

A GUIDE TO THE
WORLD OF GREYHAWK™
FANTASY SETTING



A CATALOGUE OF THE LAND OF FLANAESS
BEING THE EASTERN PORTION OF
THE CONTINENT OERIK, OF OERTH

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GUIDE TO THE WORLD OF GREYHAWK

As is obvious, the Eastern portion of the continent of Oerik, the Flanaess, is the center of enlightened humanity. Oerth has four great continents and countless islands, and four great oceans and countless seas which surround these bodies of land. Little is known about the lands of the western portion of Oerik, less still about the savage inhabitants of the other continents, but such knowledge is, of course, of little use anyway and of no importance to humanity.

The heavens are far more important and interesting. We must study the stars, those which wander and those which are fixed, to properly understand Astrology. The sun travels once around Oerth in 364 days, visiting the 12 Lairs of the Zodiac in an appointed round which never varies. The Great Moon (Luna) waxes and wanes in fixed cycles of 28 days each, upon which our months are based; while the Handmaiden (Celene, the small aquamarine satellite) follows a path which shows Her in full beauty but four times each year, thus showing us the time for our Festivals. When both Mistress and Handmaiden are full, things of great portent are likely to occur, depending upon the positions of the five wandering stars in the Lairs, naturally. For complete details of Astrology, we recommend the reader to such texts as Selvor the Elder's "Secrets of Ye Skye Revealed" or Yestro Bilnig'd's "Astrology, Divinity, and Mankind."

CALENDAR of GREYHAWK

The Greyhawk year consists of 364 days, split into twelve months of twenty-eight days each, and four seven-day festivals, each placed at three-month intervals. Different cultures in the campaign setting have their own names for the months and festivals. The months and festivals are commonly referred to as the Dozenmonth of Luna and the Four Festivals (Needfest, Growfest, Richfest, and Brewfest).

Days in Greyhawk are reckoned in weeks of seven days each. The days of the month are: Starday, Sunday, Moonday, Godsdays, Waterday, Earthday, and Freeday. Godsdays is commonly associated with worship, and Freeday with rest. The remaining days are considered "work days."

An interesting feature of the Greyhawk calendar is that the days of the week always occur on the same day every year, a result of the year having a number of days divisible by seven. The first of the month is always a Starday, and the rest follow as shown below:

- Starday is always on the 1st, 8th, 15th, and 22nd of the month
- Sunday is always on the 2nd, 9th, 16th, and 23rd of the month
- Moonday is always on the 3rd, 10th, 17th, and 24th of the month
- Godsdays is always on the 4th, 11th, 18th, and 25th of the month
- Waterday is always on the 5th, 12th, 19th, and 26th of the month
- Earthday is always on the 6th, 13th, 20th, and 27th of the month
- Freeday is always on the 7th, 14th, 21st, and 28th of the month

The months and festivals are based on the cycles of Oerth's moons, Luna and Celene. Luna has a twenty-eight-day cycle, while Celene's cycle is ninety-one days. Celene is full at the midpoint of each festival, while Luna is full at various times throughout the year. Notably, both moons are full on Richfest 3-5.

Month	Common	Elven	Nomads	Season
<i>Needfest</i>				
1	Fireseek	Diamondice	Tiger	Winter
2	Readying	Yellowwillow	Bear	Spring
3	Coldeven	Snowflowers	Lion	Spring

Growfest

4	Planting	Blossoms	Frog	Low Summer
5	Flocktime	Violets	Turtle	Low Summer
6	Wealsun	Berrytime	Fox	Low Summer

Richfest

7	Reaping	Goldfields	Snake	High Summer
8	Goodmonth	Sunflowers	Boar	High Summer
9	Harvester	Fruitfall	Squirrel	High Summer

Brewfest

10	Patchwall	Brightleaf	Hare	Autumn
11	Ready'reat	Tinklingice	Hawk	Autumn
12	Sunsebb	Lacysnows	Wolf	Winter

FESTIVALS & HOLIDAYS

The following festival weeks and holidays are celebrated throughout the Flanaess:

Brauenmarkt: Held each Brewfest in Obsidian Bay. It features potions, elixirs and myriad alchemical items. As with the other magical festivals, this event caters to the upper class of Obsidian Bay. It is held on the campus of the Guild of Wizardry.

Brewfest: The fall harvest festival is usually Obsidian Bay's greatest, seeing week-long contests between rival brewers, drinking halls, eating halls and taverns. The first and last days of the week are public holidays in Greyhawk and Obsidian Bay, and no one is compelled to work on those days.

Dark Night: Both moons are new on the night of Goodmonth 11th (always on a Godsdays). The day is known by various names, Dark Night, Black Night or Star Night, and is a holy day of Celestian, god of the stars as well as druids. In some areas of the Flanaess, including Obsidian Bay, it is marked by great bonfires lit to keep the darkness at bay.

Feast of Fools: In the Free City of Greyhawk, Needfest 7 is known as the Feast of Fools. This tradition is not practiced in Obsidian Bay.

Gottenmarkt: Held during Needfest in Obsidian Bay. It is an upscale market, frequented by nobles, high-class merchants and adventurers, for divine items. Many of these items are magical in nature. It is held on the campus of the Guild of Wizardry.

Great Moon's Glory: On Readying 11th, the larger moon Luna is full but the smaller moon Celene is new. This night is called the Great Moon's Glory, and is regarded as holy by the Church of Celestian. It is also holy to Atroa (lesser Oeridian goddess, queen of spring) and Telchur (Oeridian god of the north and winter), as well as druid and Old Lore and Old Faith sects.

Growfest: A seven-day festival week that is represented by start-of-growing season celebrations and ceremonies. Most people continue to work through this week, but it is noted for its heightened sense of good cheer.

Midsummer Day: Also known as the Holy Day of Pelor, Midsummer Day is held on Richfest 4. It is the holiest day for followers of Pelor, god of the Sun and Light.

Midwinter Night: The evening of Needfest Godsdays (Needfest 4) is also known as Midwinter Night, and is holy to druids and nature sects.

Needfest: A seven-day festival week that is the real world equivalent of Christmas and New Year's rolled into one. Needfest 1 represents the

beginning of the new calendar year. As in the real world, this time of year is celebrated through feasting, drinking, candle (and more magical) lightings, gift giving and (among the more pious religions, charity. Many government activities happen during this time; in Obsidian Bay, this is when the new Councilmen and Councilwomen are sworn into office.

Richfest: This week is slow, easy celebration of summer. It is rarely taken as a formal holiday in the northern latitudes, but most in Obsidian Bay use it as an excuse to take it easy during what is usually the worst of the sub-tropical heat.

Ringmarkt: Held during Richfest in Obsidian Bay. It features expensive and often magical rings, pendants, brooches, and amulets. It is held on the campus of the Guild of Wizardry.

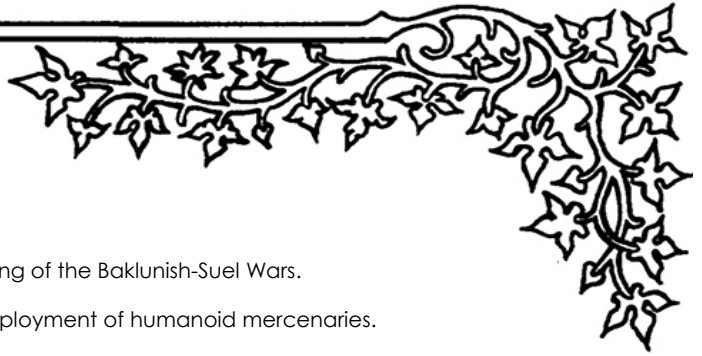
St. Cuthbert's Day: The Growfest 4 is St. Cuthbert's Day, the largest annual festival for the religion; it is a major holiday in Obsidian Bay.

Waffenmarkt: Held during Growfest in Obsidian Bay. It is a specialized, upscale market for weapons, armor, and other martial-type adventuring items, many of which are magical in nature. It is held on the campus of the Guild of Wizardry.



A BRIEF HISTORY of the FLANAESS

TIMELINE OF EVENTS



Common Year	(S.D.) Suloise	(O.C.) Olven	(B.H.) Bakluni	(F.T.) Flannae	(O.R.) Oerid	
	5031	3978	2175	1666	160	Beginning of the Baklunish-Suel Wars.
	5050	3997	2194	1685	179	First employment of humanoid mercenaries.
	5058	4005	2202	1693	187	Oerid migrations east of peak point.
	5069	4016	2213	1704	198	Suloise migrations begin.
	5094	4041	2238	1729	223	Invoked Devastation of Rain of Colorless Fire strike.
	5299	4246	2443	1934	428	Founding of the Kingdom of Aerdy.
	5406	4353	2550	2041	535	Battle of a Fortnight's Length.
	5516	4463	2660	2151	645	Overking crowned in Rauxes; frontiers of Great Kingdom reach Greyhawk City.
213	5728	4675	2872	2363	857	Age of Great Sorrow commences.
320	5835	4782	2979	2470	964	Nomads appear in North, outer dependencies of Aerdy gain sovereignty.
356	5871	4818	3015	2506	1000	Kingdom of Nyron established; Kingdom of Keoland at peak.
437	5952	4899	3096	2587	1081	Turmoil Between Crowns.
446	5961	4908	3105	2596	1090	Founding of the Iron League; Bandit Kings sack Trigol; Rise of the Sea Princes.
461	5976	4923	3120	2611	1105	Demihuman realms of Ulek and Celene are affected.
479	5994	4941	3138	2629	1123	Might of luz grows, humanoid invasions become common.
498	6013	4960	3157	2648	1142	County of Urnst becomes Palatinate under Duchy of Urnst; Greyhawk becomes a free city.
513	6028	4975	3172	2663	1157	Rise of the Horned Society; humanoids take Pomarj.
563	6078	5025	3222	2713	1207	Bone March falls to humanoids.
569	6084	5031	3228	2719	1213	Battle of Emridy Meadows - Horde of Elemental Evil scattered.
573	6088	5035	3232	2723	1217	Scarlet Brotherhood first reported; Prince of Furyondy/Provost of Veluna kidnapped.
576	6091	5038	3235	2726	1220	Guide to the World of Greyhawk completed.

The commonly understood history of the Flanaess begins just over one thousand years ago, when the great conflict between the ancient Suloise and Baklunish empires forced massive migrations eastward across, around, and even under the western mountain ranges. This resulted in the mixture of races and cultures that defines the modern Flanaess.

Tales of the era before the migrations are fragmentary and poorly understood. Did monstrous creatures rule Oerik before the advent of humanity? Did the great races of humans, elves, dwarves, and the like arise by fiat of the gods or journey here from elsewhere? Did the elves raise humanity to civilization, or did humans achieve this on their own? Did the Flan once have their own empires and civilizations? Who built the oldest tombs in the Cairn Hills, the half-buried ruins in the Bright Desert, or the deserted stone cities in the Griff Mountains? Where were the fabled realms ruled by Johydee, the Wind Dukes of Aaqa, Vecna the Whispered One, the High Kings of the dwarves, or the elven King of

Summer Stars? What became of the mysterious Isles of Woe, and who dwelled there? No one knows with any certainty.

Even histories of the early years of the migrations are unclear on many points. The Oeridian tribal realm of Thalland was so thoroughly absorbed by the kingdom of Aerdy that it survives only in name as the Thelly River. The ancient kingdom of Ahlissa, ruled by the Flan and easily conquered by Aerdy, is known today only for its founding wizard-queen, Ehlissa the Enchantress, and a magical nightingale she made. (The Flan here have almost vanished through intermarriage.) So it goes for much of recorded time.

What is presented here is a history of the land accepted by most learned authorities and understood by almost anyone with a rudimentary education. The current time is the Common Year (CY) 576, which is also 1220 OR (Oeridian Record), 6091 SD (Suloise Dating), 5038 OC (Olven Calendar), 3235 BH (Baklunish Hegira) and 2726 FT (Flan Tracking).



DISASTER AND MIGRATION

The root cause of the animosity between the Suel Imperium and the Baklunish Empire is lost in time, but the end result of their final war haunts even the modern day. After decades of conflict, the Suloise Mages of Power called down the Invoked Devastation upon the Baklunish, resulting in an apocalypse so complete that its true form remains unknown. Entire cities and countless people were purged from Oerth, leaving few signs of the great civilization that thrived from the Sulhaut Mountains to the Dramidj Ocean.

