

# THE OERTH I JOURNAL

Produced by the Council of Greyhawk  
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The Council of Greyhawk is an informal organization of gamers dedicated to keeping the World of Greyhawk a viable campaign world. At present, this group meets and communicates primarily on America Online. Send inquiries to [Iquander@aol.com](mailto:Iquander@aol.com).

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## WHAT IS THE OERTH JOURNAL?

There once was a game. Not a normal board nor card game, but a different kind of game; a game played primarily in the minds of its players. One of the primary makers of this game created a world, and called it Oerth. And thousands of gamers grew to know and love this world and called it good. Alas, like many good things, this world eventually came to an end (officially that is). It was up to the players and DM's who had worked and played in its environs to keep it living and growing. From this desire came ... the Oerth Journal. The Oerth Journal is a collection of tidbits from Oerth, cities, histories, developments, oddities and curiosities which have been written, compiled, drafted, conceived, or collected by the members of the Greyhawk Council.

This group is an odd collection of DM's who have utilized TSR's World of Greyhawk ... some are well known to the players of D&D and AD&D, grizzled veterans of role playing (I hope Len and Frank don't mind being called grizzled) and others are relatively newly come to this setting. We all share a great love for the craftsmanship that went into making this game world and its history. Some call us nostalgic (and we most likely are); we just call ourselves gamers.

This edition is a precursor for following Journals. It contains a truly stupendous and huge History of Oerik (the continent on which the Flanaess lies, and the Jewel of the Flanaess, Greyhawk.) This is truly an effort of years based on the original chronology set forth by Gary Gygax, and developed by many writers at TSR. The Journal presents (for the first time) a large chronology of the Seul by Len Lakofka, of the Olven, Oerdian, Flan and Bakluni peoples, a fully developed chronology of the Common Years derived from all TSR materials published on the Greyhawk Campaign setting, and a chronology of Aqua-Aerdy, Frank Mentzer's continent west of Oerik (and recognized by Gary Gygax as a part of Oerth).

The Journal itself is not meant to be "official" in any sense, it is instead an inspiration to give you ideas for your Oerth. Use what you like, alter what you see fit. Most of all have a great time!

Welcome to Oerth!

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..... a long, long chronicle of years

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## THE HISTORY OF OERTH

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

those around it to their knees, 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 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

## THE SEULOISE 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, BiTharOl, the last Se-UI city to hold out against him. He proclaims himself "The First Protector of the Se-UI." He renames ReAtryniBa, Seula, the city of the Seuloise. (-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

Seul 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 Seul. 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 Seuloise 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 Seul magi. (-5442 CY)

92 SD The Seul appoint a Regency of three men to rule in place of the First Protector. This triumvirate divides the Seul 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 Crystallist is discovered and destroyed by a concerted effort on the part of the Drow/Seuloise and Giantkind. The defense of the city is so great, however, that drowkind and giantkind are also nigh exterminated. The Seuloise 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 Aerdi 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 Seuloise deities of wheel) is proclaimed the First Emperor of the Seul 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 Seul. This magic enabled the Seul 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 Seuloise 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 Seuloise, 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; their wisdom is not. Slavery becomes common and widespread in the Seuloise 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 Seuloise fist. The entire of the western half of Oerik, is controlled by the Seul. 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 Seuloise 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 Seuloise cede a large portion of "their" Northern territories to the Bakluni. (-1545 CY)

3977 SD The Seul 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 Seuloise 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 Seul, 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 Seul 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 Seul 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 Seuloise Empire and begin winning converts. (-505 CY)

5012 SD The Bakluni withdraw there ambassador from the Seuloise Empire when Zunid-ad-Zol, the Prince of House Zolax is crowned Emperor of the Seul 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 Seuloise 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 Seul 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 Seuloise 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 Seul 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 Seul 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 Seul 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. (-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 Ratic 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 Rift 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 Seul Empire proper, the Seul 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 Seuloise Empire. He is destroyed by the lingering magics and final throws of conflict in the area. Thus ends the Seuloise 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 Seuloise 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 it's 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 Seul history. This additional element gives the Seuloise 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 Seuloise rulers. The modern Seul (except those living beneath the Sea of Dust, those trapped beneath the Crystallmist, 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 Hepmonaland, and the Barbarians in the Northeastern Flanaess exemplify of this.

*(This Seuloise History is primarily the work of Lenard Lakofka in his development of the Seul 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 Yatils and the Vesve was established as a guardian against the Seul 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 Spendrifts. 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 Ehliisa 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 Seul, 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 Seul 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 Flanae 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 Sharafero 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 Flanaess 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 Seul 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 BAKLUNI HIERARCHY (BH)

-1096 BH Many nomad families of the northern plains first encounter the Seuloise 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. Seuloise forces capture an entire family of Bakluni and take them into the Seul Empire in servitude. (3247 SD/-2269 CY)

596 BH "The Great Betrayal." After treating with seven nomadic merchant clans at a merchant gathering, the Seuloise Odiafer, 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 Seuloise armies march into the northern planes and claim overlordship. The nomads are generally defeated when they resist. The first Seuloise fortresses in the north are constructed (3461 SD/-2055 CY). For the next 600 years the Bakluni are subjugated to the Seul.

