ZORK GRAND INQUISITOR CHRONOLOGUE

C. 1000 BE
Early pre-Quendorian society flourishes. Then ceases to flourish. Then ceases.

C. 800 BE
The Militeans, one of the last of the ancient and mystical pre-Quendorian tribes, disappear in what has been termed a "goof-up of the first order" by most anthropologists.

0 GUE
As the year zero begins, people feel fairly confident that something big is about to happen. Their expectations are met when a young man named Enthurion emerges from the forest and unites the warring kingdoms of Galepath and Marelion. Thus begins the reign of Enthurion the Wise, first king of the Enthurion Dynasty and founder of the Quendorian Empire.

C. 400 BE
The city-state of Borphee wars with the city-state of Pheebor over the renaming of the One River. General Hortexx Shplee leads the Borphee army in the ultimate defeat of Prince Foo and the Pheeborian army. After the pillage and raring of Pheebor, the river becomes the Borphee River, a very good name.

380 GUE
Yoruk, bored into a frenzy, decides to build a boat, hoping to sail across the Great Sea in search of more stuff. He becomes the first Quendorian ever to set foot on Eastland soil. He also uncovers a cave leading down to Hades. Once there, Yoruk forms a warm relationship with the Devil and learns the secrets of Deep Magic.

353 GUE
Yoruk of Galepath is born. His first couple of years as a mashed potato merchant are incredibly boring, consisting largely of selling and trading mashed potatoes. This is fairly typical behavior of mashed potato merchants.

406 GUE
Retiring to a hermitic life in the forests of Egreth, Yoruk begins work on "The Books of Saint Yoruk." Later that same year, he is declared a saint by the Zorkastrian Church.

425 GUE
Yoruk dies, leaving behind a large body of work and a human-sized body of not-so-ripe flesh and bone. Most of the flesh and bone disappear, as is usual with dead bodies, though it is rumored that his knowledge of Deep Magic is retained within his skull. His autobiography becomes an instant best-seller. Some years later, the book is made into a musical called "Yoruk!" starring the incomparable Judy Garlic.

454 GUE
In an attempt to recreate Yoruk's historic journey, the largest fleet of ships ever assembled embarks on a pilgrimage to the Eastlands. They last a week.

666 GUE
An army of Eastland troll warriors faces the Quendorian army at Zorbel Pass. This meeting becomes known as the Diablo Massacre, and marks the last pathetic resistance to Duncanthrax's conquest of the Eastlands. Within months, Duncanthrax is in control of the entire territory.

660 GUE
Duncanthrax moves the government of Quendor from Largeneth to Egreth, where the seat of power is to remain for over a hundred years. With the Westlands already under his rule, Duncanthrax's conquering eye looks to Antharia and the Eastlands.

672 GUE
As a response to widespread magical charlatanism, Duncanthrax passes the Unnatural Acts, outlawing the sale of "Unnatural or Supernatural substances." To carry out punishments for the abuse of magic, a diabolical meat machine is designed to imprison those found guilty in small, metal cases. It is dubbed the Totemizer machine.

699 GUE
On August 16, Belwit the Flat mints the first Zorkerid bearing his likeness and some smeared letters that supposedly form the words "In Frobz We Trust."

688 GUE
Leaving behind an empire consisting of virtually all known land, above and below ground, Duncanthrax dies and is succeeded by his son, Belwit the Flat.

473 GUE
Arguably the most influential (and least read) book of all time is published. "On the Presence of Incredibly Weird Stuff Going On" by the mage Bizbo. A genius before his time, Bizbo tackles this serious study of the laws of magic. Sadly, his work is ridiculed and he is laughed out of Galepath University.

475 GUE
Determined to become a legend, Bizbo commits suicide. It is very tragic.

474 GUE
The Zucchini Wars ruin devastation on seven provinces. The slaughter takes everyone's mind off of laughing at Bizbo. He misses the attention.

665 GUE
Upon Duncanthrax's defeat of the Antharian Armada in the Battle of Fort Griffspotter, the Great Sea and, even more importantly, Antharia's granola mines fall under Quendorian control.