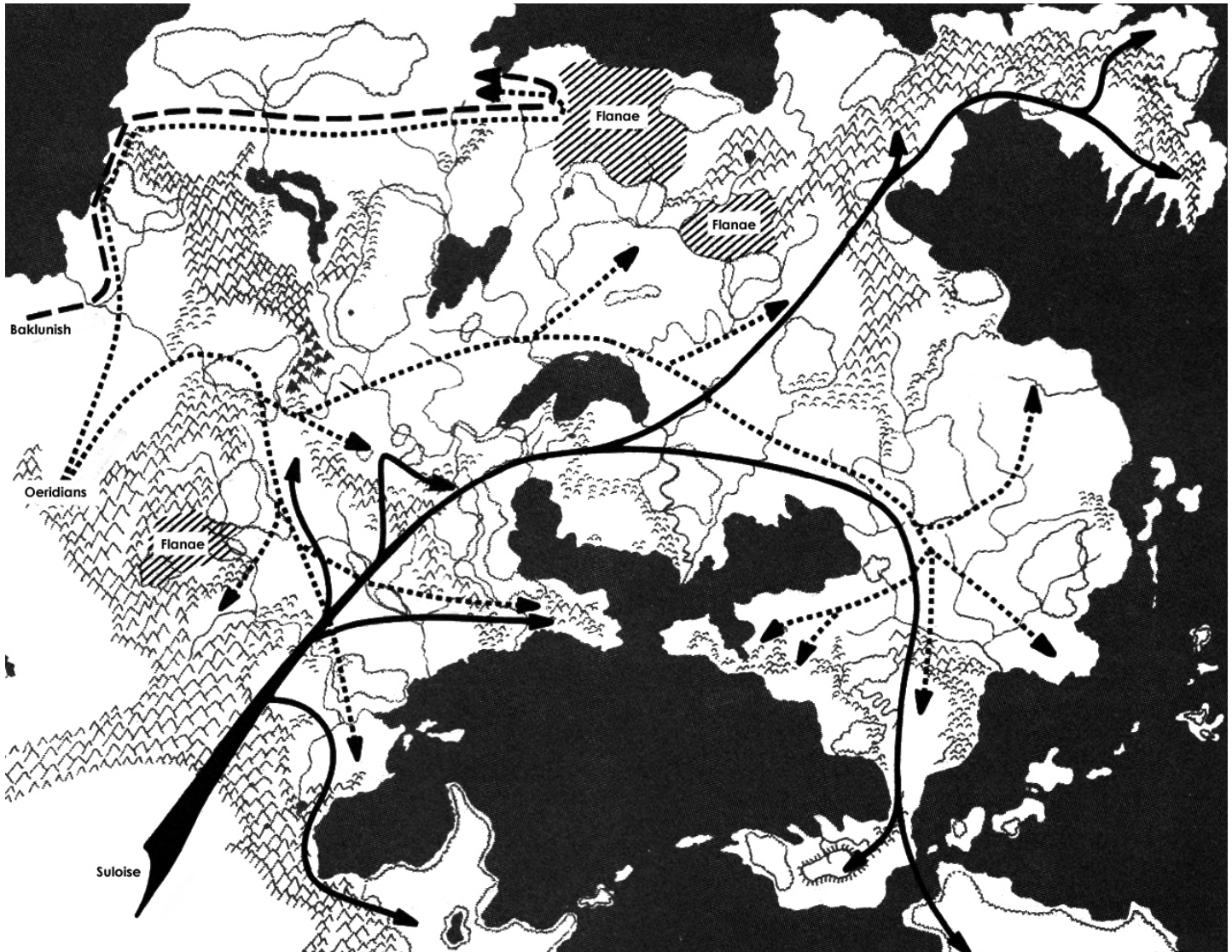
In retaliation, a cadre of Baklunish wizard-clerics, gathered in the great protective stone circles known as Tovag Baragu, brought the Rain of Colorless Fire upon their hated enemies. The skies above the Suel

Imperium opened, and all beings and things beneath this shining rift in the heavens were burned into ash. So terribly did these attacks plague the world that they have come to be called the Twin Cataclysms, a term understood by nearly every resident of the Flanaess. The Dry Steppes and Sea of Dust are geographical reminders of this unbridled magical power, now lost to all people - perhaps for the better.

Thousands survived the early years of the Suel-Baklunish conflict by fleeing east over the Crystalmists. The Oeridians, a confederation of barbaric tribes in close proximity to the warring empires, took the wars (and attendant raids from orc and goblin mercenaries in the employ of both sides) as a sign to migrate eastward in search of their ultimate

destiny. They were the first large group to enter the lands of the Flan, which they termed the Flanaess. Suloise refugees soon followed, sometimes working with the Oeridians to pacify the land, but more often warring with them over which race would dominate it. For over two centuries, Suel and Oeridian fought for control of the region from the Crystalmists to the Solnor Coast. Many Suloise were debased and wicked, and they lost most of these battles and were pushed to the periphery of the Flanaess.

Though some Baklunish folk migrated eastward, many more fled north toward the Yatil Mountains, or to the shores of the Dramidj Ocean, where their ancient cultures flourish to this day. The very nonhuman mercenaries the Oeridians had sought to avoid found themselves swept up by these migrations. Many of the foul creatures that now plague the Flanaess arrived following the Oeridians and Suel. These renegade mercenaries trailed after human migrants in search of plunder, food, and slaves.



KEOLAND AND AERDY

The most successful union of Suel and Oeridian came in the Sheldomar Valley, where Keoland was founded eighty years after the Twin Cataclysms. The Suel Houses of Rhola and Neheli joined with Oeridian tribes on the banks of the Sheldomar and pledged themselves to mutual protection and dominion of the western Flanaess, an agreement that set the course of history for the region for the next nine centuries. Of all the new realms formed during those tumultuous days, only Keoland remains.

Farther east, the most powerful of all Oeridian tribes, the Aerdi, reached the Flanmi River. From there they spread outward again, conquering indigenous peoples and fellow migrants alike. In time, the kingdom of Aerdy ruled the whole of the eastern Flanaess and moved its borders westward. One hundred and ten years after the defeat of the last meaningful threat to Aerdi sovereignty, at the Battle of a Fortnight's Length, the leader of Aerdy was crowned as overking of the Great Kingdom. Overking Nasran also marked the birth of a new calendar, and with the Declaration of Universal Peace, the sun arose in the east on the first day of the first Common Year. The writ of imperial

Aerdy eventually encompassed holdings as far west as the Yatils, controlling the southern Nyr Dyv with a small garrison at an insignificant trading post known as Greyhawk.

From 213 CY on, the Aerdi overkings grew lax, caring more for local prestige and wealth than for the affairs of their vassals in distant lands. This period was called the Age of Great Sorrow. As each sovereign passed, he was replaced with a more dimwitted and less competent successor, until the outer dependencies of Aerdy declared their independence. The viceroyalty of Ferrond led the way, becoming the kingdom of Furyondy. Other regions also broke away from the ineffectual government of the overking over time, creating their own governments after achieving success in their wars of rebellion.

By 356 CY, the ruling dynasty of Aerdy, the Celestial House of Rax, had grown especially decadent. In response, the western province of Nyronid declared itself free of the Great Kingdom and elected one of its nobles as king of an independent domain. Armies gathered from all loyal provinces of Aerdy to suppress this brazen act. At this time,

however, barbarians from the Thillonian Peninsula raided the Great Kingdom's North Province, forcing the overking to divert troops from the western front. Nyronnd easily survived and thrived.

The Kingdom of Keoland awoke from a long slumber in the third century, expanding to dominate its neighbors. This short-lived Keoish empire lasted almost two centuries before far-flung wars and internal strife laid it low. The outer dependencies declared their autonomy, and Keoland resumed its peaceful isolation.

THE IVIDS AND IUZ

The darkest chapter in the history of Aerdy began in 437 CY. In this year, the upstart House Naelax murdered the Rax overking, inaugurating a series of gruesome civil wars called the Turmoil Between Crowns. Within a decade, Ivid I of Naelax was recognized as the undisputed overking of all Aerdy. As Ivid was rumored to be in league with powerful evil Outsiders, the Malachite Throne of the Great Kingdom became known as the Fiend-Seeing Throne, and the once mighty and upright empire became a bastion of evil and cruelty.

The lands of the Flanaess soon became acquainted with an altogether less subtle form of evil with the rise of Iuz, in the Northern Reaches loosely aligned with Furyondy. In 479 CY, a minor despot in the Howling Hills left his domain to his "son," a being known as Iuz. Within a handful of years, Iuz had conquered his neighbors, setting up a small realm for himself. Tales told by refugees entering Furyondy spoke of unmitigated evil: Iuz was building a road of human skulls from the Howling Hills to his capital, Dorakaa. Worse, divinations and rumors marked Iuz as the offspring of an unholy union between necromancer and demon; he was seen to be a half-fiend towering 7 feet in height, driven by a thirst for blood, destruction, and conquest.

Political struggles within Furyondy prevented the king from acting decisively in this period, when the evil of Iuz might have been permanently checked. Instead, the cambion lord flourished until 505 CY, when he appeared to vanish from Oerth. In truth, Iuz was imprisoned beneath Castle Greyhawk by the Mad Archmage Zagig Yragerne, former lord mayor of Greyhawk. In Iuz's absence, orc tribes and disloyal former subjects squabbled for control of his lands, allowing the forces of weal to rest for a time.

FALL OF THE TEMPLE OF ELEMENTAL EVIL

Furyondy and Veluna are strong in the cause of justice and good. Although the demihuman have avoided general involvement in human wars, the formation of the demihuman principalities of Celene and Ulek highlights the fact that they will resist invasion from the humans inhabiting a state. They react in one of two manners when the realm becomes oppressive and/or evil: either they make their own territory separate from the surrounding land and unhealthy for intruders, or they remove to an area more suitable to their ethos. The many petty states of the Flanaess provide ample choices for the latter option, as do the cooperative humans of many such areas. Human and demihuman alliances on a large scale are no longer unfeasible or unimaginable.

The Battle of Emridy Meadows highlights this growing realization of mutual interest. Contingents of men-at-arms and cavalry from Furyondy and Veluna, together with a force of dwarves from the Lortmils, gnomes from the Kron Hills, and an army of elven archers and spearmen fought together against a vast horde of evil men and humanoids (orcs, gnolls and ogres predominantly). The opposing forces met on the grassy fields south of the Velverdyva river several leagues below the city of Verbobonc. The allied forces were closing upon the stronghold of the evil creatures, a huge, walled fortress known as the Temple of Elemental Evil, not far from the unfortunate village of Hommlet, when elven scouts reported that a huge army was approaching from the south. The Marshall of Furyondy, leader of the combined forces, ordered a withdrawal northward to a position scouted earlier. Light cavalry skirmishes were sent out to screen the withdrawal, and no real fighting took place that day.

When the horde of evil creatures marched forth next dawn they were confronted by the serried rank of the allied army. The pike of Furyondy and Veluna were arrayed so that their flank was secured by the Velverdyva; in the center were the banners of horse, and on the allied left were deployed bands of dwarves and gnomes, with a few units of

elven archers placed in the intervals between. The humanoids fell immediately upon the left, while the men in the evil ranks rode to engage the center and right. The hordes of orcs, gnolls, and ogres thrust aside their hated foes and rushed to encircle the balance of the allied army.

Thus the fatal trap was sprung, for the whole allied army pivoted, as squadrons of knights drove into the rear of the on-rushing horde of evil and squares of elves emerged from the Gnarlley Forest on the left. Trapped in this pocket with the bend of the Velverdyva at their backs and the human and demihuman army forming the chord of the arc, the packed mass of evil humans and humanoids fought hopelessly.

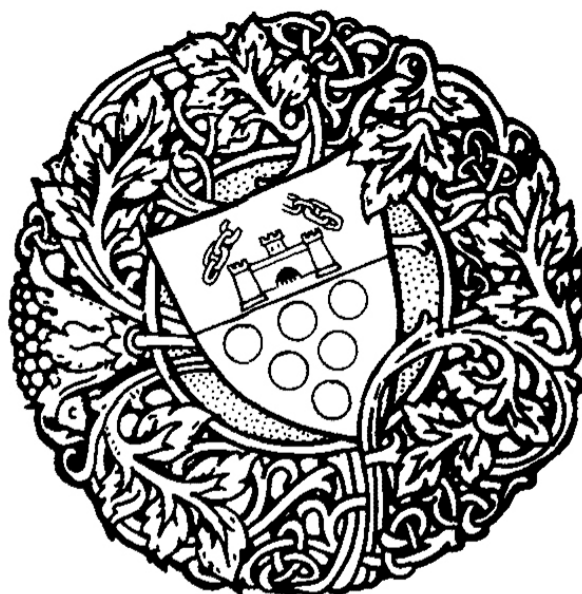
When the great laughter was finished, the allied army went on to besiege the Temple of Elemental Evil, and it fell in a fortnight. The Demoness Tsuggtmoy (or Zuggtmoy) was imprisoned in the ruins of the place, with special wards to prevent her escape. Only a few of the wicked leaders of the Temple managed to escape, and it is suspected that these individuals were responsible for the subsequent kidnapping and total disappearance of the Prince of Furyondy.

The Prince, betrothed to the daughter of the Plar of Veluna, and serving as Provost of that state, as well as Marshall of Furyondy, was of key importance to the forces of good. Upon his marriage to Jolene of Veluna, the two States would have become a joint entity, the Archcleric ruling in matters spiritual, and the Prince (ascending the throne to become King) ruling in matters temporal. This state, with demihuman alliances, certainly would have waged continual war with the evil nations, and its previous success boded ill for opponents. The Prince's disappearance destroyed these plans, however, and brought about the current state of affairs in the Flanaess, which is confused indeed.

Humankind is fragmented into isolationist realms, indifferent nation, evil lands, and state striving for good. The Baklunish countries in the northwest have grown in power. Nomads, bandits, and barbarians raid southward every spring and summer. Humanoid enclaves are strongly established and scattered throughout the continent, and wicked insanity rules in the Great Kingdom. The eventual result of all this cannot be foretold.

STORM CLOUDS

The years since Iuz's return are seen as a prelude to some coming conflict. One alarming and potentially destabilizing force that has recently come into play is the Scarlet Brotherhood. This secretive monastic order first reported in 573 CY, the same year in which Prince Thrommel of Furyondy, hero of Emridy Meadows, vanished.



PLAYERS RACES OF THE FLANAESS

HUMANS

Humans characters, as described in The Player's Handbook are "the most diverse of all the races", stemming from the fact that they come from varied ethnic and cultural groups. In the World of Greyhawk and other campaign settings, a human's ethnicity and cultural roots may effect that character's physical attributes, starting languages, values (and, consequently alignment) and choice of character class.

CULTURAL GROUPS

This section details the human racial groups of the Flanaess... the major continent of Greyhawk. There are few pure racial groups extant on the Flanaess, save perhaps at the fringe areas of the continent. Of course, the races of demihumans are relatively unmixed, but humankind, as is its wont, has industriously intermixed in the central regions to form a hybrid type that has actually become the norm.

Baklunish: The Baklunish people have golden-hued skin tones. Eye color is commonly gray-green or green, with gray uncommon and hazel rare. Hair color ranges from blue-black to dark brown. Ekbir, the Tiger Nomads, Ull, and Zeif typify the straight Baklunish strain. The Wolf Nomads are intermarried with the Rovers of the Barrens, so they show the darker Flan blood. Ket is so mixed with Suel and Oeridian blood as to be the least typical of the Baklunish race, for the people of Ket are pale yellow or golden-brown or tan in skin color, with virtually any hair color possible save the lightest yellows and reds. Both the Paynim tribes and Tusmit show occasional admixture, also.

Flanae: The Flan race has a bronze-colored complexion. This varies from a lighter, almost copper shade to a very dark tone which is deepest brown. Eye color is commonly dark brown, black, brown, or amber (in declining order of occurrence). Hair coloration is black, brown-black, dark brown, or brown.

Also, Flanae tend to have wavy or curly hair. People of the Duchy of Tenh are pure Flan, proud of their bronze color. Geoff and Sterich, despite mixture, show strong Flan racial influence. The Rovers of the Barrens are of the copper-toned sort of Flanae, although the western tribes show the golden skin color of the Baklunish due to interbreeding with the Wolf Nomad tribes. The people of the Hold of Stone Fist and the citizens of the Theocracy of the Pale are primarily hybrids, the former Flan/Suel, the latter Flan/Oeridian. The inhabitants of the Pale are particularly handsome.