1115 BH The Bakluni, under one of their wandering chieftains, Ali-ben-Onar, unite in an effort to throw off the Seuloise yoke. During the war one of the items created by the Seul to bind the Geniekind is captured. The war ceases when the Bakluni threaten to use this item. The Seuloise 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 Seul. 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 Seuloise 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 Seuloise, 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 Seul and began to speak of cleansing the South.

2033 BH Under Hali-ben-Usif, the first organized raid of the Baklun into Seul occurs. (4889 SD/-627 CY) During the next hundred years, the Baklun prosper as the Seuloise 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 Seuloise Empire when Zunid-ad-Zol, the Prince of House Zolax is crowned Emperor of the Seul 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 Seul will be washed "pure as the desert." (5021 SD/-485 CY)

2194 BH Both Bakluni and Seuloise 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 Seul Empire. The Seuloise 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 Seul 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 Uli. (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 Seuloise, 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 Seul by Lenard 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 FLANAE TALLY OF YEARS (FT)

-118 FT The years of Conquest and Prosperity of the Seuloise 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 Seuloise fist. The entire of the western half of Oerik, is controlled by the Seul. (3247 SD/-2269 CY)

-115 FT 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. (3250 SD/-2266 CY)

1 FT The founding of the first Flanae 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 Flanae. 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-Flanae, 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 Seul entitled "The Fate of Tilorop." 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-Flanae and slays the former chieftain in combat by use of magic. (3805 SD/2752 OC/-1711 CY)

441-468 FT Vecna shields his presence from the Elves by use of magic. He studies "The Fate of Tilrop" and was driven by an insatiable lust to live as long as the elves. His established towns on the model of the Gray Elves, and began to experiment with his Ur-Flanae 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 Flanae 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 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. (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 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. (4295 SD/3242 OC/-1230 CY)

988-994 FT Gilthonial 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 Gilthonial 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 Sharafero 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 Flanae kingdoms arise, but none match the might of the Ur-Flanae 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 Flanae 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 Flanae. (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 Seuloise 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 Flanae. The Zolites continue eastward. (5069 SD/-447 CY)

1706-28 FT The Zolite scatter the Flanae 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 Flanae who harry and drive these Seul Houses south. (5071 to 5093 SD/-445 to -423 CY)

**Nature:** The Flanae 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 Flanae became estranged from the

demi-humans who first befriended them. The Grey Elves of the Aliador take hostages in return for allowing the Flanae 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 Seuloise, 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 Seuloise 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 Seuloise fist. The entire of the western half of Oerik, is controlled by the Seul. But the drow and darker forces halt the eastern expansion. The Oerid are the most oppressed of all Seul subjects. It is believed that Seul priests have foreseen greatness in these people which rivals that of the Seuloise (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 Seul and Bakluni to regain control of the Oeridian tribes, Johydee breaks the Oeridians away from the control of the Seul. 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 Seuloise 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 Seul 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 Seul 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 Seul 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 Jurnre 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 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 Nyron, Furyondy and the Shield Lands. (1085 CY)

453 CY King Tavish III of Keoland dies, Tavish IV ascends to throne; end of Keoish Imperialism. 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 Iuz 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 Iuz in beneath the Castle Greyhawk. (2040 OR)

506 CY Jumre 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 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 (Nyronnd, Almor and the Iron League). (3003 OR)

570 CY Iuz 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 Nyronnd moves 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 (Iuz) 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)

**Nature:** The Common Years deal with the Rise and Fall of the Oeridian Kingdom of the East, styled "The Great Kingdom of Aerdy." 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), Iuz the Evil (WGR5), Ivid the Undying (Carl Sargent, TSR AOL), Fate of Istus (WG8), 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).*

## JOHN'S RULE (JR)---(AQUARIAN NOTATION)

-137 JR The Great Disembarkment; Colony of Aqua-Oerdy founded by fleet of Aeradians sailing east from the Great Kingdom. (522 OR/-123 CY)

-14 JR First Olven contact with human habitations in Aquaria. (645 OR/1 CY)

-1 JR John Asperman proclaimed king, replacing ruling council of syndics during the "People's Revolution." He is titled King John "The Founder." (13 CY)

1 JR Proclaimed First Year of John. (14 CY)

78 JR Death of King John. He is succeeded by his eldest son who is crowned John II (later called "The Builder"). (92 CY)

100 JR In honor of the centennial of the kingdom, the capital is moved from Johnsport to Bankspret which is renamed Emyryia. (114 CY)

148 JR Death of John II. He is succeeded by his brother's son who is crowned John III (later called "The Wise), who assumes the throne at age 17. (162 CY)

152 JR John III leaves the capital to live with demi-humans. (166 CY)

177 JR John III enacts the Pact of Neutrality with demi-humans. (191 CY)

179 JR Return of evil from the south. (193 CY)

199 JR King John III falls ill. (213 CY)

203 JR Death of King John III, ascension of John IV to the throne. (217 CY)

231 JR Gathering of the Host of Evil to the south. (245 CY)

236 JR Siege of Emyryea begins. (250 CY).

240 JR The Final Battle of Emyryea (Emyryea disappears in the magical energies surrounding the battle). (254 CY)

The history of Aquaria is unsure after this point in time...

**Nature:** This Eastern Oeridian realm on a new continent is like it's sibling "The Great Kingdom" to the west. Although early mages, such as Zagyg Igraine, made infrequent trips to this area, none have done so in over two-hundred and fifty years.

