convince Talna-bin-Namesh to move eastward with the Baklun peoples. Arish is put to death by drowning. (5086 SD/-430 CY)
2235 BH	The Baklun army begins advancing into the Northern Provinces of the Suel Empire. The Suloise weakened by strife and the sending of the Houses of Pursuit, continually fall back before the Bakluni assault. (5091 SD/-425 CY)
2238 BH	The Suel mages gather their magical energies and cast the Invoked Devastation. No Bakluni cities survive this blast of magical energy. But Bakluni mages and clerics gathered at Tovag Baragu, using the arcane powers of the Binders, and drawing upon the energies of their holiest site, withstand these energies and counters with the Rain of Colorless Fire. The remains of this expenditure of energy are now called the Sea of Dust, and the Dry Steppes. (5094 SD/-422 CY) The destruction of Bakluni Caliphate occurs. However, the family Yamir, and six families who moved east with Arish, remain.
2254 BH	Four of the six Baklun Families of the East elect to return to their homelands. The Ketti stop just east of the Tusman Hills, the other families, Tummii, Zeifa, and Ekberri continue into back to traditional Bakluni lands. The two families which remain in the North of the Flanaess, become estranged from the families in the West. Because of the barren state of the Dry Steppes, Geshtai becomes almost as important a power as Istus. Xan Yae and Zuoken also retain their worshippers. The seeds of the modern Bakluni states are sown. (5110 SD/-406 CY)
2970 BH	A tribal group from the far west of Oerik sweep through the southlands of the old Bakluni areas, they call themselves the Paynim. One of these clans, the Uli move into the area between the Ulsprue Mountains and the Barrier Peaks and establish Ull. (310 CY)
Nature:	The Bakluni people started as a nomadic herder people. And despite their later movement into the cities, they maintained that "wild" roving nature. Their religions were simple compared to the Suloise, they worshipped fate, and the Twilight of the wide plains, and physical and mental toughness. These peoples are very similar to the Arabic nomads of Earth, and their culture likewise similar. At the height of their culture they resembled the Persians...a state which the newer western Bakluni states are rivaling.

(This Bakluni history by Steve Wilson is an extension of the history of the Suel by Leonard Lakofka derived from the work of Gary Gygax and the World of Greyhawk (TSR), and the Dungeon Master's Guide, 1st ed. (TSR) and Greyhawk Adventures (TSR))

THE FLANNAE TALLY OF YEARS (FT)

-118 FT	The years of Conquest and Prosperity of the Suloise begin. The Flan 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 entire of the western half of Oerik, is controlled by the Suel. (3247 SD/-2269 CY)
-115 FT	The Flannaes, under the protection of Beory, Pelor and Rao 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. (3250 SD/-2266 CY)
1 FT	The founding of the first Flannaes City in the Lortmil mountains, Haradaragh, in eastern Oerik, this is counted as year 1 of the Flan calendar. (3365 SD/2312 OC/-2150 CY)
161 FT	The Flan wizard, Galap-Dreidel builds Inverness to protect his "Soul Gem." (3526 SD/-1990 CY)
219 FT	The first reports of strange cities to the south worshipping strange gods is reported by the Flannaes. These people (according to Flan sources) call themselves Almeks (Olmec in the Common tongue). (3584 SD/-1932 CY)
404 FT	One of the small tribes of Flan, the Ur-Flannaes, 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 "The Fate of Tilrop." He secretly begins to worship Tharizdun. (3769 SD/2716 OC/-1745 CY)
435 FT	Vecna asks Galitholian's permission to visit his homeland. This permission is granted. (3800 SD/2747 OC/-1716 CY)
440 FT	Vecna erects a black tower in the middle of the Nyr Dyv. He claims chieftanship of his tribe, the Ur-Flannaes and slays the former chieftain in combat by use of magic. (3805 SD/2752 OC/-1711 CY)
441-468 FT	Vecna shielded his presence from the Elves by use of magic. He studies "The Fate of Tilrop" and is driven by an insatiable lust to live as long as the elves. He established towns on the model of the Gray Elves, and began to experiment with his Ur-Flannaes for the "Ultimate