Oeridians: The Oeridians have skin tones ranging from tan to olive. They have hair which runs the gamut of color from honey blonde to black, although brown and reddish brown are most common. Likewise, eye coloration is highly variable, although brown and gray are frequently seen in individuals.

Unmixed Oeridians, despite claims of the Great Kingdom, are most common in Furyondy, Perrenland, the Shield Lands, and in the east and south in North Province, Medegia, and Onnwal and Sunndi.

Olman: Olman is generally used in reference to the Olman people, a race of humans of Oerth. They mainly inhabit the southern fringes of the Flanaess, within the Amedio Jungle, and are primarily a tribal people, though in the past they commanded a great empire. The modern Olman inhabit the Amedio city-state of Xamaclan (last remaining city-state of the Olman's Amedio empire), and are also spread out in isolated tribes throughout the Amedio Jungle. Sparse populations also exist elsewhere. One such remote location is the Isle of Dread, an island far to the south of the Azure Sea which was overrun centuries ago. Olman tend to have reddish-brown or dark brown skin tones, and speak their own language.

Rhennee: Rhennee is generally used in reference to the Rhennee people, a race of nomadic humans living in the Flanaess, though the term may also refer to the culture of said people. They speak a unique language called Rhopan that borrows heavily from both other languages and the cant of thieves' guilds but they have no written language and no recorded history. Their history is passed through oral tradition, and therefore it is assumed the Rhennee themselves don't know the story of their origin.

Rhennee are often distrusted by many people and are thought of as thieves and worse. But there are a few, rare communities and cities that welcome them. Among these are both Veluna and The County of Urnst. They can also be commonly found in Dyvers, Perrenland and in the Wharf and River Quarters of the Free City of Greyhawk. Because of stereotypes and prejudice, the Rhennee are exploited and harassed, i.e., stopped to pay extra taxes, prohibited from trading areas, jailed for lacking fishing permits, but are driven away by illegal fishermen, etc.

Because of this, and their cultural differences, they are insular and keep to themselves. They have social taboos that are perceived as virtually unbreakable that prohibit such things as marrying outside of their own culture, or teaching their language to non-Rhennee. They also have cultural standards that allow them to treat non-Rhennee differently from their own people. They can lie, cheat, steal, and deceive outsiders but these actions can end up with them being banished from Rhennee culture if they are done to others of their own families.

The skin tones of the Rhennee range from olive to tan, their hair is usually curly and brown or black, with grey, blue, hazel and sometimes green eyes. The Rhennee are short and wiry but strong, men averaging 5 feet 6 inches and women shorter.

Suloise: The fleeing Suel folk were scattered in a broadcast fashion across the Flanaess, so that most tended to mix with other groups. The Suel race is very fair-skinned, some being almost albino. They have light red, yellow, blond, or platinum blonde hair. Eye color varies from pale blue or violet through deep blue, with gray occasionally occurring. Curly to kinky hair is common. The inhabitants of the Duchy of Ernst are nearly of pure Suel race. The Frost, Ice and Snow Barbarians are perfect specimens of unmixed Suloise blood; the nearly albino Snow Barbarians are the best example.

The Suel folk are quite predominant in the island groups off the eastern coast of the Flanaess as well as on Tilvanot Peninsula, in the Scarlet Brotherhood region. Those bands that migrated into the vast Amedio Jungle and Hepmonalnd are so altered as to be no longer typical of the race; they are tan to brown with heavy freckling.



DEMIHUMANS

DWARVES

The dwarves, called the *dwur* by the *Flan*, have two main subdivisions. The more common hill dwarves have complexions of deep tan to light brown, with hair of brown, black or gray. Eyes are of any color save blue. They are solidly built, though seldom exceed 4 feet in height. Mountain dwarves are somewhat taller, with lighter coloration. All dwarves are bearded.



The dwarves do not speak of their origins to outsiders, so little of their ancient history is known. However, it is understood that they once had great underground halls in the northern *Crystalmists* that were destroyed by the *Invoked Devastation*. Their last High King perished in the aftermath, and the clans have ever since been sundered. Led by lords and princes of differing noble houses, the dwarf clans allied with elves and gnomes during the *Suel* and *Oeridian* migrations, and even joined humans of reliable disposition to defend their territories. In the present day, dwarves are found in rugged mountains and hills, particularly in the *Lortmils*, *Glorioles*, *Crystalmists*, *Iron Hills*, *Principality of Ulek*, and *Ratik*.

The *dwur* are perceived as materialistic, hard working, and humorless. They tend to be dour and taciturn, keeping themselves separate from other folk, but they are also strong and brave. In wartime they are united and willing to see victory at any cost, but prone to avenge old slights and reject mercy. They jealously defend the honor of their clans and families, and greatly revere their ancestors, building elaborate monuments to them. Yet, their chief love is precious metal, particularly gold, which they work with great mastery. Some dwarves suffer from an affliction called *gold-fever*, when their desire for the substance

becomes so overwhelming that it consumes their souls. The tradition of dwarven honor demands that leaders dispense treasure to their loyal followers, and the inability to do this is a sure sign of *gold-fever*. Dwarves also place great value on their long beards, often braiding them and twining them with jewels and gold wire. It is a terrible dishonor to be shorn.

The traditional garb of dwarves is woolen trousers and a belted linen tunic, with a hooded cloak or cape worn over all. Their boots are of heavy leather, with or without buckles. Colors are a mixture of earth tones and loud, check-patterned hues. They also favor leather accoutrements, fitted with as many jewels and precious metals as they can hold. Females and males usually dress identically, except on certain ceremonial occasions when females wear a tabard-like over garment, while males don their best embroidered work aprons.

Dwarven elders hold the secrets of their race's magic, best exemplified by their magnificent armor, weapons and tools. They also oversee the construction of monuments and tombs, many of which have magical traps and curses of great cunning.

Subraces: The Hill and Mountain Dwarf subraces are described in *The Player's Handbook* and may be played as presented in that tome. They are the only subraces that may be played as player characters.

ELVES & HALF-ELVES

The elves (*olve* in *Flan*) are slight of stature (averaging 5 feet) and fair of complexion. Hair and eye coloration vary by kindred. High elves are usually dark-haired and green-eyed. The noble gray elves have either silvery hair and amber eyes, or pale golden hair and violet eyes (the second type commonly called *faerie* or *fey* elves). The hair color of wood elves ranges from yellow to coppery red, and eye color is a shade of hazel or green. Wild elves are the smallest of the elven folk, but otherwise resemble the wood elves. Finally, the valley elves appear to be taller versions (of nearly human height) of the gray elves.



Elves were present in the lands east of the Crystallist Mountains for uncounted centuries prior to the rise of the first human kingdoms there. Slowly driven from open country to more secluded and better defended strongholds by the growing strength of both human and nonhuman folk, elves still held a number of forest and upland realms at the time of the Twin Cataclysms. The invading humans, orcs, and others pressed them further, until some prominent elven realms made military and political alliances with dwarves, gnomes, and halflings, and even with certain major human tribes (usually Oeridian). Today, elves are dominant in Celene, Sunndi, Highfolk, the Vesve Forest, and the Lendore Isles. Elves are concerned with life itself and spend long periods contemplating natural beauty. Long-lived and curious, they enjoy exploration and remember much. Their frolics are usually joyous events, though some gatherings have a melancholy tone. The fine arts are much appreciated. Elves measure kinship in terms of broad, ethnic divisions, though family bloodlines, particularly among the nobles, often cross these ethnic boundaries. Valley elves are unique in that they have no social relationship with other elves in the Flanaess, being hated by them for unknown reasons.

Elves normally attire themselves in pale forest hues, though they favor more intense colors in urban settings. Generally, males wear a blouselike shirt over close-fitting hose and soft boots or shoes, while females favor a frock with sash, or a blouse with an ankle-length skirt. Hunting garments are typically in neutral colors like shades of brown, tailored for silent and easy movement. Gray elves wear complex gowns and flowing robes of pure white, sun yellow, and silver and gold set off by polished leather of contrasting colors, accented by jewels. Wild elves usually wear kilts, boots, and rough shirts. All elves favor cloaks, especially when traveling, typically gray or gray-green. Elves are fascinated by all types of magic, especially illusions and charms. They also produce superior and elegant magic garments, weapons, and armor. Half-elves are the offspring of humans and elves. They are highly versatile but not always welcome in elven or human society. They are disproportionately represented among adventurers as a result.

Subraces: The high elf and wood elf subraces presented in The Player's Handbook may be played as presented in that tome. The following subraces may also be played:

- **Grey Elves:** These elves are the most noble of elves, and the most aloof. They are of higher intellectual capabilities than other elves, and tend to be taller than high elves. They live in isolated mountain strongholds, and rarely allow access to outsiders. They have silver hair and amber eyes, or gold hair and violet eyes, and wear clothes of white, silver, yellow and gold, and usually wear regally colored cloaks. Those with gold hair are generally called faeries. They worship the standard elven pantheon and are played as high elves, except that they may replace the standard elven ability score increase to Dexterity with a +1 increase and increase their Intelligence score by 2.
- **Valley Elves:** Valley elves are thought to be an offshoot of the gray elves and have all of the powers and abilities of that sub-race, but speak the gnomish language as a starting language. Valley elves are unusually tall, some of them growing to the height of humans, with hair color of silver or gold and eyes of amber and violet. They are shunned by other elven sub-races, who do not consider them "true elves" but are greeted with goodwill by gnomes.

The name of valley elves is derived from the Valley of the Mage, where the sub-race is headquartered in the *WORLD OF GREYHAWK™* Fantasy Game Setting. They are played as high elves, except that their extra language must be Gnomish.

Valley elves are distrustful of outsiders, to the point of xenophobia. With the sole exception of snow elves, valley elves are despised by all other elven subraces, including the drow. The reason for such antipathy is uncertain, but some have speculated that it was because they sold their loyalty to a powerful master in exchange for extraplanar knowledge. Despite their xenophobia, valley elves work closely with the gnomes and humans of the Vale of the Mage to be in defense of their mutual home. Most needs of the valley elves are provided by the Mage of the Valley. Foraging makes up for the rest.

- **Wild Elves:** Wild elves, or grugach, are the most reclusive of all the elves; xenophobic towards all other races including other elves. The wild elves, who are found in the depths of the Phostwood, pride themselves on their isolation and skill at keeping hidden. Their skin tends to be brown and they have similar colored hair which lightens with age. They are played as wood elves but gain proficiency with spears in place of longsword proficiency.

GNOMES

Gnomes (*noniz* in Flan) are solidly built and muscular despite their height. (Most gnomes stand just over 3 feet tall.) Two major groups of them exist: surface gnomes (the most commonly seen) and deep gnomes (who live far underground). Surface gnomes are brown-skinned and blue-eyed, and almost all adults have light hair with a tendency toward male baldness.

Males are most often bearded, though not so much as their dwarven cousins. Their facial features are a bit exaggerated compared to human norms, with prominent noses and eyebrows and leathery skin. Deep gnomes are hairless and wiry in physique, with gray or gray-brown skin.

Surface gnomes of the Flanaess have their origins as trappers and herders in the remote wooded highlands of the north. Their southward expansion began only a few centuries before the Invoked Devastation, bringing them into lands populated by other races. Their lairds and chieftains recognized the authority of elven or dwarven sovereigns, but discouraged any mingling of peoples until the Suel and Oeridian migrations encouraged cooperation between races. Most gnomes inhabit great burrow communities in the Lortmils and Kron Hills, and east in the Flinty Hills.

The history of the deep gnomes is unknown to others, as they are so isolated and little seen. Their homeland is said to be a vast kingdom within a miles-deep cavern, where they are ruled by a wise and brooding monarch. Gnomes are possessed of sly humor and earthy wisdom. Measuring the practical value of things as seen by the gnomes against the pretensions of other cultures, their wit is often revealed in inventive and embarrassing ways. Their creativity is not limited to practical jokes. They are fine craftsmen who appreciate precious stones and make beautiful jewelry, along with woodwork, stonework, and leatherwork of excellent quality; they invent and experiment often. Seldom avaricious, gnomes take equal pleasure in music and story, food and drink, nature and handmade things. Most gnomes are not prone to cruelty, though their lively jokes may sometimes make things appear otherwise.

Surface gnomes in the Flanaess tend to dress in dark colors, favoring earth tones but enjoying stripes and brightly dyed hats, belts, and boots. Males usually wear high-collared shirts or blouses with trousers and boots, and a double-breasted coat worn over all. Females wear high-necked blouses with aprons or ruffled skirts, often with a matching jacket. Their hunting garments are colored with mottled greens and browns intermixed. Deep gnomes are almost never seen unarmored, but are known to wear simple, dark tunics and aprons in their dwellings.

Subraces: Surface and deep gnomes use the Gnome Traits presented in The Player's Handbook on pages 36-7. Use the subraces below for Greyhawk gnomes:

- **Surface Gnomes:** Surface gnomes, also called rock gnomes, normally dwell in shallow cave complexes close to the surface. Gnome villages can be hard to find, as they blend with nature and even artificial structures are often constructed to resemble trees, rocks, or hills. Though naturally a hill-dwelling folk, orcish and goblinoid threats have driven many gnomes into the plains of human-dominated lands where they seek help to re-establish their old heartlands. Many, too, co-exist with elves in the woodlands; where the elves are active in working with human interests, so are the gnomes. Surface gnomes often share living space with dwarves, and are a brave, tough folk who are loyal to their neighbors and fight side by side with them. While they are not particularly fond of water, surface gnomes are more willing than dwarves are to live in such areas, and gnomes have even been reported dwelling in bubbles of air in

undersea caverns. Gnomes have also been reported in the arctic and in places with mild volcanic activity. The traits and abilities for surface gnomes are:

Ability Score Increase: Your Constitution score increases by 1.

Gnomish Combat Training: You have proficiency with the warpick and warhammer.

Speak with Small Beasts: Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Surface gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Stonecunning: Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Deep Gnomes: In the dark below earth, svirfneblin protect their enclaves, keeping their small communities safe from the terrors of the lightless depths. Serious creatures, these gnomes vary greatly from their surface cousins by choosing to live in the shadowy depths and protect the world above from the foul creatures sharing their chambers, vaults, and tunnels. Svirfneblin closely resemble their rock gnome cousins; they are slightly thinner than rock gnomes, though just as strong. Male svirfneblin have little or no hair, while females have thin, stringy hair typically worn no longer than shoulder length. Their skin is the color of rock, typically gray or brown. Their eyes are always some shade of gray. They are stunted and gnarled creatures averaging three to three-and-a-half feet in height. They gain the typical Gnome Traits, though they make speak Undercommon in place of Common and tend towards neutral alignment.