(Aquaria, it's peoples and history were created by Frank Mentzer and was recognized by Gary Gygax as being "The Official" continent west of Oerik, although it is not so recognized by TSR. It is based on the World of Greyhawk campaign setting (TSR)).

This history does not include the reckoning of the Olman peoples and nations native to southern Hepmonaland, nor does it include that events of the fabled continent to the south of Western Oerik (which I have called AnaKeri in this history), nor of any island states or nations or empires which might exist elsewhere on Oerth.

NOTE : All dates include a cross reference to other calendars. This was done to establish the historical relationship to the cultures most connected to the calendar in question and the common year (CY).

All calendars are based on the World of Greyhawk campaign setting (TSR).

# THE CHRONICLES OF THE COUNTY OF SUNNDI

by QSamantha

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## Land of the Sun

Few lands survived the Greyhawk Wars unscathed. Sunndi was lucky. Largely conquered by the Glorioles Army of the Great Kingdom, the people of Sunndi escaped the worst of Ivid's mad ambitions. Fighting from hidden bases in the Vast Swamp, Count Hazendel prevented the Aerdi from establishing a firm control of the land. When Osson led his raid, the Sunndian people rose up and liberated themselves from their oppressors. The Scarlet Brotherhood's subsequent attempt to invade the County was stymied by the Vast Swamp and the battle seasoned swamp fighters Hazendel had so ably led. In the aftermath of the Wars, Sunndi is a beacon of light amidst the glowing ashes of the Flanaess.

Blessed with a wealth of natural resources, Sunndi also enjoys a rich diversity of peoples. More precious still is the racial harmony of these folk. Hazendel, Olvensteward of the South, takes pains to include representatives of all factions and races in his Council to better promote understanding. He has been singularly successful. No other land can boast of Sunndi's diversity and unity.

The greatest challenge faced by the Sunndians is the flow of refugees from the shattered remains of the Great Kingdom, the South Province and Medegia. These people strain the County's resources and bring with them the intolerance of the once great Aerdi. Second only to the refugees is the trouble with Idee. Fallen to the forces of the Scarlet Brotherhood, Idee is a threat that must soon be met. Fortunately, Sunndi's natural defenses thwart outright invasion almost as well as an army in the field. The Scarlet Brotherhood still licks its wounds after being so lately turned back from these self same lands.

In his place, many a ruler might content himself with ruling a land such as Sunndi, but Count Hazendel is no ordinary sovereign. Strong in the service of good, he seeks to turn the tide of darkness that has washed over the Flanaess. He is aided by the druids of the Menowood and the Rieu Wood, who would see balance restored in the eastern lands. Hazendel also has the good fortune to have discovered within his borders two magical sites of power that can aid him. Now, he needs only stalwart adventurers to take up the fight.

## Kheren bith Karan: The Pit of Stars

Far to the South the Vast Swamp rises, rolling North, mile after trackless mile. Spreading out as it approaches the borders of the County of Sunndi, the great bog lazily comes to rest at the foot of the rising land. Its energy spent, the black waters can come no farther, but neither do they recede. Stagnant, the Vast Swamp waits. Only the River Sunn slowly drains this sprawling wilderness of marshy hillocks, bleak bayou stretching to the horizon and overhanging Cypress trees. Few willingly traverse this mire. Fewer still emerge.

The Swamp is Sunndi's proof against invasion from the south but a fertile source of fell creatures that must be contained. For the most part the denizens of each land are content, if not happy, to let each other be. Too much inquisitiveness on either side is met with a stern rebuke. It is unlikely that Sunndi will ever tame the swamp or the bog rise farther to the north. Nature demands that the two share a common border. Theirs is an uneasy truce, born of necessity, and not infrequently broken.

Perhaps the greatest incursion into the Swamp came in the Oeridian year 428 in the reign of Dromdaniel, Olvensteward of the South, Count of Sunndi and father of Hazendel, the current sovereign. That year saw the birth of the Kingdom of Aerdy. As if to herald the birth of a nation whose banners would sweep across the Flanaess and whose mad rulers would be the death of multitudes, the sky rained fire in the month of Flocktime. Few could recall a more spectacular meteor shower but the greatest display was yet to come. Three great comets hung in the sky that summer, fading from view only in the month of Harvester. They seemed to pass quickly, and harmlessly, enough away and were soon forgotten.

None saw them fall to Oerth for they dropped from the sky in remote places. One fell far to the North in the Burning Wastes. Another fell deep in the Crystalmists. The last was lost in the depths of the Vast Swamp.

Only the good folk of Sunndi learned of their fate and that purely by chance. No flash illuminated the horizon when the third comet passed overhead only to crash into the swamp. The ground did not shake. A plume of steam, barely visible in the distant summer haze, was the only clue, but it was enough. Always wary of periodic invasions by his monstrous neighbors to the South, the Warder of the Marshes determined to investigate this strange phenomenon lest he be caught napping later and forced to answer for his lack of diligence.

Thus it was that a company of adventurers was retained to venture into the Vast Swamp and bring back news

of what transpired there. Hazendel, the elven king's son, accompanied them. Long was their journey and difficult the road. Swarms of biting black flies, venomous snakes and menacing alligators were mere discomforts compared to the unnatural dangers they faced. But at last they won through and though depleted in number, arrived at their destination.