	Solution to Death." Several undead are created. (3806 to 3833 SD/2753 to 2780 OC/-1710 CY to -1683 CY)
480 FT	Vecna perfects the technique required for Lichdom. He transforms himself. He goes north to the plains and brings forth many humanoids to his banner. He corrupts and twists his people, and, through his breeding program, now has a host that far outnumbers the elves to the East. (3845 SD/2792 OC/-1671 CY)
496 FT	Vecna forges the sword which he later passes to Kas. (3861 SD/3308 OC/-1655 CY)
482-506 FT	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. (3847 to 3873 SD/2794 to 2820 OC/-1669 CY to -1645 CY)
507-576 FT	Gilthional's forces are driven in a lightning strike from the plains west of the Griff's. Vecna's forces sweep the central plains east of Nyr Dyv and North, they hold the plains to the feet of the Griff's. (3874 to 3943 SD/2821 to 2900 OC/-1644 CY to -1575 CY)
585 FT	Celene fields an army to assist Galitholian. Although they meet with initial success, Vecna calls on the powers of Tharizdun and unleashes a magical burning force which causes the Bright desert. Many perish and the elven host is thrown into a panic. They retreat to Celene, but Vecna does not advance. His eyes are fixed on the east. (3949 SD/2906 OC/-1566 CY)
604 FT	The first of the Grey Elven mountain cities falls to Vecna's armies. This is the beginning of the 400 Year War. (3968 SD/2925 OC/-1547 CY)
921 FT	Gilthional's armies slowly give way before Vecna, no aid reaches Gilthional. Vecna's armies destroy all but 5 Grey Elven cities in the Griff Mts. (4295 SD/3242 OC/-1230 CY)
988-994 FT	Gilthional leaves his capitol with the host of that city. He marches against Vecna and drives him from the mountains. But once in the plains, Vecna reveals a new weapon, a black sword forged of material from the stars. Vecna meets Gilthional in single combat and slays him. The army of Vecna then destroys the elven host, and marches into the mountains. They inhabit and deface the elven cities, remaking them in the image of Vecna. Four cities, however, including the City of Summer Stars, are not found. The capital, Erieadan, the height of Gray elven architecture and power, is destroyed to a stone. So ends the Elven Kingdom of Aliador, and the seat of the High King. (4362 to 4368 SD/3309 to 3315 OC/-1163 to -1169 CY)
995 FT	Kas becomes Vecna's chief lieutenant. Vecna gives Kas his fabled sword. (4369 SD/3316 OC/-1156 CY)
997 FT	The City of Summer Stars, after being revealed, defends itself from Vecna's incursions by Prince Darnakurian use of his dark blade. Vecna's armies are broken by this defense. Queen Sharaferre and the remnant of her people head to the islands in the south. (4371 SD/3318 OC/-1154 CY)
1000 FT	Because of the energies he expended in the attack upon the City of Summer Stars, Vecna is weakened. Kas, aspiring to Vecna's position, is able to vanquish Vecna. Vecna's body is destroyed, except for his hand and eye. Kas dies in this battle as well. Some of Vecna's followers found a "Cult of Vecna". Vecna's empire collapses. (4374 SD/3321 OC/-1151 CY) After this several small Flannae kingdoms arise, but none match the might of the Ur-Flannae under Vecna, several northern Flan fearing the both the wrath of the elves and the brutality of another lich-king flee their cities and turn back to a tribal systems of government. One exception to this general dissolution is the area under an able Theign named Tenh. He manages to keep his people from scattering, although incursions by roaming monsters and undead into this area are frequent.
1117 FT	Founding of the Flannae Kingdom of Sulm in the Bright Desert Region (4482 SD/-1034 CY)
1583 FT	Shattados, mage-king of Sulm and his entire people are translated into Scorpion Men (4948 SD/-558 CY)
1693 FT	Heeding their prophets, many Oeridians began moving eastward, coming into contact and conflict with the Flannae. (5058 SD/-458 CY)
1704 FT	Zellifar-ad-Zol, son of the emperor, mage/high priest of Beltar, 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 it's path, causing the remainder of the Oeridian to migrate, who in turn attack the beleaguered Flannae. The Zolites continue eastward. (5069 SD/-447 CY)
1706-28 FT	The Zolite scatter the Flannae before them, and move south to the Tilvanot Peninsula. 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. (5071 to 5093 SD/-445 to -423 CY)
Nature:	The Flannae are a people who strongly resemble some of the Germanic and Celtic peoples of Northern and Western Europe. Before the migration to the East, they were a tribal people, and they retained many tribal characteristics even at the height of their culture. After the development of their first cities, many Flannae became estranged from the demi-humans who first befriended them. The Grey Elves of the Aliador take hostages in return for allowing the Flannae to dwell on elven lands. Under Vecna, the Flan become a unified people.