683 GUE
The restrictions of the Unnatural Acts are loosened, allowing the great thaumaturge, Vilbot, to found the first chapter of the Enchanter's Guild in the tiny hamlet of Accardi-by-the-Sea.

691 GUE
The first Double Fanucci Championship is held in Borphee. Thousands are left homeless in the ensuing Fanucci mania.

668 GUE
With all of Zork in his grasp and nothing left to conquer, Duncanthrax begins expanding downward with the founding of the Frobozz Magic Cave Company. His shrewd business acumen, paired with the utter lack of any competition, allows the company to broaden into several subsidiaries under the new FrobozzCo International umbrella.

739 GUE
The first and last decent symphony, a work by Johann Sebastian Flathead, premieres to critical acclaim by the Frobozz Philharmonic Orchestra. As the years go by, J. S. Flathead would write many much longer symphonies with decreasing popularity. His Symphony #981, for example, so-called "The Infinite Symphony," contained over 60,000 movements. During its only performance, several members of the audience retired and had to be replaced with their children, and, eventually their children's children.

723 GUE
Dimwit Flathead, alternately described as "a colorful figure" and "the most wretched ruler Quendor has ever seen," is born. He is the first child of Prince Mumberthrax, and with his siblings, becomes the first of the famous Twelve Flatheads. Later that year, the Thaumatgrical Institute, an off-shoot brain trust of the Enchanter's Guild, invents the first Hyperbolic Incantation Concentrator, or magic wand.

743 GUE
John D. Flathead founds Flathead Industries, a company devoted to the creation of other companies that will be sold off to FrobozzCo International. FrobozzCo eventually buys Flathead Industries itself, renaming it the Frobozz Magic Company Company, and adding it to its more than 17,000 other subsidiaries.

732 GUE
The Frobozz Philharmonic Orchestra is founded. Nothing of even the vaguest interest to anyone is played for seven years.

773 GUE
In an incident known as The Endless Fire, the city of Marelion burns continuously for four weeks thanks to a local civil servant who meant to cast ZEMDOR ("turn original into triplicate") and instead casts ZIMBOR ("turn one really big city into tiny little ashes"). As a reaction to this, Lord Dimwit issues 5,521 edicts, restricting the use of magic to the Guild of Enchanters.

769 GUE
The invention of the GNUSTO spell by the mage Bernio signals the beginning of the Industrial Age of Magic. By use of this spell, other magic spells are able to be transferred from temporary scrolls into permanent spellbooks. In time, auto-gnustoing becomes possible, with spells that automatically transfer themselves into spellbooks. It is rumored that Gnusto was the name of Bernio's dog.

757 GUE
After almost a hundred years of growing popularity, Double Fanucci officially becomes the national sport of Quendor by decree of King Mumberthrax. In unrelated news, the great enchanter Belboz is born in the Aragain Falls region and quickly thereafter, orphaned. He goes on to live with his uncle, a cave digger. It is not for another 20 years that Belboz finally shrugs off cave-digging for a career in magic.

782 GUE
Dedicated to his brother, the great athlete Babe Flathead, Lord Dimwit completes the construction of Flathead Stadium, just north of Anthar. Double Fanucci, dragon-fights, and shark-wrestling are the primary draws to the crowds who fill Flathead Stadium, which is reputed to have enough seats for every man, woman, and child in the Great Underground Empire.

770 GUE
At the death of King Mumberthrax, his son, Lord Dimwit, assumes the throne. Lord Dimwit's first act is to rename the Kingdom of Quendor. It becomes The Great Underground Empire in honor of the myriad caves and passageways built at the behest of King Duncanthrax, this despite the fact that the vast majority of the kingdom's people, including Dimwit himself, continue to live above ground. Dimwit's second act is to re-title the Great Sea with the name Flathead Ocean. The name never really stickes. However, The same year, Lord Dimwit moves the capital from Egreth in the Westlands, to the village of Aragain in the Eastlands. Castle Flathedala is literally built on top of the unsuspecting villagers (rumor has it that some of the crude huts and tents are still occupied in the lower basement levels of the castle). At its peak, over 90% of the Empire's population lives in Flathedala. This solidifies the King's informal title, Lord Dimwit Flathead the Excessive.