Use the **Elemental Evil Players Companion** rules for deep gnome player characters.



Subraces: Both lightfoot and stout halflings are played as described in *The Player's Handbook*. Tallfellow halflings may also be played in the *Greyhawk* setting:

- **Tallfellows:** Taller, thinner, and fairer than their halfling cousins, it is rumored that elven blood runs in the veins of tallfellows. Tallfellow halflings are on good terms with elvenkind and often build their communities within woodland havens. They are played as lightfoot halflings but replace the *Naturally Stealthy* ability of lightfoots with the *Mask of the Wild* ability of wood elves:

Mask of the Wild: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

HALFLINGS

Halflings, called *hobniz* by the Flan, have three distinct types. The primary group is the lightfoot, the typical halfling found in the Flanaess. Lightfoots average just over 3 feet tall and are ruddy faced, with hair and eyes in various shades of brown. The next most common sort are the stouts, somewhat shorter than lightfoots and having broad features and coarse hair. Last are the tallfellows, who are taller, slimmer, and have fairer complexions than lightfoots. Most halflings have wavy or curly hair. Some, particularly stouts, also grow hair on their cheeks.

Halflings originally occupied small settlements in the river valleys of the west-central Flanaess. They spread slowly into other territories, so that by the time of the Suel and Oeridian migrations, few were north of the Gamboge Forest or east of the Harp River. They are common in much of the Sheldomar Valley, interacting freely with humans, dwarves, elves and gnomes. Historically, they prefer to dwell in stable nations ruled by stronger folk.

Today, halflings are found in much of the Flanaess, but they still favor the central and western regions from the Urnst states to the three Uleks. Halflings are clever and capable, whether they are hard-working farmers or tricky rogues. Most halflings are curious and daring, getting themselves into trouble as often as they get themselves out of it.

They have great appetites for food, drink, and collecting things. They love fun, get along well with almost anyone who will at least tolerate them, and enjoy travel and opportunities for excitement. Halflings prefer to wear knee-breeches and tunics or shirts, often with vests. Males wear coats and high collared shirts on formal occasions, while females dress in a bodice-covered shift and long skirts. Shirts and breeches are often striped in alternating bright and dark colors. They dress themselves in gnome style when hunting or at war, wearing clothing of mottled greens and browns. The best-known halfling magic is culinary.

Many halfling foods are made to retain their freshness for lengthy periods, and they use herbs with healing and other medicinal properties. However, most halfling spells are defensive and protective in nature.

HALF-ORCS

Half-orcs (the children of orcs and humans) are usually born under unhappy circumstances in border areas between orc and human cultures. Dark of mood and nature, many half-orcs achieve renown despite their rejection by their parents' folk and many others. Half-orcs are played as described in *The Player's Handbook*.



CHARACTER HOMELANDS

There may be times when a Dungeon Master or player will want to know where a particular character was born and raised. The tables in this section can be used to assign native regions randomly or can be referenced in order to choose a suitable homeland for a player character or NPC, if their places of origin are not limited to some specific area for campaign reasons.

The Most Common Alignment(s) and Primary Language(s) information are suggestions, not rigid determinators. There are numerous reasons why either might be different, if the DM feels the listed alignments and languages are inappropriate. Naturally, neither the DM nor players should feel bound by every birthplace or alignment tendency indicated by the chart.

Some places of birth might not seem logical for a certain class of character. If a birthplace seems incongruous with the class or other

characteristics of a figure, simply re-roll or make a logical selection from the available choices.

Human Character Birthplaces: The following chart may be used to determine the birthplace of human characters. It should be noted that the chart favors those locations where the “most common alignment(s)” is non-evil. Bands of adventurers who are evil can be put together, of course, but since most modules and campaigns are designed for non-evils, the chart is designed with that in mind.

A birthplace chart will give the name of a general location. Either the DM or the player (if the DM prefers) can then select an exact site from the province/country or from the bordering forests or hills.

BIRTHPLACES FOR HUMAN CHARACTERS

Dice Roll	Place of Birth	Most Common Alignment(s)	Primary Languages
01-03	Prelacy of Almor	LN, LG	Common
04-05	Bissel	NG, N, LG, LN	Common
06-07	Ekbir	LN, N	Baklunish
08	Frost, Ice or Snow Barbarians	CN	Fruz (The Cold Tongue)
09-18	Furyondy	LG, NG, LN	Common, (Velondi)
19-20	Geoff	CG, CN, NG	Flan, Common
21	Gran March	LN	Common (Keolandish)
22-29	Great Kingdom	Any	Common, Oeridian
30-32	Greyhawk	Any	Common
33	Idee	N, CN	Common
34	Irongate	LN	Common
35-37	Keoland	LN,NG,CG,CN,N	Common (Keolandish)
38	Ket	CN, N	Baklunish, Common
39-40	Lordship of the Isles	LN	Common
41-50	Nyrond	LN, LG, NG, CG	Common (Nyrondese)
51-52	Onnwal	LN	Common
53-54	Theocracy of the Pale	LN, LG	Common
55-57	Perrenland	LN, LG, N	Common
58-59	Plains of the Paynims	CN, N	Baklunish
60	Ratik	N, CN, CE	Common, Oeridian
61	Rovers of the Barrens	CN, N	Flan
62	Sea Barons	CN	Common
63-64	Shield Lands	LG, NG, N	Common
65-66	Sterich	CN	Common
67-68	Sunndi	LN, CG, N	Common
69	Duchy of Tenh	LN, N	Flan, Common
70	Tiger and Wolf Nomads	N, CN	Baklunish
71	Tusmit	N	Baklunish
72	Tri-States of Ulek	LN, LG, CG, CN, N	Common
73	Ull	CN, N, CE	Baklunish
74-78	County or Duchy of Urnst	N, NG	Common
79-88	Veluna	LG, NG	Common (Velondi)
89-94	Wild Coast	Any	Common
95-96	Yeomanry	LG, LN	Common (Keolandish)
97-98	Zeif	LN, N	Baklunish
99-00	Elsewhere, or choose		

All player characters are fluent in Common, at least, and but may choose to learn another cultural tongues. Languages in (parenthesis) are used by a small percentage of that land's people but may still be learned by a character from those lands.

Demihuman Birthplaces: If a character is of one of the demihuman races, use the table below to determine birthplace. Half-elves are treated as elves or humans (at the player's discretion); half-orcs appear where humans and humanoids (specifically orcs) reside.

BIRTHPLACES FOR DEMIHUMAN CHARACTERS

Area	Elves	Dwarves	Gnomes	Halflings	Half-Orcs
Bandit Kingdoms					01-06
Bissel	01-02	01-04	01-02	01-02	07-09
Bone March			03		10-14
Celene	03-09		04-05	03-05	
Dyvers	10-11	05-06	06-07	06-07	15
Furyondy	12-13	07-08	08-09	08-11	16
Geoff	14-17	09-12	10-11	12-13	17-19
Gran March	18-19	13-16	12-13	14-16	20-21
Great Kingdom	20-21	17-18	14-15	17-19	22-24
Greyhawk	22-24	19-20	16-17	20-22	25-27
Highfolk	25-28	21-24	18-19	23-25	
Horned Society					28-32
Idee	29-30	25-26	20-21	26-27	
Irongate	31-33	27-28	22-25	28-32	
Iuz					33-37
Keoland	34-35		26-27	33-35	38
Nyrond	36-37		28-29	36-38	39
Onnwal		29-34			
Theocracy of the Pale	38-39	35-38	30-31	39-40	40
Perrenland	40-41	39-42	32-33	41-42	41-44
Pomarj					45-49
Ratik		43-46	34-37		50-54
Shield Lands	42		38	43	55-58
Spindrift Isles	43-44	47-48	39-40	44-45	59-60
Sterich		49-54	41-42	46-47	61-63
Sunndi	45-48	55-59	43-45		64-65
Tenh	49-50	60-63	46-47	48-49	66-70
County of Ulek	51	64-66	48-52	50-57	
Duchy of Ulek	52-58		53-54		
Principality of Ulek		67-78	55-56	58-60	
County of Urnst	59	79-80	57	61-66	71
Duchy of Urnst		81-83	58-61	67-74	72
Valley of the Mage	60-62		62-63		
Veluna	63-66		64-68	75-76	73
Verbobonc	67-68		69-73		74
Wild Coast	69-72	84-90	74-78	77-83	75-79
Yeomanry	73-74	91-94		84-87	80-81
Dreadwood	75-78		79-80	88	82-84
Gamboge Forest	79-82		81-84	89-90	85-87
Gnarley Forest	83-86	95	85-88	91-92	88-90
Grandwood Forest	87-90	96	89-90	93-94	91-94
Vesve Forest	91-96		91-95	95-96	95-96
Welkwood	97-00	97-00	96-00	97-00	97-00



OVERVIEW of the FLANAESS

In most states the majority of the population is centered round the capital city and the other large urban areas of the state. Similarly, most population density occurs in the midlands of an area, with decreasing density as the border is neared.

Communities are nearly always located on a waterway, road, or coast (lake or sea). Some small settlements occur in wilderness areas where some produce, resource, or the like, gives a reason for habitation. These communities are most thickly scattered in agricultural areas.

Forts and castles are generally found as the seat of aristocratic power or as protection against hostile incursion. Therefore, there will be several types of fortification within a state - those of a ruler, those of his or her liegemen, and military forts built to protect coasts or borders. There are also the fortified places built by independent nobles, petty lords, bandits, and so forth. These occur in borderlands, unclaimed areas, and other out-of-the-way locales.

It is safe to assume that one will encounter some form of habitation or stronghold in any given area of 100 square leagues, provided the place is relatively fertile and flat. The harsher the terrain, the less the likelihood of discovering habitation, although robber forts and the castles of petty aristocrats might well be found in such areas.

There are roads between major cities in each state. The general condition of these highways depends upon the particular state, but most are fairly broad and well-kept. These roads continue through border areas where trade routes exist. A secondary system of poor roads and cart tracks connects the small towns and border forts to the main traffic arteries. Roads of this nature are usually the only links between most states. There are notable exceptions, such as in the Ulek States, the two Urnst States, Furyondy and Veluna, and Keoland and Gran March. Maintenance of thoroughfares is by political subdivisions and communities. In certain areas travelers pay a toll for road usage, and a portion of this fee is used to maintain the road.

The various races of humanoids have generally been driven into the least favorable areas - mountains, barrens, marshes and swamps, and forests. From time to time groups of humanoids band together and attempt to retake areas of better land. This occurred in the Pomarj and Bone March. A similar attempt is now taking shape in the area of Furyondy and Highfolk.

Only Iuz, the Horned Society, and portions of the Great Kingdom allow the more civilized humanoids to dwell amongst the human folk, at least to any large scale. The large free cities are also known to allow various sorts of humanoids free access to their precincts.

CLIMATE OF THE FLANAESS

The Flanaess is particularly blessed in regard to its weather. Except in the northern latitudes, the winter temperatures seldom dip below freezing except during the two winter months, and at night during early spring and late autumn. In the depths of winter, there will be a few days when the temperature reaches 0, and then gradual warming begins.

The northeast and central northern regions tend to be considerably colder, as the seas of those regions cause winter to linger about twice as long. An important exception to this is the Dramidj Ocean; its warm currents tend to moderate the climate of the lands which border it, to a degree similar to several latitudes further south. Both spring and autumn are protracted seasons, by and large. Summer in the central lands of Oerik lasts five or more months.

Prevailing winds tend to be from the northeast in the winter and autumn, from the east and southeast in other times. Most areas of the Flanaess have sufficient rainfall to assure abundant crops.

COINAGE OF THE FLANAESS

The monetary-exchange system (1 pp = 10 gp, = 20 ep = 100 sp = 1,000 cp) was established many centuries ago by the Great Kingdom at its founding, based on a similar system of coinage developed by the kingdom of Aerdy. As the Great Kingdom spread across the Flanaess, similar currencies were adopted by other peoples to better trade with this vast empire, particularly after magic was used to assess coin purity and weight.

After much debate, Keoland changed its own coinage system to match the Great Kingdom's in 331 CY, and even realms like the Frost, Ice, and Snow Barbarians have roughly similar systems. If a realm mints its own coinage, the names of each official coin are given, with the denomination type: pp (platinum piece), gp (gold piece), sp (silver piece), ep (electrum piece), cp (copper piece). Other forms of currency are given if important.

CULTURAL DISTRIBUTION OF THE FLANAESS

The predominant racial strain and particular admixtures of each of the major states of the Flanaess is given in the list below. The first letter is the predominant strain. Thus, "OSf" would mean an admixture of Oeridian with a strong Suel strain and a weak Flan mix, as the "f" is not capitalized. Had it been "OSF" (with a capital F), the indication would be that the Flan influence was only scarcely less than that of the Suel. Rhennee folk are found throughout the western lands of the Flanaess, while Olman tribesmen are only found in numbers within The Amedio Jungle and upon The Isle of Dread:

The immixture of Oeridian and Suel is expressed as (SO) in the list. The original Flannae stock shows up with either Oeridian or Suloise or both as a coppery or bronze overtone. Oeridian and Baklunish groups develop a fairly light complexion, but the skin coloration is true yellow. A hybrid of Baklunish and Flannae gives a golden-copper or golden-bronze color which is possibly the most attractive complexion of any of the admixtures of the basic races.

In general, the skin color of an individual is of no particular importance. The dark Flan complexion shows up quite often in most nations. By contrast, the nobles of the Great Kingdom are proud of being light-skinned, just as the rulers of Tenh are overly conscious of the supposed superiority of their deep bronze color. In the central region of the Flanaess, from western Urnst Duchy to Geoff, there is little heed paid to either skin color or racial type, whether human or demihuman (or even humanoid, in some places). The main exception to this is the demihuman kingdoms, where humankind is judged inferior, especially in Celene.