However, the repercussions of Vecna's reign alter the Ur-Flan (in the Northeast) forever. They revert, with the exception of the Tenha, to a nomadic and wandering people...much like the Native Americans. The Western Flan are slowly absorbed into the invading cultures, much like the Roman and later Anglo-Saxon absorption of the Celtic peoples of Europe.

(This Flanae history is by Steven B. Wilson and based on the work of Gary Gygax and World of Greyhawk (TSR) with additional material from Vecna Lives (WGA4), Rary the Traitor (WGR3), The Dungeon Master's Guide, 1 ed. (TSR), and Greyhawk Adventures (TSR))

THE OERID RECKONING (OR)

- 1624 OR The years of Conquest and Prosperity 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. And old Grey 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 Flan 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 entire of the western half of Oerik, is controlled by the Suel. But the drow and darker forces halt the eastern expansion. The Oerid are the most oppressed of all Suel subjects. It is believed that Suel priests have foreseen greatness in these people which rivals that of the Suloise (3247 SD/-2269 CY)
- 437 OR The "god" Zinkman is not accepted by the Oeridian tribes to the north and west of the empire. 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 St. Cuthbert, himself. Cuthbert reduces Zinkman to a babbling, drooling idiot. (4434 SD/-1082 CY)
- 237 OR High Priest Arnd of Tdon forges the first chain link mail shirt to honor the anniversary of the victory of Cuthbert over Zinkman. The shirt is called The Invulnerable Coat of Arnd. (4634 SD/-882 CY)
- 3 OR High Priestess Johydee tricks evil powers into making her Mask. (4868 SD/-648 CY)
- 1 OR After repeated attempts by both the Suel and Bakluni to regain control of the Oeridian tribes, Johydee breaks the Oeridians away from the control of the Suel. The tribes swear the Oath of Unity. This oath places allows for the common defense of Oeridian tribes under one War Leader, the First War Leader (styled Herzog) is Chenil of Aerdy. (4871 SD/-644 CY)
- 187 OR Heeding their prophets, many Oeridian families began moving eastward, coming into contact and conflict with the Flanae. (5058 SD/-459 CY)
- 198 OR Zellifar-ad-Zol, son of the emperor, mage/high priest of Beltar, 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 it's path, causing the remainder of the Oeridian to migrate. One of the High Mages, Slerofin (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. (5069 SD/-447 CY)
- 200 OR - 212 OR The Zolite scatter the Flanae before them, and move south to the Tilvanot Peninsula. Zellifar carries with him two of the lesser Binders and the imprisoned Genie King. The three pursuing houses, unable to find the magical tunnel, turn north, where they are met by regrouped Oeridians and fearful Flanae 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. (5071 SD to 5093 SD/-445 CY to -433 CY)
- 250 OR Baron Lum establishes the first Oeridian kingdom in the Flanaess. He, aided by his very able general Leuk-O, uses two very powerful items to defeat all who oppose him. (5121 SD/-395 CY)
- 293 OR Tuerny the Merciless establishes his Oeridian realm in the Flanaess (5164 SD/-352 CY).
- 301 OR The first recorded appearance of Baba Yaga's Hut (5172 SD/-334 CY)

THE EPOCH OF MAGIC

This age is primarily marked by the ascendancy of humanity in the Flanaess and the (re)discovery of continents. It is a time of great magics and the foundation of mages not as state or family controlled beings, but as individuals free to experiment, learn and explore on their own. It is also a time when powers and demi-powers take an active role in Oerth's history. In one case, one greater power even changes the fate of all living beings on the planet. It is a time of struggle, a time of shifting balances, and a time of hope.