It was much as might have been expected and not a little disappointing. An immense hole had been dug out of the earth by the comets impact. So intense had been the resulting fireball that the sloping sides of the pit had fused into a hard baked shell, preventing the waters of the swamp from seeping in. In the very center of the crater, a twisted mass of black rock rose from the ground to a height of some ten feet, the cold heart of the comet. Dejected, the company consoled themselves that at least they would have dry ground upon which to sleep before beginning the long journey home. So it was that they made camp for the night.

Now, as it happened, among the company was a talented young bard, Aaran, blessed not only with the gift of music but of song as well. That night he played and sang for his companions as was his wont. As his voice rose high and clear into the night a single hanging note answered. It was the spire of black rock at the center of the crater, vibrating much like a tremendous tuning fork. Intrigued but not alarmed, the bard let the pitch of his voice rise higher and higher.

The rock answered and the night became strange. There was a subtle feeling of vertigo. The stars shining in the darkened sky seemed to spin and whirl about the Pole Star. When Aaran stopped singing, all returned to normal. The companions set watches and went to sleep.

The morning dawned cold and a stench of sulphur was heavy on the air. Rousing themselves, the party climbed from the pit to discover that they had somehow been transported far to the north, to a land where the very ground burned. They were quick to guess the cause. Trial and error revealed the truth of it. By singing at just the right pitch, the central spire of the pit could be made to open a portal to the site of either of the other cometary craters. All within the pit at that moment would be transported along with all of their belongings to the new location. By repeating the process it was possible to teleport from pit to pit. Satisfied, the party teleported back to the crater in the Vast Swamp and started on the return to Sunndi.

While interesting, the power of the craters, translated in Olven as Pit of Stars or Kheren bith Karan, was of no immediate use. The trip into the swamp was too dangerous and the other Pits too remote from any settlement to hazard the trip. The Pit of Stars was marked on the Olvensteward's maps and forgotten.

Years passed and Hazendel followed his father as Olvensteward. The Aerdy Kingdom became the Great Kingdom. Sunndi was absorbed only to eventually break away to join the Iron League. Then, the Greyhawk Wars washed over the land. In the fighting, Sunndi was largely spared the depredations that destroyed other lands. In the aftermath of the Wars, Hazendel has determined that Sunndi must become an active force for good, because it can and because it is right. To that end he has begun to recruit adventurers whose exploits can make a difference but Sunndi lies far to the South and distances are great.

So did the Olvensteward's mind return to his days as an adventurer before he assumed his father's mantle of authority. He remembered the Pit of Stars. The very remoteness of the other craters that had once seemed a liability now seemed a perfect concealment. If a way could be opened through the Vast Swamp, the Pit of Stars would provide an answer to the problems of distance.

His mind made up, Hazendel set about the task. His success has been limited. A way has been opened to the Pit of Stars but it is neither safe nor sure. Adventuring parties that make the trek must still contend with the Swamp and its inhabitants. However, the time saved in traveling overland or by sea from a landlocked country is more than compensation in these desperate times.

The Pit of Stars can be activated by any character who has the Singing proficiency and makes a successful proficiency check. Hazendel will reveal the Pit's location only if a party is working in the cause of good and needs to travel great distances. Once an initial service to Hazendel has been rendered, parties will remain free to use the Pit on their own but will have swear an oath to the cause of good and to not reveal the location of the pit to others.

## **Borathe eth Alaane: The Fires of Time**

High in the Hestmark Highlands a cave descends deep into Oerth. From the mouth of the cave it is possible to smell the sea breeze and hear the crash of the waves. Overhead, gulls circle slowly but the ocean remains hidden, just out of sight. Few visit this lonely reach. Fewer still know of the cave.

Descending through twisting caverns, forests of frosted stalactites and calcified stalagmites, past gardens of rock crystals, the cave widens into a huge subterranean cavern. The ceiling, lost in space and darkness, twinkles faintly with reflected light. The floor of the cavern is rent by great fissures that seem almost to trace some uncertain pattern. Rising from these wounds in the earth, strange phosphorescent gases pass into the air. Coruscating with

color, they shimmer and dance. Looking closely, indistinct figures can be seen to move within the streaming gases.

These are the Borathe eth Alaane, The Fires of Time. The fissures in this cavern plunge down not only into space but also into time. Here, possible futures, the present and the past are one.

Discovered by adventurers long ago, they sold the secret of the cave to Hazendel, Olvensteward of the South, who paid well for their silence. Since that day, he has shared his knowledge with but few. Now, events force his hand.

As the Greyhawk Wars raged Hazendel had not the luxury to turn to the Fires of Time, being pressed by events. In the Wars aftermath, however, he has been quick to recognize the potential of the Borathe eth Alaane, if it is not already too late. Though Sunndi is not immediately threatened by the forces of evil, if allowed to go unchecked those forces will plunge all of the Flanaess into greater darkness. Hazendel has decided. Sunndi must rise in the defense of good lest all be plunged into a storm of chaos.