Land	Racial Groups
Almor	OS
Bandit Kingdoms	OFSb
Bissel	OSB
Bone March	(SO)
Dyvers	OFSb
Gran March	SOf
Great Kingdom	OS
Grey hawk	OFSb
Highfolk	Os
Idee	OS
Irongate	Os
Keoland	SOf
Lordship of the Isles	So
Nyrond	Os
Pomarj	(SO)
Rafik	Sof
Rel Astra	Os
Sea Barons	So
Sea Princes	SOf
South Province	Os
Spindrift Isles	So
Sterich	OFS
Ulek, County	OFS
Ulek, Duchy	(Sfo)
Ulek, Principality	(SO)
Urnst, County	SO
Valley of the Mage	OBf
Veluna	OSf
Verbobonc	Ofs
Wild Coast	Sof
Yeomanry	SOf

B: Baklunish, F: Flannae, O: Oeridian, S: Suloise



Baklunish, Flan, Oeridian, Olman, Rhenee, and Suloise humans

LANGUAGES OF THE FLANAESS

Once a character's place of birth and alignment are fixed, it is time to determine the language(s) the character speaks. Following hereafter is a list of all possible languages and their basic characteristics, followed by lists to determine the language spoken by the human occupant of a given region.

Common sense and logic must be used when the lists are employed. Suloise, for example, is a language of learned men that is all but forgotten as a primary tongue. It would be silly to have a fighter of low intelligence speak it as a primary language just because that was the result produced.

Language	Usual Speakers
Baklunish	Peasant to king
Common*	Peasant to king
Ferral	Learned and ranked characters only
Flan	Peasant to king
Fruz	Barbarian races
Keolandish	Peasant to king
Lendorian	Educated characters
Nyrondese	Peasants and those of little education
Oeridian	Peasant to king
Rhenee Cant	The Rhenee, barge folk of the Nyr Dyv
Suloise	Scholars, sages, arcane casters, bards
Velondi	Rural folk, peasants

*Common is known by all adventurers.

Most scholars agree that only six of the countless dialects of Eastern Oerik were or are spoken by enough people to be properly called languages. These are:

<i>Ancient Baklunish</i>	<i>Common</i>	<i>Flan</i>
<i>Rhenee Cant</i>	<i>Suloise</i>	<i>Old Oeridian</i>

Ancient Baklunish: One of the ancestors of the Common tongue, Baklunish nevertheless bears its offspring little resemblance; this is to be expected after nearly a millennium of change, however. The Paynim tribes still speak Ancient Baklunish, although some traders and educated men learn Common for dealings with outsiders.

Common: A combination of Ancient Baklunish and the dialect of Old Oeridian spoken in the Great Kingdom forms the basis of this new, widely used tongue. Virtually anyone who crosses national boundaries must learn at least a smattering of common or be greatly handicapped. It is frequently the case that one language must be translated into Common before it can be translated into another desired language. This is possible because of the universality of Common's roots.

Flan: Doubtless the oldest language still spoken to any considerable extent. The Tenha still speak Flan, albeit a time-corrupted version of the language that once was widespread throughout the Flanaess. A stagnant language, it is difficult to translate modern concepts into Flan.

Old Oeridian: A younger language, Oeridian was totally free of outside influences until a few centuries ago. As a result, its linguistic components are unique and translation into any language except Common is all but impossible.

Rhennee Cant: Though usually ignored in most writings on languages, Rhennee cant was studied by Revort Leyhar in some detail, using means he does not describe. He did not group it with other Flanaess languages, instead stating that its roots were of unknown origin but that it was a complete language, not a true "cant." The private language of the Rhennee has great flexibility and has incorporated many terms and phrases from other Flanaess tongues, particularly Old Oeridian and Common, with many specialized terms borrowed from mariners and thieves. Because this language has so few speakers (only the Rhennee) and may come from another world entirely, it is not considered one of the five "true" tongues of eastern Oerik.

Suloise: This ancient and widespread language became all but extinct when the Rain of Colorless Fire destroyed the Suloise Empire. Today it is rarely spoken, even among the few scholars who know the tongue; rather, it exists in its written state for the sake of those who would delve into the surviving arcane tomes of the Suel peoples.

In addition to the above five languages, there are several dialects and sub-languages worthy of note. These are:

<i>Ferrel</i>	<i>Fruz (The Cold Tongue)</i>	<i>Lendorian</i>
<i>Keolandish</i>	<i>Nyrontese</i>	<i>Velondi</i>

Ferral: Ferral is a now-secret Oeridian tribal language spoken only by officials of the Iron League. Ferral is used only for command and identification purposes, and thus cannot be considered an actual living language.

Fruz (The Cold Tongue): This dialect is primarily Suloise with Flan admixture. It is spoken commonly by the Ice, Snow, and Frost Barbarians. It has no relation to Common, and even speakers of Suloise find it hard to understand.

Keolandish: This is a widespread dialect of Old High Oeridian with local admixtures. It is spoken in areas in and around Keoland.

Lendorian: This is an obscure dialect of Suloise spoken in the Spindrift Isles. It has no relation to the Cold Tongue, and is a secondary language to those who speak Common. It has little-to-no relation to Fruz (The Cold Tongue).

Nyrontese: This is a High Oeridian dialect of Common which is spoken in some areas of Nyron. It is a primary language particularly for peasants, shopkeepers, and the like. Learned people almost always speak Common as well.

Velondi: Velondi is an Old Oeridian tribal language spoken primarily by rural folk near the Furyondy-Veluna

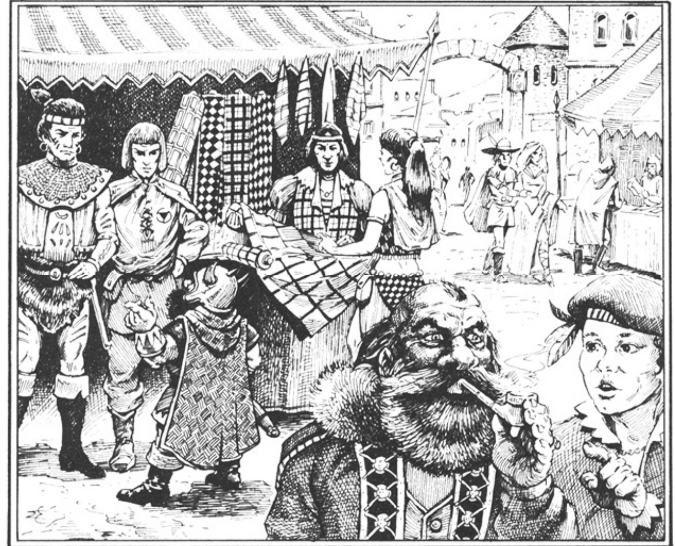
RACIAL AND NATIONAL DRESS

Oeridians typically favor checks and plaids. Aerdí and Nyronal houses tend to wear plaids, while the southern and western Oeridians favor checks, often of a diamond pattern or similar variation from the standard square. Clothing tends toward tight-legged trousers, close-fitting upper garments, and capes or cloaks.

Suloise folk have long used solid colors. Aristocratic houses have two or more such colors in their dress, so parti-colored garments are not uncommon. Similarly, the Suel people tend to favor display of emblems or tokens on their garments, typically of a contrasting color to their basic one. Dress was originally loose pantaloons topped by a baggy blouse. This form of dress has been changed to meet the needs of the varying climates, so the northern Suloise barbarians wear furs and skin garments, while those in the southernmost area have replaced the blouse with vest-like upper wear.

Flanae once wore brightly-hued body paints, with yellow ochre and vermilion being the favorites. While the Rovers of the Barrens still use considerable body painting (where their high boots, loincloth and chest and arm leather don't cover them), the more civilized Flan dress in the mode currently fashionable in their portion of the

continent. Garments, however, tend to be of solid primary colors, with very bright hues predominant.



Baklunish peoples are of two sorts. The northern branch favors bright patterns and gaudy colors. They wear gowns and robes, or else short breeks and flowing coats. The poorer folk even wear gaudy prints, although their garments are typically a one-piece coverall with whatever additional garb they can add. The southern branch likes parti-colors of a more pastel hue. Their dress is complex and full of many puffs and slashes when adorned for special events. They commonly wear rough hide and cloth when traveling or at war, with shields and banners showing clan colors. Dwarven folk love shades of brown, red, and gray contrasted with a bright splash of color and picked out with as much precious metal as they can possibly wear. Leather is a favorite material, with wool being popular also. Dwarves wear clothing similar to that of the Oeridians.

Elves of the sylvan ilk dress similar to Suloise, except their colors are pale tints of green, fawn, ecru, and dove gray. High elves are similar in mode of apparel, but they add blues, lilacs, and purples to the more natural forest hues of their woodland kin. Hunting and war garments are brown, russet, or tan. Gray elves wear very complex and flowing garb of pure white, sun yellow, silver and gold lame' set off by polished leather of contrasting colors and highlighted by jewels. Valley elves favor loose and flowing garments in hues of blue and green. All elvenkind wear cloaks, especially when traveling. These garments are neutral gray or gray-green.










Gnomes and halflings dress in a similar fashion, often replacing their trousers with knee-length britches. The gnomes favor more stolid colors - brown breeks, a tan blouse, green boots and belt, with a dark brown jacket or coat. A halfling in the same garb might have a yellow shirt and top off with a cap of green with a bright yellow feather in it. Both races will often wear striped clothing. When hunting or at war, they likewise favor garb of a curiously mottled sort, with greens and browns intermixed.

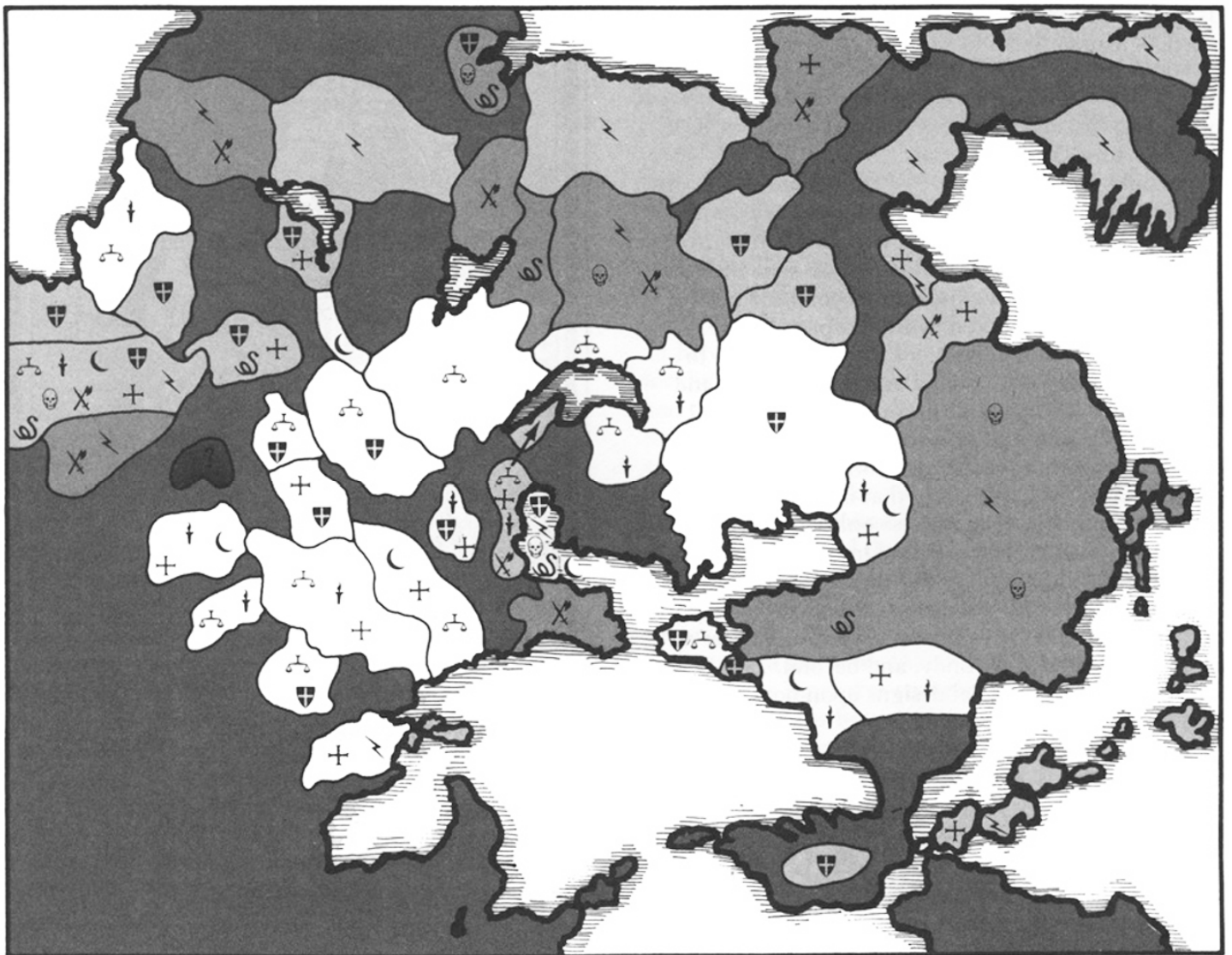


REGIONAL ALIGNMENTS

As important as the political system in a country is the amount of respect for life and order held by its people and rulers, and reflected in its laws. While highly subjective, such attitudes can be measured. The accompanying map shows, very roughly, the distribution of Good and Evil, and Law and Chaos, in the Flanaess. Light areas are closely allied with Good. Those tinged with gray are devoted to evil, or tend toward it. Travelers move through these areas at some risk to their lives. Medium areas should be entered with some caution, but are safer and more tolerant than dark areas.

Symbols indicate the degree of respect for law and property within each region. Again, those areas cast in chaos present special dangers to travelers and merchants, and are not often traversed.

Lawful	Neutral	Chaotic	
			Good
			Neutral
			Evil



TREES COMMON TO THE FLANAESS

Northern Regions

Alder
Balsam
Birch
Fie
Oak, scrub
Pine
Sablewood

Central Regions

Apple/Crabapple
Beech
Briar
Bronzewood
Cherry/chokecherry
Chestnut
Elder
Elm
Galda
Hawthorn
Hickory
Hornwood
Ipp or Ipt
Larch
Locust
Maple
Mulberry
Myrtle
Oak
Pear
Phost
Plum
Poplar
Roanwood
Thorn
Usk
Walnut
Willow
Yarpick
Yew

Southern Regions

Apricot
Ash
Bay
Camphor
Cedar
Fig
Grapefruit
Gum
Kara
Lemon
Lime
Mangrove
Oak
Olive
Orange
Peach
Pine
Tulip tree

Tropical Regions

Banyan
Baobab
Deklo
Mahogany
Palm
Teak

Hornwood is a beautiful hardwood about the size and shape of a small elm. Its trunk and branches usually are very straight, with black bark. Leaves are long and pointed, resembling the broad blade of a spear. If properly treated and seasoned, hornwood becomes especially strong and resilient. Weapons, especially bows, made of hornwood are much desired.