785 GUE
The first magician of Lord Dimwit, the Wizard of Frobozz, transforms Castle Flathedala into a pile of fudge. Lord Dimwit, without giving so much as a written reprimand first, fires the Wizard. It takes more than a year for Castle Flathedala to be rebuilt.

781 GUE
The construction of the 400-story FrobozzCo International Headquarters is completed. Planned by Frank Lloyd Flathead, it is the most ambitious building ever planned or built.

783 GUE
A banner year for Lord Dimwit the Excessive's excesses. In perhaps his most nonsensical and expensive project, Lord Dimwit constructs the 80 million zorkmid Flood Control Dam #3. There are, in fact, no Flood Control Dams #1 or #2. In addition, after thirteen years of planning, Lord Dimwit's coronation ceremony begins. The coronation is to last for a year and a half, and once all bills are in, to cost twelve times the Empire's GNP.

788 GUE
Lucrezia Flathead, near the end of her life in an asylum forms a brief but love-filled marriage with a visiting Wizard. The union produces a child, Lucille, who will many years later have a daughter, Lucy. The Wizard counts himself lucky to have used a long life spell on himself just before meeting Lucrezia given her history of perpetual widowhood.

789 GUE
The last business not owned by FrobozzCo International, a small rutabaga farm in Mithicus, is bought by the company. John D. Flathead, who is coincidentally one of the younger brothers of Lord Dimwit, now controls the consumere of every zorkmid in the Great Underground Empire, making true his company slogan, "You Name It, We Do It."
Meanwhile, Lord Dimwit deforests a 412-square-mile blotch of Fublio Valley land to create a statute of himself. A local resident of the Fublio Valley, a hermit sorcerer called Megabor makes his complaint quite clear on the 14th of Mumberur. Appearing in a puff of smoke in the middle of a banquet, Megabor destroys Lord Dimwit and his eleven siblings and curses the Empire. Thanks to the efforts of the court magicians, the Curse takes 94 years to work, but the 14th of Mumberur is henceforth known as Curse Day, the beginning of the end of the Flathead Dynasty.

820 GUE
After 20 years of tutelage and 30 years of study at the Accardi chapter of the Guild of Enchanters, Belboz becomes a full-fledged Enchanter. This is considered rapid advancement by sorcerers' standards.

845 GUE
After 95 years of adventuring and spell-research, Belboz achieves the rank of Sorcerer. He becomes well-known for his criticisms of the indulgences of the Flathead Dynasty. The population of Flathedala continues to steadily decrease, as people fear the Curse of Megabor coming upon their land.

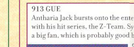
883 GUE
Wurb Flathead's reward money goes to waste as the Curse of Megabor falls on the land, the Great Underground Empire collapses, the imprisoned graves are released, and Flathedala is reduced to a simple white house. Belbor, not too sympathetic to the Flatheads, mutters, "I told you so."
A nameless adventurer who came the closest to halting the curse is (for no known reason) rewarded by Megabor with the title of Dungeon Master, inheritor of the Eastland Underground Empire, and showered with magical abilities and wealth beyond measure. A nobleman of unseemly arrogance named General Syovar declares himself the King of Zork. Had Syovar not been a man with a big army and lots of magical powers, his title-mongering might not have stuck. But he was, and it did.

865 GUE
The so-called Granola Riots of Estuary 6th brings an end to the limitless supply of granola in the southern Antharian granola mines. The mines continue to yield granola thereafter, but at a far more limited rate.

841 GUE
Elvis Flathead performs his first concert. Highlights of his career are the songs "Love Is Blind" and "You Ain't Nothing But A Hellhound."

927 GUE
Guator Woomax, the so-called Chronicler of Magic, publishes in *Popular Enchanting* Magazine one of the most celebrated of lis' brief histories of magic, "A Brief History of Magic." In the book, Woomax not only describes the four ages of Magic, but the three types of magic: High Magic (spells of incantation), Middle Magic (spells of illumination), and Deep Magic (spells of transmutation).