The Fires of Time give Hazendel an invaluable means of looking out across the Flanaess. Within the flames, it is possible to see where evil may be weakest and where the dark tide can most easily be turned. If brave bands of adventures can be recruited, they can be dispatched to make the difference at critical moments in the coming days and months. Good may yet prevail, if any can survive the trial. The Seers of the South are those recruited by Hazendel, who have succeeded in their attempt to pass within the Fires of Time and return with a glimpse of the future. By concentrating the mind, a character can attempt to pass within the flames and influence the tableau. If successful, the Seer will gain a vision of when and where to strike at the evil forces plaguing the Flanaess, though other visions may also be had.

Characters with sufficient constitutions, intelligence and wisdom may attempt to become Seers and gain visions of the future. A Constitution of at least 15, an Intelligence of at least 16 and a Wisdom of at least 17 are necessary to even make the attempt. But there is a price to be paid. A saving throw vs death must be made for each attempt to pass within. Failure means certain madness and death, brought on by the mind's inability to handle the imagery flooding the brain. Not all of the visions are pleasant or natural.

Even if a character is successful, the vision he or she receives will be vague and cryptic. Visions will usually be of a place where good may triumph over evil. Monsters or NPC's associated with the place may also be seen. This should be particularly true if more than one PC successfully attempts to pass within the flames. This technique is also a useful method of foreshadowing and helps add to the

atmosphere of prophecy. In no circumstance should PC's be able to learn the exact nature of the evil or precisely how to stop it. The visions may even be of potential allies that must be won over or aided in their fight, rather than evil to be defeated. It is also well to remember that the visions of the future are only of possible futures. Visions of the present are less useful but more reliable.

At any one time there will be a dozen Seers living in and guarding the Borathe eth Alaane. They will be of various classes and levels at the DM's discretion. No one will be allowed access to the cave unless authorized by Hazendel. Seers will fight to the death to protect the cave. The title Seer is a term of respect and does not bind a PC to service, though it indicates that one has served Hazendel in the past, as only he can grant access to the cave. Anyone who successfully passes within the Fires of Time may be appropriately called a Seer. In Sunndi, Seers are allowed to wear the Hazendel's personal insignia and are on that basis accorded great respect. NPC reactions should be modified by +20%.

## Life Out of Balance

Guardians of the deep woods and the eternal balance, druids have often stood outside the affairs of the Flanaess, content to let nature establish her golden mean. But as nature priests, druids remain servants of the balance. Perhaps, none could have foreseen the disaster of the Greyhawk Wars but the balance has not been well served. Thus, it is that in the aftermath of the Wars, druids feel a special call to action.

The balance is out of alignment. Evil stands astride the Flanaess, poised to deliver the fatal stroke. The forces of good are scattered, isolated and desperately clinging to their once great stations. Now, must druids from every corner of the Flanaess, join in the fight against evil. The balance must be restored. Evil must be checked long enough for the forces of good to recover. To this end, druids must leave their groves and join the fray.

In the South lands of the once Great Kingdom, the sacred groves remain strong. In Sunndi, the Olvensteward organizes to fight the tide of darkness descending everywhere, even though his own nation has been largely unscathed. He senses that life is out of balance and reacts. He is an agent of the balance, unwittingly or no. Druids of the Menowood and the Rieu Wood must to his side and stand as one. From two great forests can Count Hazendel look for help.

Between the Hollow hills and the Vast Swamp, in the uttermost south of the County of Sunndi, lies the Menowood. As forests go, the Menowood is not great in expanse. Neither are its trees remarkable in size or kind. But

the Menowood is old, far older than more abundant stands, and a sense of great age permeates the entirety of the forest. This is nature's cathedral. Time stands still here and the footfalls of man and elf echo hollowly. The druids of the Menowood are more truly caretakers of nature than any others in the Flanaess. The Menowood does not need them. It abides.

Even the most dull witted feel that the forest watches them here. Loggers, have disappeared. Wild fires seem to burn only long enough to clear away dead wood then mysteriously die down. Perhaps, it is the great population of treants that dwell here. Others speculate that the thick glossy moss that covers the forest floor and hangs thickly from the trees is alive and sentient. Darker tales are told of the fungi that grows so abundantly and of the rarely seen fairy races. Even the druids have yet to learn all of the Menowood's secrets.

The sacred grove of Haleigh lies in the western extent of the wood. It is here that the Druidess Bressen, the most senior of the Menowood druids, resides. Twelve great oaks rise from Oerth here and form a ring. In the center of the ring stands a large dolmen of unknown origin. Any druids who enter the circle can cast commune, weather control and call lightning spells in addition to the spells normally available to them for the remainder of the day. Druids sleeping within the circle gain the benefits of a cure serious wounds spell. Others sleeping within the circle, gain the benefits of a cure light wounds spell if their alignment is neutral. All persons sleeping within the circle will have vivid dreams of primordial forests, where some unseen presence seems to watch and wait. A saving throw vs spells must be made or these visions will haunt the waking sleeper and call for them to return to the Menowood. This haunting is not a curse and cannot be removed by a remove curse spell.

In sharp contrast, the Rieu Wood is an elven forest. The elves live in harmony with the forest and their lives and that of the forest have become one. Elven tree cities and dwellings dot the forest and well traveled trails crisscross its extent. Fruit and nut bearing trees are tended by elves, who usually live close by. The wild animals of the Rieu Wood are also carefully maintained to ensure the elves have a ready supply of meat and furs. The forest has an almost urban feel.