Ipp trees are among the largest known. They average 60 feet or more in height and have thick trunks. The ipt, a species of ipp, is larger still, and is a favorite of Sylvan Elves. Ipps have greenish bark and large, hand-shaped leaves of emerald green. These trees will live for centuries and are seldom attacked by insects or disease.

Phost trees are similar to oaks, except their bark is quite shaggy and leaves are twice as broad as they are long. The wood of the phost gives off a soft glow when it has been dead for a year or so. This radiance is sufficient to light a 5-foot radius around a branch or rotting phostwood trunk. Rough handling or exposure to dampness hastens the rotting process, so that the wood will crumble away in a few months.

Roanwood trees are similar to sequoias, except that the branches are closer to the ground (30 feet or so) and far larger, for the roanwood is a hardwood. As the name implies, the bark of the tree is speckled gray and reddish-brown. Specimens over 150 feet tall have been found. Roanwoods have fan-shaped leaves about 1-foot long. The wood and grain of the tree are such that it is used for fine furniture, interiors, or carving. Where hardness and strength are desired, hickory, bronzewood, oak and like woods are typically used.

Sablewood trees are an evergreen found in northern regions. The trees are short and have thick trunks for their size. Their branches make excellent arrow shafts. The trees forested in cold months have the finest grain, and if they are treated with oil, the wood becomes a lustrous black.

Usk trees are very thick, tall hardwoods with huge oblong leaves and an edible fruit much loved by most creatures. Typical specimens of usk are 8 to 9 feet in diameter and 50 to 60 feet tall. The tree is similar to a maple in shape. The huge leaves are tough and flexible, so they can be used for many purposes. Uskfruit appears in early summer and stays until frost. It is pale blue with three or four lobes. A ripe uskfruit is about the size of a grapefruit, bright blue, and aromatic.

The **yarpick** is commonly known as the daggerthorn. It is a shortish, sturdy tree with low, spreading branches and broad, fringed leaves. Its trunk has relatively small, exceedingly sharp thorns about one-half foot long. Thorns on its larger branches can be awesome, the largest growing to over two feet in length and as thick as a finger at the base. Yarpick thorns are tough and straight and have been used as weapons or weapon components. The mature tree bears small fruit which is not useful, but the inner seed is quite good when cracked as if a nut. Cultivated yarpick "nuts" are as large as plums and very wholesome and nourishing. The meat is eaten roasted or ground into meal.

Bronzewood trees are slender until after many decades of growth. The average size is 40 feet, with branches growing at a 45-degree angle from the trunk. Bark is reddish brown and hard. Leaves are narrow and toothed, from eight to ten inches long. The wood of this tree is heavy and hard, so that only experts can work it properly. If it is carefully seasoned and especially dried, the outer part will become almost as hard as metal, while the overall weight of the wood is unchanged.

Deklo trees are massive hardwoods often 15 feet in diameter and over 100 feet tall. They have thick, strong branches that grow almost parallel to the trunk. The leaves of the tree are nearly round and grow in thick clumps. On a mature dekllo, leaves will be over 1 foot in diameter. These trees tend to grow in groves, excluding other forms of vegetation.

Galda trees are large fruit-bearing trees, 30 feet or so in height. Bark is yellowish and leaves are yellow-green. In early spring the tree produces whitish, cone-shaped fruit which ripens to gold-streaked maturity in early summer. Galdas are somewhat astringent and salty to the palate, but the fruit is both refreshing and nutritious, as its multiple seeds are high in protein.

Kara trees are large fruit trees. Karas grow to a height of 40 feet or more, have rough bark, and their branches and leaves produce an irritating resin which causes itching. Kara produce fruit throughout the entire summer. This fruit is light brown in color; spots of yellow indicate that the fruit is new, red shows full ripening. Kara fruit is about fist-sized and oddly squarish. Unripe, they are putrid-tasting and cause severe cramps if consumed. Ripe fruit is chewy and somewhat sweet. It provides a staple in the diet of many people.



AN OVERVIEW OF POLITICAL DIVISIONS



What follows is a discussion of the major and minor countries, principalities, fiefs, cities, and other political divisions of the Flanaess.

The information is contemporary, as much as is possible, although many descriptions also include historical notes.

A great amount of information is presented in the following abbreviated format:

Population: This accounts for humans only, the normal citizens who make up the bulk of a nation. Mercenaries, lawless groups, semi-independent and/or independent communities, and groups based in border and/or major geographical regions are excluded.

Demihumans: This category covers only those anthropomorphic creatures such as elves, dwarves, halflings, and gnomes, who are normally not hostile to humans.

Humanoids: This category covers anthropomorphic creatures like orcs, goblins, hobgoblins, kobolds, and others at odds with humanity.

Resources: Listed here are the major known items which are produced in sufficient abundance to allow exportation. Gem classifications are as follows:

- I = base value 10 gp
- II = base value 50 gp
- III = base value 100-500 gp
- IV = base value 1,000 gp

Where populations are given for demihuman and humanoid groups, the figure reflects fighting males only, as more complete data is unavailable. Where actual figures are not given, the term "many" can indicate overall numbers (including females and offspring) up to 20% of the human population; "some" indicates numbers up to perhaps 10% of the human population; "few" generally means 5% or less, in terms of overall numbers.

AHLISSA

See South Province

ALMOR, PRELACY OF

His Venerable Mercy, Kevont, the Prelate of Almor

Capital: Chathold (pop. 4,789)

Population: 200,000 +

Demihumans: Few

Humanoids: Few

Resources: Foodstuffs, cloth, copper

Originally a clerical fief of Aerdy, Almor grew in power and independence as the Great Kingdom became weak and decadent. The various petty nobles and the Lord Mayor of the town of Innspa swear allegiance to the reigning prelate - usually a high priest. The state is only loosely organized, but it has a strong spirit of freedom and justice based upon religious precepts. The peoples are mainly farmers and herdsmen and fisherfolk. In the far north there are some foresters. Militia contingents bear crossbow, spear or polearm (fauchard or glaive most commonly), or longbow or battleaxe (northern contingent). Standing forces number around 5,000 total horse and foot, plus the nobility and gentry. The Prelacy is strongly supported by Nyrond as a buffer between that realm and that of the Overking, and pays a stipend to help support the standing army of Almor.

BANDIT KINGDOMS

Various claims to the royal title exist

Capital: currently Rookroost (pop. 17,310)

Population: 95,000 +

Demihumans: Few if any

Humanoids: Many

Resources: Silver (mines in rift area)

The Bandit Kingdoms are a collection of petty holdings which were founded sometime around 300-350 CY. This collection of small personal territories stretches from the southern Shield Lands to the Bluff Hills and northern verges of the Fellreev Forest, from the Ritensa River to the Artonsamay River in the east. Each little kingdom is ruled by a robber chieftain claiming a title such as Baron, Boss, Plar, General, Tyrant, Prince, Despot, and even King. The territorial boundaries of the holdings of these kinglets are subject to rapid change due to sudden warfare and defeat or victory.

In all, there are 17 states within the confines of the area, ruled by four to six powerful lords, with the rest attempting either to become leading rulers or simply to survive. The relationship persists because no single bandit lord is strong enough to conquer the whole territory, and the combined strength of all is often required to defend against neighboring states' retributive expeditions. So bandit and brigand band together in self interest, and no kinglet, regardless of ambition, has seriously attempted to rule the whole, for fear that threatened lords would turn to neighboring states in spite - even at the risk of destruction by the summoned "ally." Thus the combined kinglets continue to stand more or less together. The total military strength of all territories is quite considerable due to the fact that each ruler maintains a large force with which to raid and pillage. (There probably are some 10,000 regular troops in total, if recent reconnaissance is to be trusted.)

BISSEL, MARCH OF

His Lofty Grace, Walgar, the Margrave of Bissel

Capital: Thornward (pop. 3,430)

Population: 50,000

Demihumans: Some

Humanoids: Some

Resources: Foodstuffs, cloth, gold, gems (I)

The Littlemark, or March of Bissel, was the northernmost frontier of the kingdom of Keoland, c. 400 CY. It was wrested from the latter in the Small War (Furyondy vs. Keoland) which ended Keoish influence in Veluna (438 CY). Bissel became a tributary state of Furyondy for a few decades, but when humanoid invasions swept over the latter realm, the Margrave Rollo established the independence of the territory by bravery in service of the King of Furyondy (the Bisselites slaughtered a horde of jebli (goblins) which lay in ambush for King Hugh III, who was guarded by but a small train.) The King granted the brave Rollo palatinate status for the deeds performed, and Bissel has enjoyed self-rule since. The March now stands as a bulwark between the Ket masses and the rest of the east. It likewise guards Keoland and the south.

Because of its strategic position, both Furyondy-Veluna and Keoland now support the principality, and adventurers and mercenaries from all of the Flanaess can be found in the ranks of the "Border Companies" which comprise the standing army of the Margrave. There are four regular companies and four reserve companies; each is 1,000 strong and contains contingents of horse, foot and archers. Favored weapons are the lance, crossbow, pike, fauchard-fork, flail, and sword. Bisselite soldiers are very well equipped and well-armed. Each company has a special squad of scouts (numbering 30 to 50) attached when on border duty.

BLACKMOOR

His Luminous Preponderancy, Archbaron Bestmo of Blackmoor

Capital: Dantredun (pop. 666)

Population: 20,000 to 30,000+/-

Demihumans: Unlikely

Humanoids: Considerable numbers

Resources: Ivory, copper, gems (II)

This little-known territory exists between the fierce nomads to the south and the terrible Land of Black Ice to the north, protected by the cold marshes and the dangerous Icy Sea, as well as the vast stretches of the Burneal Forest. It is reported that hot springs and volcanism keep the area habitable, and that monsters teem in its wildernesses of brush and marsh. The original capital, Blackmoor, and its castle were sacked and ruined some years ago, but extensive labyrinths are supposed to exist under these ruins. There also is purported to be a strange "City of the Gods" some- where within the Archbarony. Inhabitants of the area employ slings, bows (short), and spears. Cavalry is uncommon, except in the force of the ruler.

BONE MARCH

His Nobility, the Marquis of Bonemarch

(title currently held by no one)

Capital: Spinecastle (pop. 6,300)

Population: 40,000+/-

Demihumans: Few (beleaguered gnomes of the Flinty Hills)

Humanoids: Many (gnolls, ogres, orcs in numbers)

Resources: Silver, gems (I, II)

When the Kingdom of Aerdy became an empire, its leaders determined to crush the troublesome barbarians pushing down from the Thillonian Peninsula and settling in the strip of land between the Rakers and Grendep Bay. Being indifferent sailors, the Aeradians opted to attack overland, and began sending strong parties northward to drive the invaders from the north back to their homeland. After many sharp skirmishes, a large contingent of imperial troops was routed, and full-scale warfare began.

The Fruztii tribes had retreated before the Aeradians, but sent out calls for their kin, and these doughty fighters poured down by land and sea for the prospect of battle and loot. Over 10,000 assembled and attacked the works under construction at Spinecastle.

A relief force fought a pitched battle with these barbarians, most of whom were slain -along with several thousand imperial soldiers. The newly won fief was named for the remains of this struggle, the Battle of the Shamblefield, or Caldni Vir's Charge. In 560 CY hordes of humanoids (euroz, kell, eiger, and others) began making forays into the Bone March, and these raids turned into a full scale invasion the next year. In 563 the land fell to these invaders, its lord was slain, and its army slain or enslaved. Humans in the area were likewise enslaved or killed, and the whole territory is now ruled by one or more of the humanoid chiefs. Exact information is not available. The humanoids gained access to the area by moving through the mountains, and now use these trails to raid the Pale, Ratik, and even Nyrond-although any movement through the Flinty Hills is at great peril due to the gnomes still holding out there. There is continual border warfare along the Teesar Torrent and in the Blemu Hills of Aerdy's North Province, although some say that the Overking would gladly make peace with the humanoids to the north and enlist them in his own armies.

CELENE, KINGDOM OF

Her Fey Majesty, Yolande, Queen of Celene, Lady Rhalta of All Elvenkind

Capital: Enstad (pop. 6,950)

Population: 20,000

Demihumans: Gray Elves (9,500), Sylvan Elves (8,000), Gnomes (13,500), Halflings

Humanoids: None

Resources: Foodstuffs, cloth, silver

This small land west of the Wild Coast beyond the Welkwood has long been under the rule of Olven folk. Although these are good creatures, they do not welcome strangers (with cause), and little certain knowledge of Celene or its Court exists. The realm is friendly

with the Ulek states, and an alliance between Celene and these countries was responsible for the campaigns which drove all of the humanoids from the Lortmil Mountains -although the defeated forces of humanoids subsequently invaded and took over the Pomarj. A small number of humans and half-elvenfolk dwell in Celene, many serving in its military, for continual warfare is carried on (in the Suss Forest and beyond the Jewel River) with the Pomarj humanoid tribes.

DYVERS, FREE AND INDEPENDENT CITY

His Excellency Margus, the Magister of Dyvers

Population: 42,000+ (city), 53,000 (total, including surrounding area)

Demihumans: Some

Humanoids: Few

Resources: Shipbuilding supplies

Dyvers' position at the mouth of the Ververdyva River on the coast of the Lake of Unknown Depths (Nyr Dyv) makes it an important trading center and busy port, with lake and river traffic from as far away as Perrenland, Bissel, Nyrond, Urnst, the Pale, Tenh, and even occasional missions from Luz. The city was originally a part of the Viceroyalty of Ferrand and contributed heavily in money, goods, and men to the war which saw the institution of the Kingdom of Furyondy. Because of the alliance and close ties with Veluna, whose policies the Gentry of Dyvers see as restrictive, the city declared its independence in 526 CY, King Thrommel II allowing this act to pass unchallenged.

Dyvers claims some 2,000 square miles of land, including the islands at the mouth of the Ververdyva, as its sovereign territory - although the Magisters have been careful not to claim any of the land on the north bank of the river. The free city boasts a marine force of 1,000 men and an army twice as numerous. These troops are very well armed and equipped.