THE OERID RECKONING (OR), CONTINUED

- 315 OR The Isles of Woe, a small Aeridian enclave ruled by Wizard Priests (led by Yagrax), sink into the Nyr Dyv (5186 SD/-330 CY)

330 OR The City of Jumre is built (5201 SD/-315 CY)
428 OR Founding of the Kingdom of Aerdy. For the next 100 years Aerdy absorbs other Oeridian states to the west (5299 SD/-217 CY)
535 OR Battle of a Fortnight's Length (5406 SD/-110 CY)
578 OR Tzunk the Archmage disappears (-67 CY)
645 OR Crowning of Overking in Rauxes. The Oeridian Reckoning Calendar (OR) is replaced by the Common Year Calendar (CY) throughout the Flanaess. (5516 SD/1 CY)

Nature: The Oeridian peoples rose from an extended time of enslavement to the pre-eminent position on Oerik, and Aqauria. As a people, the Oeridians were more of a military state from their earliest times. Although initially nomadic and tribal...their movement to a cosmopolitan monarchical system was rapid (beginning with individuals like Lum and Tuerny). They resemble the Feudal Germanic systems found in France, Germany and England, and are strongly hierarchical by nature. However, there is great flexibility in how a particular hierarchy is established and carried out. At the height of its power, the Kingdom of Aerdy spanned most of the Flanaess (with the exception of the southwestern Oeridian Kingdom of Keoland).

(This history Oeridian History is by Steven B. Wilson and based on the work of Gary Gygax and World of Greyhawk (TSR) with additional material from Vecna Lives (WGA4) and The Dungeon Master's Guide, 1 ed. (TSR))

THE HISTORY OF OERTH III

THE COMMON YEARS (CY)

