

# Greyhawk Campaign Notes 2016

---

- CY 576** Guide to the World of Greyhawk completed.
- CY 615** This is the last time that a member of the *Circle of Eight* was ever seen in the Flanaess.
- CY 651** Tellerian Hawke is born.
- CY 658** Nimbar the Watcher is born.
- CY 677** Tellerian joins the Furyondy army under the kingship of Belvor VII.
- CY 681** Tellerian and Nimbar are famous by this point, known as “The Brothers of War & Justice.”
- CY 691** Tellerian and Nimbar join the legendary adventuring group known as “The Firebrands.”
- CY 705** The Firebrands stop the plot of Malkog to enslave the Elves of Oerth. The Firebrands are granted “Elf Friend” status by the queen of Celene.
- CY 717** The Firebrands defeat Gleimdalshar, the daughter of Tiamat; the relics known as Elvensword and Flyshield are returned to the Elves. *Three of the Firebrands die in Acheron during the adventure. News of this tragedy spreads among the higher echelons of adventuring society (mage guilds, major adventuring companies, major courts of nobility, etc.)*
- CY 719** Tellerian and Nimbar join another powerful adventuring group called “The Warsenals.” This year, they defeat the plans of a fiend known as “Raum” to awaken the sleeping god, Tharizdun.
- CY 721** The Warsenals journey to the Abyss, and defeat Orcus, The Demon Lord of the Undead. Twelve days later, The Warsenals also defeat Raum in an epic battle inside a large cavern in the Mounds of Dawn. The cavern is the location of the mystical gateway, known as *The Arch of Ages*.
- CY 741** 20 years after the defeat of Raum, the first “Festival of the Mounds” is celebrated in the city of Greyhawk. At this point, The Warsenals are all legendary heroes, most of whom have not been seen in about 10 years or so.
- CY 771** *By this time, 50 years after the battle, most people believe The Warsenals to be long dead.*
- CY 791** This year marks the final year that the “Festival of the Mounds” was ever celebrated.
- CY 892** Starting timeline for *Greyhawk: The Modern Era* campaign.
- CY 892 – 901** During this nine-year period, *The Fearless Five* rises from obscurity, starting as a rag-tag group of unknown adventurers, and ending up as one of the most powerful forces of good that the Flanaess has ever seen, their combined power surpassing that of even the legendary *Circle of Promise*, a group of arch mages whose core members claim to be blood-kin descendants of various members of the fabled *Circle of Eight*.
- CY 902 – 908** During these years, the events described in the “From The Ashes” boxed set occur. However, because of the actions of *The Fearless Five*, the balance is soon restored, and things are almost at the point that they were *before the wars started* (with only a few minor differences.)
- CY 904** This year marks the end of the initial war, heralded by the *Day of the Great Signing*. It is upon this day (Harvester 16<sup>th</sup>, CY 904) that *Lenimar* (a member of the Circle of Promise) betrays his fellow arch mages, killing two of them (*Ottiluke IV*, and *Telgar*) and wounding a third (*Mirabar*.)

Ever afterward, Lenimar is known by the moniker, “*Lenimar The Traitor.*” However, *The Pact of Greyhawk* is signed, and hostilities on all sides officially end, aside from skirmishes in remote regions.