Only in the northern sections of the forest does nature run wild. Circumstance has made it so for the Rieu Wood almost completely spans the gap between the Glorioles Mountains and the northern most extent of the Hollow Hills. Any invasion of Sunndi from the North must pass through the Rieu Wood for the hills and mountains to either side are well guarded and all but impassable to a large army. Thus, invasions from Medegia and the Great Kingdom have concentrated on the Rieu Wood as the lesser of several evils. The elves have found it wise to let these reaches grow

unchecked to better impede invaders. The unfortunate consequence of this policy has been to create a haven for monsters, driven from other areas of the forest.

The druids of the Rieu Wood are mostly elves. The sacred grove of Estoriale, lies in the western expanse of the wood where it abuts the Hollow Hills. This area has been given over to the druids and grows intentionally wild. Shevain is the chief druid of the grove. The grove itself is a circle of menhirs erected by the druids around a truly gigantic oak tree. The druids are inordinately protective of this tree, believing it to be the oldest tree of the Rieu Wood and the heart of the forest. They believe that the health of this oak mirrors the health of the forest as a whole.

Druids who enter the grove gain the spells bark skin and transport via plants in addition to any other spells normally available to them. Druids who sleep within the grove are healed as per the spell. Non druids gain no benefits and are only rarely allowed within sight of the sacred grove.

## The Alliance

The druids of the Menowood and the Rieu Wood have joined with Count Hazendel in his effort to aide the cause of good throughout the Flanaess. Druids regularly accompany the parties of adventures recruited by Hazendel. Using the mystical power of the Borathe eth Alaane and the Kheren bith Karan, these adventurers have begun to make a difference. They prick Iuz in the north, forcing him to turn ever so slightly away from beleaguered Furondy. While in the west, the few remaining folk of the Grand Duchy of Geoff and Sterich tell of powerful strangers who have come out of the Crystalists to aid them. None yet know the truth and Hazendel would have it so.



# RADIGAST CITY

by Blue Sponge

## Temples & Devotions of Radigast City

Temple	Fellowship Location	High Priest Rating
Boccob	Seers' District	3
Celestian	Seers' District	5
Fharlanghn	Southtown	7
Olidammara	Northtown	5
Ralishaz	Southtown	4
Trithereon	Foreign Quarter	6
Zilchus	Southtown	6
Xerbo	Northtown	5

## Sections of Radigast City

**Northtown:** largely an area of markets and commoners. Merchant caravans from the northern lands of Iuz, the Pale, and even parts of Nyronnd arrive in this portion through the Northgate. The streets here are wider than most parts of the city, making it popular with larger caravans. The High Market Square is the center of business and much of the action of Northtown,

**Foreign Quarter:** Since the Greyhawk Wars, this city district has become a primary concern with the government of Radigast. The district is filled with those who have fled from the northern lands with the tide of Iuz's invasion. The Foreign District is slowly segregating itself between refugees of Tenh, the Shield Lands, Nyronnd, and beyond. Tension is high and the watch here is often doubled to try to keep the peace. One force is beginning to turn the tide of violence, however. An emerging cult to the god, Trithereon, has begun to bring the people together. The government worries that pressure from this group will lead to violence on the northern border.

**Seers' District:** This district plays home to many of the city's more magically inclined. Several noble mages hold villas here, and the markets teem with fortune tellers, attracting people from all parts of the city. This is also the location of Radigast University, and its dormitories of students. Another landmark here is the Royal Library of Radigast City. To both these place come visitors for the Administrators' Circle on a regular basis.

**The Hill:** This district is built upon a low rise in the city, and is home to many of the nobility. More importantly, it is home

to many of the courtiers and politicians of the Administrators' Circle. Duke Eyhell of Tenh has been residing here since his exile from his own court.

**The Administrators' Circle:** On this hill rest many of the city's political buildings, including the city hall and the embassy. All revolve around the Palace of Countess Beleissa at the hill's peak. Also located here is Radigast City's Museum of Arts, which serves as an opera and play house as well as a monument of the County's history, dating far back to when it was under the control of the Great Kingdom as a province.

**Artisans' Block:** Another wealthier area of the city, the main attractions here are the Ollendi Playhouse, a huge open air theater, and the many parks that dot this district. The Lakeside Gate is perhaps the least used gate in all the city. Still, many use it for travel to their farmsteads and for trips to the coast of the Nyr Dyv. The district is named for the many artists and playwrights that are known to make their homes here.

**Southtown:** Another mercantile area of the city, Southtown is perhaps the busiest quarter because of the Bampton Highway. Bampton acts as a surrogate port for Radigast and as such, dawn sees traffic for miles. They come from ships in Bampton to deliver their goods to warehouses and guildhouses and even the Bluesky Market, which lies in a great square in the center of Southtown. All this bustle and bustle makes Southtown a prime target for pickpockets and thieves and even beggars from the nearby slums. The roads here are much narrower than in Northtown and traffic tends to get busy by midday. Many freemen make their homes here, in quarters high above the shops and crowds of the streets. The city watch is always here in full force.

**Wayman's District:** Not near the center of business that Northtown and Southtown are, the Wayman's District is a grouping of the middle and upper class. Most of the buildings here are residences and apartments, though there are a number of taphouses and bizarre strips to be found. Here can also be found the offices of more professional occupations such as scribes and lawyers. There are no temples centered in this district of the city. The city watch head office, located in a building affectionately called "the Dungeon," is located here.

