ZORK Grand Inquisitor™

Chronologue

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

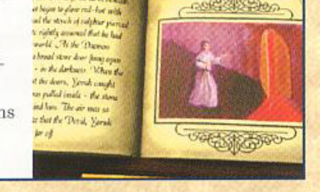
C. 800 BE
The Mithicans, one of the last of the ancient and mystical pre-Quendorian tribes, disappear in what has been termed a "goof-up of the first order" by most anthropologists.

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

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 Entharion emerges from the forest and unites the warring kingdoms of Galepath and Mareilon. Thus begins the reign of Entharion the Wise, first king of the Entharion Dynasty and founder of the Quendorian Empire.

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.

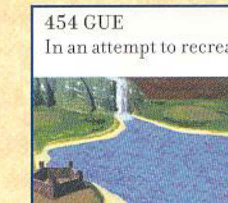
380 GUE
Yoruk, bored into a frenzy, decides to build a boat, hoping to sail across the Great Sea in search of more stuff. He becomes the first Quendorian ever to set foot on Eastland soil. He also uncovers a cave leading down to Hades. Once there, Yoruk forms a warm relationship with the Devil and learns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



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.



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 Bizboz. A genius before his time, Bizboz tackles this serious study of the laws of magic. Sadly, his work is ridiculed and he is laughed out of Galepath University.

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

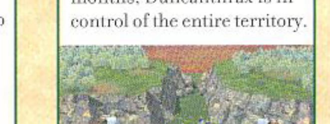
475 GUE
Determined to become a legend, Bizboz commits suicide. It is very tragic.

659 GUE
On the last day of the year, a man named Duncanthrax leads a revolution to overthrow King Zilbo III, and in the process becomes the first king of the new Flathead Dynasty. A popular legend has it that Zilbo III is not killed at all, but merely retires so that he can devote his life to inventing the popular card game Double Fanucci.

660 GUE
Duncanthrax moves the government of Quendor from Largoneth 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.

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.

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.



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.

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 machine is designed to imprison those found guilty in small, metal cases. It is dubbed the Totemizer machine.

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

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.

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

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

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 Thaumaturgical Institute, an off-shoot brain trust of the Enchanter's Guild, invents the first Hyperbolic Incantation Concentrator, or magic wand.

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

739 GUE
The first and last decent symphony, a work by Johann Sebastian Flathead, age 11, is performed 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.

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.

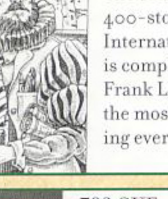
757 GUE
After almost a hundred years of growing popularity, Double Fanucci officially becomes the national sport of Quendor by decree of King Mumberthrax. In unrelated news, the great enchanter Belboz is born in the Aragain Falls region and quickly thereafter, orphaned. He goes on to live with his uncle,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

769 GUE
The invention of the GNUSTO spell by the mage Berzio 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 Berzio's dog.

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 of tunnels 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 sticks, however.
The same year, Lord Dimwit moves the capital from Egreth in the Westlands, to the village of Aragain in the Eastlands. Castle Flatheadia 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 live in Flatheadia. This solidifies the King's informal title, Lord Dimwit Flathead the Excessive.

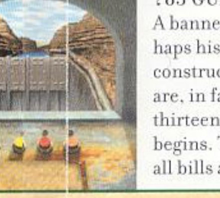
773 GUE
In an incident known as The Endless Fire, the city of Mareilon burns continuously for four weeks thanks to a local civil servant who meant to cast ZEMDOR ("turn original into triplicate") and instead casts ZIMBOR ("turn one really big city into tiny little ashes"). As a reaction to this, Lord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

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.

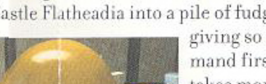


782 GUE
Dedicated to his brother, the great athlete Babe Flathead, Lord Dimwit completes the construction of Flathead Stadium, just north of Anthar. Double Fanucci, dragon-fights, and shark-wrestling are the primary draws to the crowds who fill Flathead Stadium, which is reputed to have enough seats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

783 GUE
A banner year for Lord Dimwit the Excessive's excesses. In perhaps his most nonsensical and expensive project, Lord Dimwit constructs the 37 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.



785 GUE
The court magician of Lord Dimwit, the Wizard of Frobozz, transforms Castle Flatheadia 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 Flatheadia to be rebuilt.



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 commerce of every zorkmid in the Great Underground Empire, making true his company slogan, "You Name It, We Do It."
Meanwhile, Lord Dimwit deforests 1400 square bloits of Fublio Valley land to create a statue of himself. A local resident of the Fublio Valley, a hermit sorcerer called Megaboz makes his complaint quite clear on the 14th of Mumberur. Appearing in a puff of smoke in the middle of a banquet, Megaboz 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.