913 GUE
Antharia Jack bursts onto the entertainment scene with his hit series, the Z-Team. Syovar is said to be a big fan, which is probably good because he creates the series to highlight his military career.



881 GUE
Wurb Flathead, the twelfth and final heir of the Flathead Dynasty comes to the throne. In an official announcement, he offers half the wealth of the kingdom to anyone who can stop the Curse of Megabor.

914 GUE
After one and a half seasons, The Z-Team is off the air due to "creative conflicts" with its creator. Antharia Jack returns to dinner theater performances of The Tragedy of King MacFlat. He eventually opens his own bar in Port Foode and runs up huge gambling debts.

931 GUE
The mysterious Cube of Foundation briefly falls into the hands of one Antharia Jack, the hard-up owner of a casino in the Port Foode area. It is said that the Cube contains the essence of Middle magic. A short time later, the Cube, as enigmatic artifacts are wont to do, disappears back into the mists of obscurity. Later Antharia Jack has to sell the bar to cover his debts.

949 GUE
A lone adventurer removes the curse of the Nemesis on the Forbidden Lands, uncovers the secrets of alchemy, and reunites two lovers separated by magic and death.

966 GUE
The Second Dungeon Master selects Dalboz of Gurth, a promising student at GUE Tech, to take on the title of Third Dungeon Master. Moments after this supreme honor is awarded, the university closes permanently, as magic has just disappeared from Quendor.
As it turns out, in order to defeat his "dark shadow" self, the Head of the Circle of Enchanters is forced to destroy the Cube of Foundation which generates the essence of magic. At the same time, a group of powerful mages, led by the Enchantress Y'Gael, stores all knowledge of high magic in the Coconut of Quendor. The Coconut is loaded aboard a ship and taken to an unknown destination to be kept safe until magic can be returned.
Meanwhile, Dalboz, the Dungeon Master of a magicless land and built of a cruel practical joke, retires in depression to his country estate. His roommate at school, the untalented but very ambitious Mir Yannick, goes to Port Foode to begin a career in the booming and highly lucrative field of religious fanaticism.

950 GUE
For a brief time, the Skull of Yoruk, receptacle of all that is known about Deep Magic, comes into the possession of a gaggle of Grues living beneath the legendary White House. The Skull is never seen or heard from again.

910 GUE
At the age of 153, Belboz becomes Guildmaster of the Accardi Chapter of the Guild of Enchanters. By all standards, he is so wrinkly, he resembles a sloppily stacked pile of unlaundered linen.

945 GUE
The secret order of Alchemists, obsessed with attaining immortality, instead finds oblivion. Following their disappearance, bizarre magical incidences occur in the Gray Mountains and Desert River provinces. A strange figure called the Nemesis is placed at the center of these events. Klaatu Syovar is forced to declare the area The Forbidden Lands.

952 GUE
The demon-worshipper and evil warlock Krill plans to destroy the Circle of Enchanters and become ruler of Quendor. Krill does not plan to be defeated by an unknown novice wizard and banished to an alternate dimension, but that's what happens.

1001 GUE
Great Underground Adventure IV hits the theaters. Antharia Jack wins the coveted Palm d'Grue at the Foode Film Festival. The small-cash-prize allows him to buy back his bar in Port Foode and fulfill his dream of becoming a Pawn Shop owner.

957 GUE
Belboz, in attempting to entrap the evil forces called Quarr, becomes possessed by the demon's spirit. The Enchanter who defeated Krill is called on to exorcise Jezarr and save Belboz. Eventually, though Jezarr is overcome. Belboz decides to retire shortly after his 250th birthday. The Enchanter replaces Belboz as head of the Circle of Enchanters.

948 GUE
A brave adventurer enters the Great Underground Empire by means of the ruins of Flathedala. After finding the Twenty Treasures and defeating the Wizard of Frobozz, the adventurer encounters the Dungeon Master, ruler of the magical underground regions of Zork. The adventurer is judged worthy to replace the Dungeon Master as his successor.