-217 CY	Founding of the Kingdom of Aerdy (428 OR)
-113 CY	The Great Disembarkment...The Aqua-Oeridians sail eastward. (522 OR)
-110 CY	Battle of a Fortnight's Length (535 OR)
1 CY	Crowning Nasron, of the House of Cramden, as the Overking of Aerdy (645 OR)
75 CY	Tenmeris and his Queen, Yalranda rule Aerdy (720 OR)
100 CY	Foundation of Viceroyalty of Furyondy (745 OR)
107 CY	The Overking of Aerdy constructs Castle Millennium at Seawolf Point (752 OR)
113 CY	Alisedran's report of The Hanging Glacier (758 OR)
155 CY	Attir Aedorich's discovery of the Sinking Isle (800 OR)
198 CY	The appearance of the Ball of Fire over the South of the Great Kingdom (843 OR)
200 CY	City of Leukish began as a trading post. (845 OR)
213 CY	Age of Great Sorrow (858 OR)
254 CY	Kingdom of Furyondy declared with crowning of Thrommel I. Veluna and Tenh follow in declaring independence. (899 OR)
272 CY	Padin the Vain uses the Hand of Vecna, to start the Insurrection of the Yaheetes, a Flanae enclave in the North Province. The Malachite Throne destroys them to a person. (917 OR)
283 CY	Thrommel III begins construction of Chendl. (916 CY)
290 CY	"Vecna II" Builds rises in the Bone March Area and builds Tyrus. He rules for 100 years with the aid of the Eye of Vecna. (935 OR)
310 CY	Beginning of the Formation of the Shield Lands (955 OR)
320 CY	Nomads Appear in the North, outer dependencies of Aerdy gain sovereignty. (965 OR)
350 CY	The formation of the Bandit Kingdoms complete (995 OR)
356 CY	Kingdom of Nyronnd established, Kingdom of Keoland reaches peak; Keoland's "Small War" with Furyondy. Urnst become independent. Theocracy of the Pale founded by religious refugees of Pholtus from the Great Kingdom. (1001 OR)
360 CY	Battle of Molvar and Battle of Lopolla end Keolandish expansion to the North. (1005 OR)
371 CY	Founder of Bandit Kingdom City of Rookroost assassinated. Starts precedent for ascension to leadership of that enclave. (1016 OR)
375 CY	Zagig Yragerne begins construction of Greyhawk Castle (1020 OR)
390 CY	The Malachite Throne overthrows Vecna II. (1025 OR)
393 CY	Zagig Yragerne founds the Guild of Wizardry in Greyhawk (1028 OR)
394 CY	The publishing of Pontus Hardiggin's, halfling traveler extraordinaire, journals and his description of Esmerin, "the land of giants and halflings in the Lortmils." (1029 OR)
400 CY	Voorman Perren unites cantons of Perrenland. (1035 OR)
416 CY	The paladin, Myro, conquers one of the bandit kingdoms and declares himself "king." (1041 OR)
430 CY	Vlek Col Vlekzed establishes the Hold of Stonefist (1065 OR)
435 CY	An unnamed agent of an evil deity bestows the Hand of Vecna, on Myro. He is corrupted by it. (1070 OR)
437 CY	Turmoil Between the Crowns. House Naelax replaces House Rax on Malachite Throne (1072 OR)
440 CY	Warrior-Priests of Wintershiven found the Church Militant (of Pholtus). (1075 OR)
446 CY	Founding of Iron League; Bandit Kings sack Trigol; Assassination of the entire house of Rax in the Great Kingdom. (1081 OR)
449 CY	Second Civil War in Rauxes. University of Rauxes sacked. (1084 OR)
450 CY	Myro is destroyed by a joint force from Nyronnd, Furyondy and the Shield Lands. (1085 CY)
453 CY	King Tavish III of Keoland dies, Tavish IV ascends to throne; end of Keoish Emperialism. The ill-fated expedition of Sormod of Perrenland to find Eru-Tovar, north of Blackmoor. (1088 OR)
455 CY	Sunndi rebels against the Great Kingdom, joins the Iron League (1090 OR)
461 CY	Demi-human realm of Ulek affected, demi-human realm of Celene revealed (although it is also "affected" in the eyes of the Great Kingdom, this hidden Elven realm actually just decides to open communications with the human kingdoms at this time). (1096 OR)
465 CY	Volte, a blue dragon terrorizing Geoff and Sterich, is defeated by a group of adventurers aided by Schemley, a Greyhawk dragon (2000 OR)
468 CY	The Witch-Queen Iggwilv's power grows in the Yatils. She conquers Perrenland. (2003 OR)
478 CY	Iggwilv is overthrown and imprisoned. Perrenland is liberated. (2013 OR)
479 CY	Might of luz grows, humanoid invasions become common. (2014 OR)
480 CY	City of Elredd founded by a Wolf Nomad warrior on the site of earlier camp settlements. (2015 OR)
494 CY	Ivid I dies, Ivid II ascends the Malachite Throne. (2029 OR)
497 CY	Ivid II is assassinated and replaced by his son, Ivid III (2032 OR)
498 CY	County of Urnst becomes Palatinate under Duchy of Urnst; Greyhawk becomes free city. (2033 OR)
505 CY	Imprisonment of luz in beneath the Castle Greyhawk (2040 OR)
506 CY	Jurnre falls at the height of The Hateful Wars. (2041 OR)
510 CY	Last of the Euroz and Jebli driven from the Lortmil Mountains, Lord Sandor the Headstrong of Polvar (in Ket) pursues the goblin horde of Urgush. Both forces are lost to the poisons of Csipros Erd, the Geysers of Death located somewhere in the maze of valleys and hills north of the Barriear Peak region. This ended the Hateful Wars. (2045 OR)

511 CY The Battle of Dour Pentress (2046 OR)
 513 CY Rise of Horned Society; humanoids take Pomarj (2048 OR)
 516 CY First Sighting of the Velunese Lights (2051 OR)
 519 CY Founding of Azak-Zil ("Pureheart") by the dwarven clan Highgate. (2054 OR)
 520 CY Hradji Beartooth's discovery of Skrellingshald (2054 OR)
 522 CY King Belvor II is crowned in Furyondy (2056 OR)
 523 CY Storrich of the Hold of Stonefist supposedly enter the Burning Cliffs region. (2057 OR)
 524 CY Loss of Azak-Zil (2058 OR)
 526 CY Dyvers becomes a Free City (2060 OR)
 537 CY King Belvor III of Furyondy dies in his sleep (2071 OR)
 550 CY The Valley of the Mage is established. (2084 OR)
 555 CY The Frutzii are conquered by the Schnai (2089 OR)
 556 CY The discovery the unusual halfling casket in the River near Courwood. Ivid IV is assassinated by his son, Ivid V (2090 OR)

(The following years from 557-583 CY are called "The Times of Struggle" by historians)