- CY 908** *Scragholme Island* is finally cleared of hostile forces, through the combined efforts of Furondese Forces, and The Grey Cloak Council (a new, upstart adventuring group.)
- CY 910** *Hell’s Holiday*; City of Greyhawk “scooped up” and transported to pocket dimension, and assaulted by undead and demonic forces; ***the city is restored to the Prime Material plane through the efforts of The Fearless Five***, albeit in ruins. Reconstruction of the city begins almost immediately, under a state of martial law.
- CY 913** *In a bold move, The Barony of The Five* declares war on Iuz, The Horned Society, The Scarlet Brotherhood, and The Great Kingdom. The heroes, *at the head of their magically-equipped armies*, manage to weaken the armies of the four evil kingdoms enough to allow the occupied lands to retake their territories. This epic crusade takes 9 years to resolve, but it is successful, nevertheless. (See 922, below.) From this time onward, *The Barony of The Five* becomes the most feared and respected nation on Oerth.
- CY 916** *Restoration Day*; reconstruction of the City of Greyhawk is completed; city lifts martial law, and opens the city to foreigners once more.
- CY 922** *The Great War of The Flanaess, a 20-year period of strife, turmoil, and conflict, finally comes to an end.*
- CY 925** *Feridan, Dengar, and Jynx* hold a town square meeting with The High Council, the Mayor of Muldash, and the Muldash City Council. They tell them that they are leaving on an expedition that might require them to be away for as long as a year, perhaps more. They say that Idhimus Greenleaf and Shokindo Chi’Lan, as well as Shokindo’s sensei, the honorable Luis Galvanor, will be remaining behind to look after “things that require their attention.” ***This is the last time that Feridan, Dengar, and Jynx were ever seen in the Flanaess.*** Idhimus is still seen coming and going in Muldash; Shokindo and Luis are often seen in their monastery, but rarely venture outside of it.
- CY 930** *Idhimus officially “retires” to the Elven Kingdom* (Celene) and is now rarely seen in the Barony.
- CY 932** *Shokindo Chi’Lan announces his retirement*, saying that he will no longer be living at the monastery. He says that Luis Galvanor (his teacher) will continue to run the monastery, and that a new sensei, Master Choh, will also begin teaching there. ***This is the last time that Shokindo is ever seen in the Flanaess.***
- CY 945** *By this time, most people believe that the Fearless Five is no more*; Idhimus is known to be alive, because he is an elf. The same can be said for Luis Galvanor, who runs Shokindo’s monastery. Most people believe that the non-elven members of this adventuring group have all died, either by adventuring, or of old age. *Idhimus is now known as “The Last Living Lord” of The Barony of The Five.* ***This year marks the official end of the Greyhawk: The Modern Era campaign.***
- CY 963** Starting timeline for *Greyhawk: The Post War Era* campaign. This campaign begins roughly 50 years after the last major adventure for *The Fearless Five* concludes; ***at this point, The Fearless Five themselves are considered to be the stuff of bed-time stories.*** When people speak of “*The Five,*” they are talking about the current rulers of The Barony of The Five, who are all appointed (and highly trusted) agents of the legendary heroes. Their official title is “*The High Council of Judicial Magistrates,*” although they are most-often simply referred to as “*The High Council,*” or, “*The Council of Lords.*” The High Council is made up of five magistrates, all of whom are elderly Humans, in their late 80s or early 90s; all of these magistrates have held their positions since they were appointed in CY 898, some sixty-five years ago. ***Even though Idhimus is still alive, most people believe that he has little to do with the Barony’s business, and that The High Council are the true rulers.***

## The Barony of The Five: Official Resource Description:

**Proper name:** The Sovereign Parliamentary Court of The Fearless Five, Under The Domain and Rightful Oversight of The Free City of Greyhawk.

**Ruler:** *The Supreme Council* (Feridan, Idhimus, Shokindo, Dengar, and Jynx) *and its undercommittee.*

**Government:** An undercommittee consisting of *five lords* (aka *The High Council of Judicial Magistrates*) (which are served by 15 sheriffs, three for each lord.) *The High Council* are: *Lord Alimar* (Age: 92, Male Human Cavalier), *Lady Alicyn* (Age: 89, Female Human Cleric), *Master Choh* (Age: 86, Male Human Monk), *Lord Bayless* (Age: 90, Male Human Aristocrat), and *Lady Clarisse* (Age:90, Female Human Aristocrat.)

**Capital:** *The Hold of The Five* (formerly known as *Maure Castle*) which is surrounded by a trading settlement known as Muldash.

**Major Towns:** Muldash (pop. 8,400), Pontyrel (pop. 7,550) [Ceded by The Duchy of Urnst, for a price of 3.5 million gold pieces], Treval's Hill (pop. 845), Orctown (pop. 513), Chi'Lan City (pop. 1,102)

**Fortifications:** Fort Dengar, Greenleaf Keep, Fort Feridan, Monastery of the Four Winds

**Provinces:** Five states, with each state containing 3 counties. Each county is overseen by a sheriff; each state is overseen by a lord. Most of the counties are rural, with small mining and farming operations, depending on the location.

**Resources:** Foodstuffs, textiles, ceramics, silver, electrum, gold, platinum, gems [I-II] and [through trade with the Dwarves] gems [III-IV.]

**Coinage:** Copper kites (cp), silver hawks (sp), royal ospreys (ep), gold falcons (gp), and platinum eagles (pp.)

**Population:** Approximately 38,000 in all, with about 18,000 living in the various settlements, and about 20,000 living in rural areas, spread out over the countryside.

**Languages:** Common, Elvin, Dwarvish, Halfling, Orcish(\*).

**Alignments:** LG, NG, CG, N

**Religion:** Rudd, Pelor, St. Cuthbert, Xan Yae, Marek(\*), other demihuman deities in small numbers.

**Allies:** The Supreme Council swears allegiance to The City of Greyhawk, The Duchy of Urnst, The Kingdom of Furyondy, The Kingdom of Keoland, The Dwarves of The Abbor Alz, and The Kingdom of Celene.

**Enemies:** The Lands of Iuz, Bright Lands, The Horned Society, and The Scarlet Brotherhood.