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."

845 GUE
After 25 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 Flatheadia continues to steadily decrease, as people fear the Curse of Megaboz coming upon their land.

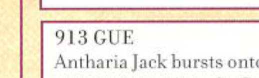
865 GUE
The so-called Granola Riots of Estuary 16th brings an end to the limitless supply of granola in the northern Antharian granola mines. The mines continue to yield granola thereafter, but at a far more limited rate.

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 Megaboz.

883 GUE
Wurb Flathead's reward money goes to waste as the Curse of Megaboz falls on the land, the Great Underground Empire collapses, the imprisoned grues are released, and Flatheadia is reduced to a simple white house. Belboz, 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 Megaboz 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.

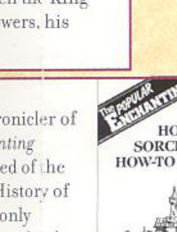
910 GUE
At the age of 153, Belboz becomes Guildmaster of the Accardi Chapter of the Guild of Enchanters. By all standards, he is so wrinkly, he resembles a sloppily stacked pile of unlaundered linen.

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 created the series to highlight his military career.



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

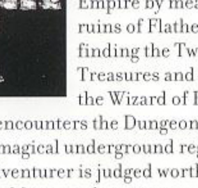
927 GUE
Gustar Woomax, the so-called Chronicler of Magic, publishes in *Popular Enchanting* Magazine one of the most celebrated of the brief histories of magic: "A Brief History of Magic." In the book, Woomax not only describes the four ages of Magic, but the three types of magic, High Magic (spells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



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 Foozle 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.

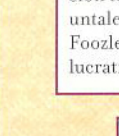
945 GUE
The secret order of Alchemists, obsessed with attaining immortality, instead finds oblivion. Following their disappearance, bizarre magical incidences occur in the Gray Mountains and Desert River provinces. A strange figure called the Nemesis is placed at the center of these events. King Syovar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

948 GUE
A brave adventurer enters the Great Underground Empire by means of the ruins of Flatheadia. 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.



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.

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.

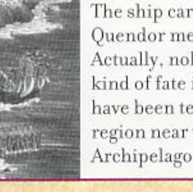


952 GUE
The demon-worshipper and evil warlock Krill plans to destroy the Circle of Enchanters and become ruler of Quendor. Krill does not plan to be defeated by an unknown novice wizard and banished to an alternate dimension, but that's what happens.

957 GUE
Belboz, in attempting to entrap the evil force called Jeearr, becomes possessed by the demon's spirit. The Enchanter who defeated Krill is called on to exorcise Jeearr and save Belboz. Eventually, though Jeearr is overcome, Belboz decides to retire shortly after his 200th birthday. The Enchanter replaces Belboz as head of the Circle of Enchanters.

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 butt 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 Foozle to begin a career in the booming and highly lucrative field of religious fanaticism.

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.

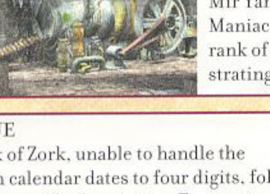


981 GUE
With spirits depressed, bakers committing suicide, and a shortage of hungus lard, Antharia Jack makes his comeback in Great Underground Adventure III detailing the white house incident of 948. No one knows why parts I and II are skipped or how Jack could live so long without aging.

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.

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

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.



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

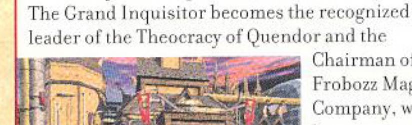
1037 GUE
In the deepest forests of Antharia, Dalboz meets the Griff, a sort of minor-league dragon. Though of a cowardly nature, the Griff agrees to help Dalboz search for time tunnels, so the items necessary to bring magic back to Quendor can be retrieved. Unfortunately, the winged one is captured,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

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.

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.



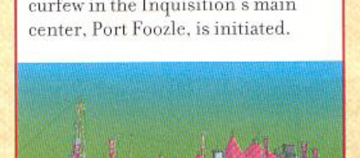
1050 GUE
Dalboz finally meets with his nemesis (so to speak) and former college roommate, the Grand Inquisitor. The battle between them is fierce and well-matched, but when the smoke clears, Dalboz is dead and Yannick, bald.

1052 GUE
Dalboz's spirit finds its way into a rusty old lamp, stored in a crate beneath a dock in Port Foozle. His spirit had apparently been kept alive in the Ethereal Planes of Atrii, where he shared a walk-up with the Enchantress Y'Gael. He would have been happy to stay there, but Y'Gael wanted the extra room for an office.

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.

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.

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



1000 BE 0 GUE 100 200 300 400 500 600 700 800 900 1000

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