**Slum Quarter:** Known by many as the Darkden, Radigast's thieves guild and cutthroats guild are both headquartered here. In addition, quite a number of gambling houses and brothels dot the district. Streets often carry "pet names" known only by those who live here, and they are far different from those official given names. The lamplighters guild only touches on the fringes of this district, and the city watch tend to give it a wide berth, only entering in the utmost of cases. The streets here are rumored to be roamed by a legendary

creature known as the (Tylekar), which is said to steal the children of beggar women and devour the hearts of honest men who find their way here. While most of the citizenry scoff at this as only a legend, the people of Darkden take it very seriously.

### Important Locations in Radigast City

**The Dungeon** - central office of the city watch.

**Bluesky Market** - an open market at the heart of Southtown. Most of the goods there have been brought by ship from southern parts of the Flanaess.

**The High Market Square** - an open goods market located in Northtown.

**Radigast University** - a center of knowledge that offers courses in everything from Astrology to Zoology.

**The Royal Library of Radigast City** - part of the university, this is a grand collection of texts and tomes from across the Flanaess.

**Museum of Arts** - a combination amphitheater and museum which contains a collection of artifacts from throughout the history of the County. The theater holds acting and opera troupes and holds performances regularly. These performances are often reserved for the aristocratic element of the city.

**Ollendi Playhouse** - an open air theater well known for its free performances for the public. The Ollendi boasts many of the finest troupes have visited its stage and all is made available to the common man.

### City Defenses

The City Watch is a body of some 420 persons at all times. This is, of course split into shifts and watchmen assigned to different stations throughout the city. Watchmen can be identified by their golden triangle blazon. Patrols are typically armed with dagger and sword by stations usually have men bearing various polearms (typically halberds and occasionally mancatchers). Shifts tend to rotate every 6 hours. There are stations in every district of the city, save Darkden which is treated as part of Southtown.

The City Wall of Radigast rises some 30 feet on all sides. It is topped by towers and battlements armed by catapults and ballistae (including not a few scorpions). Each tower is typically tended by 15 men, 5 per shift. Quarters are located about midlevel. In times of war or martial law (or even shaky peace such as now), this crew is increased to 30

men, 7 per shift (2 men to spare). These soldiers are skilled with crossbows and the use of the war machines at their disposal. Towers are placed regularly about 120 feet apart, and there are 20 such towers along Radigast City's walls (600 regular troops). It should be noted that there are subterranean stores within these towers, which in theory will allow Radigast City to withstand a siege for several weeks until aid arrives.

The City Militia, beyond those soldiers that tend the stone towers of the city walls number about 450. These can be called to duty at moment's notice and be prepared for battle within a week. The Mages' Union of Radigast City also lends help to the city in time of need. The Countess keeps a number of combat mages, fit to fight with sword or crossbow as easy as spell and scroll, on retainer to join crews of the city walls. These dweomercrafters number about 15 in all the city, and many are quite powerful, and well respected members of the Union. To keep this retainer, the city government provides the union with a tidy, yearly sum.

### Encounters in Radigast City

The encounter tables of the RuneQuest Cities book will do fine for Radigast City, though there is no slavery within the city so such encounters should be either ignored or rerolled.

#### The City Sewers

Radigast City sports an extensive network of sewer tunnels that run beneath it. As drainage is good, these sewers are prone to flooding and fast currents during and after rainstorms. The Government employs the Guild of Sewer Scrapers to keep the drainage free and easy within the sewers, and these folk may be found within them shortly after heavy rains or at least once per week. Though the sewers are relatively safe, there are a few hazards that lurk in the darkened tunnels. The random encounter table below provides some of these:

Chance of encounter: 1 in 6

Roll	Encounter
1	Thieves or Cutthroats
2	Giant Leech
3	Giant Rats
4	Otyugh (10% Neo-otyugh)
5	Mold (10% brown, 10% Russet, 80% Yellow)
6	Special*

\* Special encounters should have something to do with the current campaign. Namely, whatever drew the HPs to the sewers in the first place should make an appearance if this is rolled.

## Various Locales of Radigast City

These are only a few of the shops and residences that can be found in the various districts of the city.

### Northtown (merchant)

\* Dormik the Goldsmith, member of the Goldsmith's Guild

Appearance: good  
Disposition: courteous  
Motives: pride in his work

\* Blue Gopher Tavern innkeeper - Leslie

Lodging: poor  
Food: better  
Overall: average

\* Seabreeze Tailory tailor - Paloy (Tenh)

Appearance: good  
Disposition: friendly  
Motives: hobby

\* Highbrows Inn innkeeper - Jordan Malkiev

Lodging: average  
Food: superb  
Overall: good

\* Storage House owner - Alden Nitz

### Foreign Quarter (poor)

\* Koheim the painter  
Appearance: good  
Disposition: friendly  
Motives: to support himself

\* Ackroman's Stables  
Quality of steeds: poor  
Appearance: good  
Disposition: quiet/reserved  
Motives: striving for quality

\* Novake the Weaponsmith  
Appearance: good  
Disposition: courteous  
Motives: pride in his work

\* Kohg's Stablrly, member of the Horseseller's Guild  
Quality: poor  
Appearance: good  
Disposition: courteous  
Motives: enjoyment  
\* Kohg is a half-orc.