EKBIR, CALIPHATE OF

His Sublime Magnificence, the Caliph of Ekbir - Xargun

Capital: Ekbir (pop. 29,400)

Population: 250,000

Demihumans: Doubtful

Humanoids: Few

Resources: Foodstuffs, cloth

Ekbir is the strongest city of the Bakluni in the Flanaess. Founded by survivors of the Invoked Devastation, the small port quickly grew into a place for nomads' goods as well. The original village grew into a walled town, and town grew into thriving city. Ekbir controls a sizable territory and has a large war fleet. Her forces consist principally of light and medium cavalry, although there are 1,000 heavy foot in her standing army, which is reported to number some 5,000 soldiers.

FROST BARBARIANS (KINGDOM OF FRUZZII)

His Most Warlike Majesty, King Räliff of the Fruztii

Capital: Krakenheim (pop. 3,300) Population: 50,000+/-

Demihumans: Few

Humanoids: Some

Resources: Foodstuffs, furs, silver, gold

The Frost Barbarians are the weakest of the three nations (of Suel peoples) inhabiting the Thillonian Peninsula, called Rhizia by these peoples. They have never recovered from the Battle of Shamblefield, and have been under the suzerainty of the Schnai for the past two decades-and several times previously as well. The supposed figurehead placed upon the throne of the Fruztii has, however, built his kingdom carefully, and in actuality it is now independent in all but oath. A recent pact concluded between Fruztii and Ratik saw a joint army wreak havoc in the Bone March, and during the next campaigning season clear the north pass of the "Fists" (see Hold of Stonefist).

FURYONDY, KINGDOM OF

His Pious Majesty, The King of Furyondy - Belvor IV

Capital: Chendl (pop. 15,600)

Population: 350,000+

Demihumans: Some

Humanoids: Doubtful

Resources: Foodstuffs, cloth, gold

The Viceroyalty of Ferrand was founded upon several small states during the height of Aerdian power (c. 100 CY). It was aimed at giving the Great Kingdom a strong satrapy on the western frontier from which further conquest could be launched. The Viceroy ruled from the Clatspur Mountains to the Nyr Dyv, from the Lortmils in the south to the far shores of Whyestil Lake, and beyond, in the north.

As the power of the Malachite Throne in Rauxes waned (c. 200 CY), the viceroys of Ferrand ruled more by their own writ and less by the leave of the Aerdi overlords. In 898 O.R. the heir to Viceroy Stinvri (the Viceroyalty had become hereditary some years previously) was crowned in Dyvers as Thrommel I, King of Furyondy, Prince of Veluna, Provost of the Northern Reaches, Warden General of the Vesve Forest, Marshall of the Shield Lands, Lord of Dyvers, etc. The adjunctive states were soon lost, but the central core of the kingdom was sound and viable and has persisted.

Belvor IV is a most noble and just king, and his realm is closely allied with that of Veluna, constantly warring upon the evil Horned Society and Luz, as well as lending contingents to expeditions mounted by the Earl of the Shield Lands against the Bandit Kingdoms.

Furyondy's belled heavy cavalry is famous throughout the Flanaess, as are their light infantry units drawn from the Vesve Forest. The standing army of the kingdom numbers only a few thousand, but noble and militia contingents swell its numbers to 20,000 or more in time of need. The Furyondian fleet upon the Whyestil absolutely commands that body of water, and there also is a Furyondian squadron upon the Nyr Dyv, sailing from its base at Willip. The kingdom's colors are blue and red stripes.

GEOFF, GRAND DUCHY OF

His High Radiance, Owen I, Grand Duke of Geoff

Capital: Gorna (pop. 4,800)

Population: 65,000

Demihumans: High Elves (6,000), some others

Humanoids: Some (see Crystalmist Mountains)

Resources: Cloth, copper, silver, gold, gems (I)

The isolated position of Geoff, surrounded on all sides by mountains, hills, and forests, has made it virtually immune to the normal warfare of the Flanaess - although at one time a brief conflict with Keoland was fought (c. 450 CY). Rushmoor forms the nominal eastern boundary of the realm. The inhabitants of the Grand Duchy are of Flan-Suel-Oerid mixture, seemingly combining the best features of each race. This is fortunate, as they are continually threatened by incursions of formidable ogres and giants coming down the Crystalmists. The Geoffites dwell in harmony with the olvenfolk in the realm, and these two peoples often combine to combat the invading monsters. The Grand Duke, Owen I, is a clever and valorous leader, on friendly terms with the Earl of Sterich and the King of Keoland alike. The forces of the Grand Duke include horse, bowmen, and contingents of pikemen from the mountain holdings.

GRAN MARCH

His Most Resolute Magnitude, Petros, Commandant of Gran March

Capital: Hookhill (pop. 4,500)

Population: 80,000

Demihumans: Some

Humanoids: Few

Resources: Foodstuffs, cloth, copper, gems (III)

Keoland established the territory of the Gran March during its early stages, basing it upon a military-religious order of knights. These zealous fighters quickly subdued the warring inhabitants, established order within the area, and conscripted all fit males into worker and infantry battles (regimental-like formations). The land between the Lortmils and Dim Forest north of the Sheldomar became productive and peaceful, but the rule of these first Commandants was repressive and harsh. When Berlikyn, then ruler of the fief, was slain in combat in the war with Veluna-Furyondy in the Small War, the populace rose in rejoicing.

Keoland reconsidered its policies thereafter, and allowed the people to elect their own Commandant from amongst the noble houses of Gran March. The state is now only a nominal vassal of Keoland and maintains friendly relations with Bissel. The army of the Commandant

relies primarily upon its mailed cavalry - medium horse armed with lance, crossbow, and sword.

GREAT KINGDOM (THE KINGDOM OF AERDY)

His Celestial Transcendency, the Overking of Aerdy, Grand Prince Ivid V of the North; Archduke of Ahlissa, Idee, and Sunndi; Suzerain of Medegia; Commander of the Bone March; Lord of the Sea Barons; Protector of Almor and Onnwal; Hetman of all the Aerdi; etc., etc.

Capital: Rauxes (pop. 41,000)

Population: 5,000,000 (includes N. and S. Province and Medegia)

Demihumans: Some (scattered on fringes of kingdom)

Humanoids: Some (mixture)

Resources: Foodstuffs, cloth, copper, silver, gold, gems (IV)

The history of the Great Kingdom is too well known to dwell upon here. Once the most powerful force for order and good, the Aeradians have declined over the last century to an unspeakable state of decadency. After a millennium of leadership, its rulers and nobles turned to evil and irrationality. Its current monarch, Ivid V of the royal house of Naelax, is reported to be quite mad, but crafty and deviously capable nonetheless. His writ extends to the Royal Demesne surrounding the capital, the Grandwood, and further only by threat and persuasion of the Peers whose fiefs comprise the balance of the realm. The Overking's Companion Guard consists of 10 select companies of various arms (heavy, medium, and light cavalry, crossbowmen, archers, and five companies of pole armed foot).

Noble contingents allow the Overking to field an army numbering over 15,000 troops in a relatively short time, and if necessary a force of four or five times that can be called up.

Both the North and South Provinces are under the suzerainty of Aerdi royal houses and are ruled almost as independent states. The troubles in the Bone March have caused the Herzog of the North to fall into line, as the difficulties with the Iron League brought his southern counterpart into closer cooperation with the Malachite Throne (see North Province, South Province, and also See of Medegia.) The Sea Barons pay a token tribute to the Overking and conduct their piratical operations under letters of marque bearing the Overking's Seal.

GREYHAWK, FREE CITY OF

His Solemn Authority, the Lord Mayor of Greyhawk - Nerof Gasgol

Population: 58,000 (city), 75,000+ (total, including surrounding area)

Demihumans: Some

Humanoids: Some

Resources: Silver, electrum, gold, platinum, gems (I-IV)

Greyhawk was established as a trading post on the Selintan River during the period of early migrations. As it flourished, a local warlord built a small keep on the hills above the village called Grey hawk which had sprung up around the trading center, extracting taxes from the trade and occasionally raiding caravans (particularly those coming with silver ingots found in the burial mounds of the Cairn Hills). This petty noble soon became quite rich and powerful and assumed the title of Landgraf of Selintan. Greyhawk and the power of the new Landgraf grew rapidly thereafter, and his son and heir, Ganz, was wed to the daughter of the Gynarch (Despotrix) of Hardby, a sorceress of no small repute.

Their descendants ruled a growing domain which rose to considerable heights c. 375 CY under the rule of Zagig Yragerne (the so-called Mad Archmage). It was Zagig who built the sprawling Castle Greyhawk (now a ruin) and poured funds into the City of Greyhawk in order to make it into the "Gem of the Flanaess." His reign was bizarre in many other ways, and it came as no surprise when it was reported that Zagig Yragerne had mysteriously vanished after years of rule when no change or aging could be detected. The castle was abandoned, supposedly due to a terrible curse upon the place, but the City proper continued to flourish.

In 498 CY it was proclaimed a free and independent city, ruling a territory from Hardby on the Woolly bay to the Nyr Dyv, between the eastern folds of the Cairn Hills and the Gnarley forest, including much of what is now the northern section of the Wild Coast region. These holdings have been lost over the intervening decades, and a decline

in trade seemed certain to turn the place into a backwater, save for recent events. Several years ago a series of treasure troves was discovered in or near Greyhawk Castle. Immense wealth began flowing into the city, and artisans and mercenaries began flocking to Greyhawk due to this boom. Local lords used this influx of hard money to revitalize the city, and it again rules a considerable portion of the area, claiming all of the land from Nyr Dyv to the Neen River where it joins the Selintan, including the mines in the Cairn Hills. The Despotrix of Hardby now pays tribute to Greyhawk to avoid being absorbed in the growing city state once again.

Greyhawk is ruled by its Lord Mayor; this individual is chosen by the Directing Oligarchy. The latter body is composed of the Captain-General of the Watch, the Constable, the Guildmaster of Thieves, the Guildmaster of Assassins, and various representatives of the Society of Magi, the Merchants and Traders Union, Artisans League, and Clerical leaders. The total number of the Directors ranges from 12 to 18.

HIGHFOLK (INDEPENDENT TOWN)

The Worthy Sir, Loftin Graystand, Mayor of Highfolk

Population: 2,500 (excluding demihumans)

Demihumans: High Elves (5,000) and some others

Humanoids: None

Resources: gold

Highfolk is independent and of importance simply because it is the southern outpost of the Olvenfolk of the Quagflow Valley (the Fairdells in Olven). The town itself is a trading center and home to some 2,000 humankind. It is well fortified and protects the homeland-the 100-mile stretch of valley above, which lies between the southern arm of the Yatils and the Vesve Forest to the east. There are many thorps set in beautiful dales along the banks of the river, and the Lord of the High Elves dwells in the region, along with some 10,000 of his kin and numerous Sylvan Elves as well (the latter in the fringes of the Vesve on the east bank). The folk of Highfolk and the valley above are at peace with their neighbors to the north and south. The more restless sometimes take service with mercenary bands of Perrenlander soldiery.

HIGHFOLK (VALLEY OF THE VELVERDYVA)

No organized governing body or ruler

Population: 20,000 (woodsmen)

Demihumans: High Elves (12,000), Sylvan Elves (9,000), Gnomes (4,000), Halflings (2,000 Tallfellows), Gray Elves (1,000)

Humanoids: Some (raiders only)

Resources: Gold, rare woods

As related above for the independent town of the same name, Highfolk is principally an elven realm. The humans dwelling along the 100 miles of the valley are woodsmen who live in harmony with their demihuman fellows, or hill men who are allies of the gnomes.

The Lord of the High Elves is deferred to as the nominal ruler, but this is through general consent and respect. The word of the gnome prince, a village elder, or the earl of a community of Sylvan Elves is listened to with as much respect. All the peoples of Highfolk Valley are independent and free-spirited. However, in time of need, they are able to muster a considerable body of fighters, including humans armed with longbows and many sorts of demihuman troops. The Knights of the Hart of Highfolk are drawn from the best of the elven and half-elven warriors of the valley region. The main enemies of the people of Highfolk come from the land of luz, penetrating the Vesve Forest.

HORNED SOCIETY

The Dread and Awful Presences, the Hierarchs (true names unknown)

Capital: Molag (pop 16,200)

Population: 45,000 (?)

Demihumans: Very doubtful

Humanoids: Hobgoblins (12,000), others

Resources: None known

Originally a stronghold of the more organized of the humanoid tribes, the area came under the rule of a group of evil humans some decades ago. It is speculated that these wicked people were

disaffected bandits or were at least aided by one or more of the bandit kinglets. In any case, the land between the Veng and Ritensa Rivers as far north as the territory of the Rovers of the Barrens is now firmly in the grasp of the Horned Society. This association combines the masses of humanoid troops with the organization and powers of humans. Deviltry is the religion of the Society, and its leading Hierarch is purported to be an evil high priest of the 18th level. Other leaders are reported as a wizard above the 12th level of ability, several other powerful clerics, a master rogue of the 13th rank, and a trio of fighter Lords. It is known that many troops of bandits from the east frequent the walled town of Molag, and the Horned Society is on favorable terms with luz.

ICE BARBARIANS (KINGDOM OF CRUSKII)

His Most Ferocious Majesty, Loggoff Bearhear, the King of Cruski; Fasstal of all the Suelii

Capital: Glot (pop 5,100)

Population: 60,000

Demihumans: Few

Humanoids: Likely in mountains

Resources: Furs, copper, gems (I)

The Ice Barbarians inhabit the bleak shores of the Thillionrian Peninsula's north and east coasts. They will raid their cousins to the south, the Snow and

Frost barbarians, or raid with them into Ratik or the more tempting Great Kingdom. In high summer they often find fighting by rounding the coasts of the Hold of Stonefist, and the Cruskii have both hatred and respect for the dour inhabitants of that land. Their most despised enemy, however, is the Sea Barons, whose ships they attack on sight, and whose isles they often attack and plunder - usually at a price. Of late these raiders have joined with Frost and Snow barbarians in order to counter the growing strength of the coastal defenders of the Great Kingdom and the Sea Barons.

IDEE, COUNTY OFF; MEMBER OF THE IRON LEAGUE

His Brilliant Lordship, Count Fedorik Eddri of Idee

Capital: Naerie (pop. 4,900)

Population: 60,000 +

Demihumans: Some

Humanoids: Doubtful

Resources: Foodstuffs, copper, gold

When the South Province rose in revolt against the Overking and the Herzog, the nobles and men of Idee were in the forefront. This territory is the most open to attack by the vengeful Aerdians, and so the Count maintains a standing army to man and support the chain of castles and fortresses which guard his northern frontier. Militia contingents are ready to stand to arms on instant notice. Meanwhile, Idee carries on a brisk trade via the sea lanes with Onnwal and Nyrond.