981 GUE
With spirits depressed, bakers committing suicide, and a shortage of hungus lard, Antharia Jack makes his comeback in Great Underground Adventure III detailing the white house incident of 948. No one knows why parts I and II are skipped or how Jack could live so long without aging.

967 GUE
The ship carrying the Coconut of Quendor meets a terrible fate. Actually, nobody really knows what kind of fate it met, but it is assumed to have been terrible. It is last seen in the region near the dreaded Dragon Archipelago, deep in the Great Sea.

1033 GUE
After discovering the long lost and very nasty Totemizer machine, unused since the Unnatural Acts, Mir Yannick rises to the rank of Junior Executive Maniacal Zealot in the Inquisition. He then rises to the rank of Senior Executive Maniacal Zealot after demonstrating the machine's effectiveness on his supervisor.

1000 GUE
The Bank of Zork, unable to handle the change in calendar dates to four digits, folds and is acquired by Inquisition Enterprises. Mir Yannick is the major investor.

1037 GUE
In the deepest forests of Antharia, Dalboz meets the Griff, a sort of minor-league dragon. Though of a cowardly nature, the Griff agrees to help Dalboz search for time tunnels, so the items necessary to bring magic back to Quendor can be retrieved. Unfortunately, the winged one is captured, totemized, and dumped in the bottom of a well shortly after beginning the quest.

1043 GUE
A half-witted member of the already half-witted Bregmoid species, accidentally breaks into Inquisition headquarters, activates the Totemizer machine, and crawls inside. This quarter-witted creature, the Brog, is subsequently totemized and dumped at the gates of Hades.

1047 GUE
Mir Yannick assumes the title of Grand Inquisitor, despite the efforts of Syovar III. Accepting advice from the Dungeon Master, who tells the king of the impending re-emergence of magic, Syovar III begins making efforts to end the Inquisition.

1048 GUE
Syovar III accidentally strangles himself, according to the only witness present, the Grand Inquisitor. The Grand Inquisitor becomes the recognized leader of the Theocracy of Quendor and the Chairman of the Frobozz Magic Company, which he renames Frobozz Electric.

1034 GUE
Bored and destitute, the Dungeon Master begins researching methods of returning magic to Zork.

1046 GUE
Mir Yannick rises to the position of Vice President of Unreasoning Zeal, second only to the Grand Inquisitor himself. During a private conference with Yannick, the Inquisitor accidentally hits himself repeatedly over the head with a blunt instrument until he dies.

1050 GUE
Dalboz finally meets with his nemesis (so to speak) and former college roommate, the Grand Inquisitor. The battle between them is fierce and well-matched, but when the smoke clears, Dalboz is dead and Yannick, bald.

1067 GUE
The Grand Inquisitor completes his archaeological wonder, Inquisitorium, which he plans to broadcast from atop Flathead Mesa and use to broaden and enlighten the minds of citizens across the countryside. A confew in the Inquisition's main center, Port Foode, is initiated.

1066 GUE
A lowly minion is sent by the Grand Inquisitor to research a heretofore undiscovered area of the Underground. The only discoveries are Grues (which feast on adventurers who venture into the dark without a light source) and rat-ants. The minion gets a half day off for this exemplary work.

1052 GUE
Dalboz's spirit finds its way into a rusty old lamp, stored in a crate beneath a dock in Port Foode. His spirit had apparently been kept alive in the Ethereal Planes of Atrii, where he shared a walk-up with the ghosts of Senior Executive Maniacal Zealots of demons beating the machine's effectiveness on his supervisor.

1058 GUE
Lucy Flathead is caught defacing Inquisition propaganda and employing telepathic abilities. She is placed under arrest. When Yannick discovers that her bloodline traces directly back to the Flathead Dynasty, and she is thus the rightful heir to the empire, he has her totemized and put on display in the headquarters' main exhibit hall.

Time Periods

PRE-TIME BE–0 GUE	BEFORE ENTHARION CIVILIZATION
0 GUE–659 GUE	ENTHARION DYNASTY
659 GUE–883 GUE	FLATHEAD DYNASTY
883 GUE–1047 GUE	THE FALLEN EMPIRE
1047 GUE–PRESENT	THE INQUISITION