\* The Lighthouse owner - Nicki the lampmaker, member of the Lampmaker's Guild  
Appearance: fair  
Disposition: courteous  
Motives: greed

### Artisans' Block (merchant/wealthy)

\* Gorbin's Stables, member of the Horeseller's Guild

Quality: better  
Appearance: good  
Disposition: quiet/reserved  
Motives: to support himself  
\* This stablry is located outside the Lakeside Gate.

\* The Homebound Sparrow innkeeper - Laughney

Lodging: average  
Food: superb  
Overall: good

\* Adler the Gemcutter, member of the Jewelers' Guild

Appearance: good  
Disposition: courteous  
Motives: hobby

\* Milandal the Clockmaker  
Appearance: good  
Disposition: suspicious/mistrusting  
Motives: to support himself

\* Janson the Carver, member of the Carpenters' Guild

Appearance: very good  
Disposition: sour, gruff  
Motives: service, likes to help others

### Seers' District (wealthy)

\* Keol Haught, the Engraver, member of the Jewelers' Guild  
Appearance: good  
Disposition: suspicious/mistrusting  
Motives: hobby

\* Shella's Pies owner - Shella, member of the Bakers' Guild  
Appearance: good  
Disposition: talkative  
Motives: striving for quality

### The Hills (wealthy)

\* The Lord's Garden (brothel) Madame - Endora Malitahm  
Lodging: superb

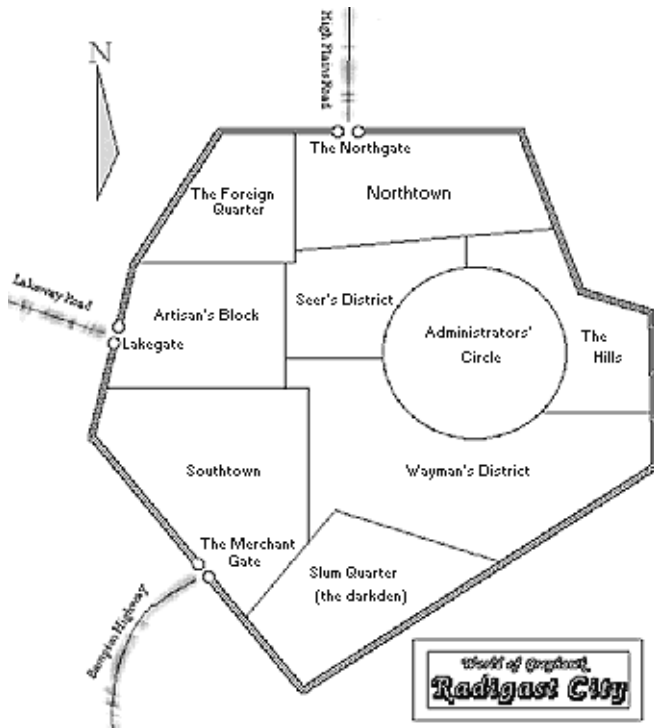
Food: good  
 Overall: good

**Southtown (merchant)**

- \* Home of Daniel Thurbane, scholar and sage
- \* The Watering Hole                      tapkeeper - Badicus  
 Ordef  
 Lodging: none  
 Food: better  
 Overall: better
- \* The Radigast Bathhouse owner - Natelli Rabe  
 Appearance: excellent  
 Disposition: friendly  
 Motives: enjoyment
- \* Home of Darenn Housel, royal engineer to the Countess
- \* Home of Madeline Sojen, noble merchant
- \* Oryne the Pottress, member of the Ceramics' Guild  
 Appearance: good  
 Disposition: friendly  
 Motives: striving for quality
- \* Jousten the Yeoman (bowyer)  
 Appearance: good  
 Disposition: quiet/reserved  
 Motives: greed

**Wayman's District (residential - middle class)**

- \* The Husband's Home    tapkeeper - Morren  
 Lodging: none  
 Food: good  
 Overall: average
- \* The Taxman's Scroll    owner - Cloe the Scribe, member  
 of the Penmans' Guild  
 Appearance: good  
 Disposition: pushy, aggressive  
 Motives: striving for quality



## **HOW CAN I GET STUFF IN HERE?**

The Council of Greyhawk accepts freelance submissions from anyone interested. If you have something you wish to submit, or would like to discuss an idea for an article, send e-mail to "Iquander@aol.com". All submissions are reviewed by a small editorial board and checked for clarity, grammar and consistency. We will work with all submissions, but reserve the right to reject a piece if it does not conform to the aforementioned standards. We are always interested in in-depth examinations of the nations of the Flanaess and their history, as well as adventures, NPC outlines, artifact and magical item descriptions, and just about anything else related to Greyhawk.

## **WHAT IS THE COUNCIL OF GREYHAWK?**

The Council is a loosely organized group of Greyhawk enthusiasts who currently meet and operate primarily on America Online. Regular meetings are open to all interested, though the actual "staff" of the magazine consists of those who have contributed to the Oerth Journal within the last three issues. Check the World of Greyhawk folder in the TSR Worlds area of TSR Online on AOL for meeting times and details.

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