557 CY Rise of the Slaver Lords in Drachensgrabs. (2091 OR)
 560 CY Formation of the Circle of Eight (2094 OR)
 561 CY The Wizard Murq captures and kills many of the children of the nobility of Greyhawk (2095 OR)
 563 CY Bone March taken by humanoids. (2097 OR)
 565 CY Rise of the Defeat of the Slave Lords. (2099 OR)
 566 CY Alliance of Drow with Giants in the West of the Flanaess (3000 OR)
 567 CY The "Beggar's War" in Greyhawk Beggar's Union defeated by Thieves' Guild (3001 OR)
 569 CY Battle of Emridy Meadows -- Horde of Elemental Evil Scattered Herzog of the South Province leads forces to a minor victory over the Golden League (Nyronid, Almor and the Iron League). (3003 OR)
 570 CY luz freed from captivity and returns north. (3004 OR)
 571 CY Irongate joins the Golden League and drives Ivid's forces under the Herzog back to the South Province. (3005 OR)
 572 CY The Dawnbreaker Clan of Rauxes fails to overthrow Ivid. Sea Barons defeat Duxchaners in The Battle of Medegia. (3006 OR)
 573 CY Scarlet Brotherhood first reported; Prince of Furyondy and Provost of Veluna kidnapped; The Cult of the Reptile God Rises in Orlane. (3007 OR)
 575 CY Appointment of the People's Constables in Greyhawk City. Duke Eyeh II of Tenh begins an aggressive campaign to clear the Troll Fens. (3009 OR)
 576 CY "Guide to the World of Greyhawk" completed by Pluffet Smedger the Elder (3010 OR)
 577 CY The expedition of Archmage Marinian of Willip is lost searching for "The City of the Gods" north of Blackmoor; The Royal Minting House of Nyronid moved from Rel Mord to Womtham (3011 OR)
 579 CY Reformation of Coinage in Greyhawk City; beginning of infiltration of Horned Society into Bandit Kingdoms; The Outbreak of the Red Death, and the Change of Istus. (3013 OR)
 580 CY Magnificent Talking Goat Party formed in Greyhawk; The Declaimers of Stroun predict the downfall of Tenh. (3014 OR)
 581 CY Vecna (after apparently destroying of the Circle of Eight) is himself thrown into out of the Prime Material planes at Tovag Baragu...Cuthbert expends huge amounts of energy to simulate the death of the Circle, and after contributing immense aid to a party in overthrowing Vecna, is himself greatly weakened. (3015 OR)
 582 CY Rise of Vatun (luz) in the North; Fall of Tenh; Beginning of the Greyhawk Wars. (3016 OR)
 583 CY Destruction of Shield Lands; Ossian's Raid, fall of Medegia; rise of the Pomarj; Fall of Geoff and Sterich, Conquest of Bissel; Usurpation of the Lordship of the Isles, Fall of the Sea Princes. Fall of the Onnwall and Idee; Halfling Blight in Elmshire; Night of Terror on the Wild Coast; Elves reclaim Lendore Isle. The first appearance of Mayaheine's avatar on Oerth. (3017 OR)
 584 CY Destruction of Almor; Dissolution of the Great Kingdom; End of the Greyhawk Wars; Great day of Signing; Treachery of Rary; Breaking of the Circle of Eight; The Great Burn in Greyhawk; Formation of the Kingdom of the Bright Lands. (3018 OR)
 585 CY The current year, called "The Year of Peace," by some (though this has yet to be proven fully). (3019 OR)

Nature: The Common Years deal with the Rise and Fall of the Oeridian Kingdom of the East, styled "The Great Kingdom of Aerdyn." This reckoning will most likely continue to be used as long as the fragments of this large kingdom continue to vie for power, and as long as the powers which have been revealed in this age continue their struggles.

(This calendar compiled by Steven B. Wilson and Grimulf and is based on several TSR publications including: The World of Greyhawk, From the Ashes, Greyhawk Wars, The City of Greyhawk, The Temple of Elemental Evil (T1-4), Rary the Traitor (WGR3), The Marklands (WGR4), luz the Evil (WGR5), Ivid the Undying (Carl Sargent, TSR AOL), Fate of Istus (WGB), Vale of the Mage (WG12), Vecna Lives (WGA4), Dungeon Master's Guide 1st ed., Greyhawk Adventures (TSR) and others by TSR based on the work of Gary Gygax)