IRONGATE (FREE CITY OF), MEMBER OF THE IRON LEAGUE

His Resolute Honor, Cobb Darg, Lord High Mayor of Irongate

Population: 44,000 (city) 57,000 (total, including surrounding area)

Demihumans: Many

Humanoids: None

Resources: Gems (II, III)

This large and thriving city is based on sea commerce and trade between Onnwal and the East. Irongate developed an independent spirit early in its history due to its mingling of peoples and ideas. As the rule of the Overking grew more despotic, the people of the city began to murmur, and the Lord Mayor headed a deputation bearing grievances to the Herzog. These emissaries were thrown into prison, given a mock trial, and executed by ritual torture for the Overking's entertainment (446 CY). The following year the whole of the south was in arms against the realm, and after a brief struggle the Iron League was founded, an alliance of mutual support which aided the rebellious states to throw off the yoke of the Aerd tyrants.

Irongate has a strong naval squadron and a large company of armored crossbowmen in League service. She can also raise 2,000 heavy militia infantry of high morale and excellent training. These

troops are spetum or glaive-guisarme equipped and can march in a single day after muster.

IUZ, LAND OF

luz, Lord of Evil (evil demi-god)

Capital: Dorakaa (pop. 10,000)

Population: 40,000

Demihumans: None

Humanoids: Many (numbers unknown)

Resources: Furs, electrum

luz, old luz of fear-babe talk, may be human - or may once have been human, but this is not known for certain one way or another. He has ruled the lands from the Howling Hills south to the Lake of Whyestil for ages longer than any man can live. The lands between the Dulsi and the Opicm Rivers are steeped in wickedness and evil, so much so that the otherwise fearless Wolf Nomads and Rovers of the Barrens pass through the Cold Marshes rather than cross even the edge of the Land of luz. For a time the land was leaderless, for luz himself was missing. For many decades the evil of the place was in relative quietude for lack of evil direction, and the neighbors of good ilk prospered. luz had been trapped by the mirthful and mad Zagyg, locked away in a strange chamber deep below the ruins of Greyhawk Castle, one of nine powerful demi-gods so confined. These prisoners were loosed in 570 CY, and once again luz rules, and his forces gather for fell purpose. luz has vowed to bring ruin upon Tenser the Archmage and Lord Robilar and the others who tried to slay him when his prison was sprung.

In addition to the many evil clerics, thieves, fighters, assassins, and wizards who have gathered under the grim banner of luz, numbers of the foulest tribes of humanoids have grown in strength and are ready to march. Goblins, orcs, and hobgoblins in the thou- sands are known to be in arms, swelling the human contingents of luz's armies.

KEOLAND, KINGDOM OF

His Peerless Majesty, the King of Keoland, Kimbertos Skotti; Lord of Gran March, Plar of Sterich; Protector of the South; etc.

Capital: Niole Ora (pop. 21,600)

Population: 300,000 (excluding dependencies)

Demihumans: Sylvan Elves, Gnomes, Halflings

Humanoids: Doubtful

Resources: Foodstuffs, cloth, gold, gems (III)

Keoland was the first major kingdom to be established in the Flanaess, the Oeridians and Suloise tribes mingling and joining to build a tolerant and prosperous realm which nominally included many and varied demihuman groups as well. After several centuries of benign leadership, a line of monarchs upon the Keoish Throne became ambitious and embarked upon a policy of conquest. At the peak of this imperialism, Keoland held sway from the Pomarj to the Crystalmist Mountains, while her armies pushed into Ket and threatened Verbobonc and Veluna City (c. 350-360 CY). The Ketite expedition came to grief in successive battles (Molvar, Lopolla), while an alliance between Veluna and Furyondy ended the Keoish threat in that quarter (Short War).

Coincidentally, the Olvenfolk within the boundaries of Keoland objected to the warlike policies of the King and began expelling royal garrisons in the Ulek Provinces and Celene. In the ensuing struggle, the freemen of the western portion sided with the demihumans. Raiders in the far south took advantage of these conditions to harry the Keoish coast from Gradsui to Gryrax.

King Tavish III was slain in battle against the Sea Princes (Siege of Westkeep, 453 CY), and his son, Tavish IV, immediately changed the policies of the kingdom upon ascending to the throne. After protracted negotiations, the independent state of the Yeomanry was recognized, the Ulek states were granted autonomy, and Keoland returned to its former state of tolerance and prosperity thereafter.

The semi-independent Gran March and Earldom of Sterich are loyal to the crown and furnish strong contingents to the royal army. The Keolandians are well known for their light cavalry employing javelins, crossbows, and lances. The bulk of the army consists of footmen armed with pole arms and long spears, while the nobility comprises the heavy cavalry portion of the force. There are typically small

companies of elves, gnomes, halflings, and/or dwarves included in muster. The fleet is battle-worthy but small, and conflict with the Sea Princes continues to plague the realm.

KET

His Illustrious Glory, Zoltan; The Beygraf of Ket and Shield of the True Faith

Capital: Lapolla (pop. 23,400)

Population: 85,000

Demihumans: Few

Humanoids: Few

Resources: Silver, gems (I, IV)

Ket is the frontier state of the Baklunish and a trading center between eastern Flanaess and the world beyond. For many decades it has alternately menaced the Oeridian/Suloise states east and south and threatened them by invasion. Despite this continual warfare, the land flourished due to the rich trade with the Paynim tribes, Tusmit, Ekbir, Perrenland, Bissel, and Veluna. Goods from Zeif and Wintershiven pass through Lapolla. This mixture of cultures includes the people themselves, for the Ketites are of mixed racial stock, albeit of Baklunish culture for the most part.

The court of the Beygraf is a strange mixture of eastern and western influences. This admixture pervades the military as well, for the Ketites field a strong force of pikes and crossbows along with their light horse archers and medium lancers. The army is well honed, for despite racial ties and trade, the Paynim clans often raid the border country west of the Tuflik River.

LORDSHIP OF THE ISLES (PRINCIPALITY); MEMBER OF THE IRON LEAGUE

His Exalted Highness, Prince Latmac Ranold of Duxchan; Lord of the Isles; Scourge of the Waves

Capital: Sulward (pop. 5,500)

Population: 80,000

Demihumans: Few

Humanoids: Doubtful

Resources: Rare woods, spices

This scattered principality stretches over seven major islands, from the Spindriff Sound to the mouth of the Tilva Strait. These islands are rich and fertile, and enjoy the benefits of their strategic location. They profit hugely from cargoes of goods brought from Hepmonaland to the Great Kingdom and collect tribute from those states which wish to use the Tilva Straits in commerce. The rulers of Duxchan gave up piracy in favor of more lucrative methods of extracting money from merchants. There is particular enmity between the Sea Barons and the Lord of the Isles for rather obvious reasons. The Duxchaners are still smarting from the Battle of Medegia (572 CY), wherein the Sea Barons sank four of their warships and made prizes of three loaded cogs before they could gain safety on Pontylver.

MEDEGIA, SEE OF

His Equitable Nemesis, Spidas, the Holy Censor of Medegia

Capital: Rel Astra (pop. 39,800)

Population: 250,000

Demihumans: Sylvan Elves (see Grandwood Forest)

Humanoids: Some

Resources: Foodstuffs, cloth

The Holy Censor was originally the chief cleric of the Great Kingdom. Clerical holdings were granted from Rel Astra to Pontylver south of the Mikar and Flanmi Rivers, including a portion of the Imperial Preserve (Grandwood Forest). This fief became so strong as to be virtually independent when the Malachite Throne went into decline.

The Holy Censor still remains one of the chief advisors of the Overking, however, and he reigns oppressively over peasant masses with full approval from Rauxes. The clerics and nobles of the See have grown exceedingly rich, and their mercenary forces harry the Olvenfolk in the Grandwood and loot across the Flanmi in the Glorioles and Hestmark Highlands where the Censor has extended his holdings to these very foothills, contesting with dwarves and gnomes without quarter.

NORTH PROVINCE

His Radiant Grace Grenell, the Herzog of the North Province

Capital: Eastfair (pop. 29,100)

Population: 750,000

Demihumans: Few

Humanoids: Some

Resources: Foodstuffs, cloth, electrum

The Herzog of North Province is a cousin of the Overking, as evil as his kin, but certainly not as demented. The boundaries of this princely fief extend from the Blemu Hills to the coast of the Solnor Ocean, extending as far south as the Adri Forest, and well below the Trask River. The court at Eastfair is infamous for its debaucheries.

Movement of Nyronnd-Almor forces into the lower Bone March, and the capture of Knurl by these forces, coupled with continuing incursions by humanoids from across the Teesar Torrent, have troubled North Province.

A punitive force of mercenaries was defeated in the hills above Belpport recently, and it is now reported that the Herzog is seeking Imperial funding of a huge army to recapture the southern portion of Bone March. This force would undoubtedly contain both mercenary men-at-arms and humanoids enlisted from the upper portion of the march.

NYROND, KINGDOM OF

His August Supremacy, King Archbold III of Nyronnd; Duke of Flinthill; Altmeister of All the Aerdii, etc.

Capital: Rel Mord (pop. 46,500)

Population: 1,375,000

Demihumans: Sylvan Elves, Gnomes, Halflings

Humanoids: Few

Resources: Foodstuffs, cloth, copper, silver, gems (I, II)

The strength of Nyronnd, and the hostility of its rulers and nobles, have been the major protection for the civilized nations of the Flanaess against the depredations of the Great Kingdom and its mad emperors. Nyronnd also went through a phase of near imperialism, making both the County of Urnst and the Theocracy of the Pale tributary states for a time.

This course was altered, however, when the wise King Dustan I, called Crafty, saw his realm threatened by internal strife and exterior enemies and called up the Great Council of Rel Mord. Here, the king met with ambassadors from Almor, the Iron League, the Pale, and Urnst. All troops were withdrawn from the Pale and Urnst thereafter, the Nyronndese allowing both areas self-determination, and both, in turn, agreeing to a concord entailing mutual trade and military support. Almor was treated somewhat similarly, and aid was granted to the Iron League in the form of loans and treaties which assured the League of survival against the common enemy.

The current boundaries of Nyronnd are: Nesser River - Franz River - Artonsamay River - Nutherwood - Gamboge Forest (northern terminus) - Rakers - Flint Hills - (lower) Harp River - Relmor Bay.

Nyronndal contingents assist Urnst and the Pale against the Bandit Kingdoms, and a squadron of their warships sails Relmor Bay and the Sea of Gearnat in support of the Iron League. Strong garrisons of the Nyronndese Army are stationed in strategic positions to move to the aid of either Almor or the Pale in time of need.

In addition to human forces, Nyronnd has special demihuman scouting troops. In time of need, pacts call for support from Urnst (County and Duchy) et al. Nyronndal heavy cavalry and armored footmen comprise the majority of the realm's army, with lesser numbers of bowmen and light hill man infantry as support.

ONNWL, FREE STATE OF; MEMBER OF THE IRON LEAGUE

His Noble Authority Ewerd Destron, the Szek of Onnwl

Capital: Scant (pop. 4,700)

Population: 40,000

Demihumans: Dwarves (2,000)

Humanoids: None

Resources: Platinum, gems (III)

Onnwl was originally a lesser fief of the Herzog of South Province, to be granted as he saw fit to his faithful followers. The oppressive rule of the Great Kingdom brought great discontent and instigated open rebellion, the whole of the South Province being in arms. All of the lower portion was lost to the empire when the Iron League was founded in 447 CY.

This alliance joined Onnwl with the Free City of Irongate (which barred the Onnwl peninsula), Idee, Sunndi, and the demihumans of the Glorioles and Hestmark Highlands in economic and military alliance. Onnwl and Irongate supplied the sea power, while the other members furnished troops for land actions - although strong contingents from both of the former places were also sent to battle.

Irongate was besieged by Aerdian forces for several months, but in the battle of a Thousand Banners the siege was lifted when a ruse panicked the northerners, and great numbers of them were subsequently slain by a combined host of men and gray elves of the League. While never invaded, Onnwl is subject to periodic sea raids from the Herzog's squadrons. The major port of Scant is exceptionally well fortified because of this fact. Other than a small force of regulars and her marines, Onnwl relies upon levies in time of war.

PALE, THEOCRACY OF THE

His Worshipful Mercy, the Theocrat, Supreme Prelate of the Pale - Ogon Tillit

Capital: Wintershiven (pop. 21,500)

Population: 250,000

Demihumans: Some

Humanoids: Few

Resources: Foodstuffs, copper, gems (IV)

When Nyronnd became a separate nation, the highly religious peoples inhabiting the area between the Rakers and Yol River likewise proclaimed their autonomy. Their clerical leaders were in effect the ruling nobles, and one of their number was chosen as supreme for his lifetime.

After warfare with their southern neighbor and a period of subjugation, the Pale became independent once again, and since then has enjoyed a history of reasonable rule and relative peace. Barbarian, humanoid, and bandit raiders plague the Theocracy, but Prelatal troops are tough and efficient and capable of handling most problems of this nature. A balanced force of horse and foot numbering over 4,000 guards the borders of the realm, while levies numbering more than 10,000 can be raised in a week.

The Pale is not noted for religious tolerance.

PERRENLAND, CONCATENATED CANTONS OF

His Gravity, Franz, Voormann of All Perrenland

Capital: Schwarzenbruin: (pop. 25,000 +)

Population: 200,000

Demihumans: Some Humanoids:

Some Resources: Copper

The original Flan tribes dwelling in the Yatil Mountains were far more warlike and fierce than most of their fellows elsewhere in the Flanaess. The would-be invaders were absorbed by these powerful clans - Oerids, Suloise, and even a few of Baklunish stock. Attempts at expansion into Perrenland by Furyondy and later Ket were vigorously resisted by the inhabitants, strong mountaineers and valley-dwelling folk alike. These attempts, as well as nomadic incursions into the area, brought the various clans together in a loose association under the banner of the strongest of their number, Perren, c. 400 CY. Clan holds were marked into cantonments, and the leaders (hetmen, voormanns, or whatever) elected an executive head, like unto a king with limited powers to rule for an eight-year period, with counsel from the assembled clan leaders.

This system has proven workable for the nation, and Perrenland is relatively prosperous through trade with the northern nomads, the Baklunish states, and Veluna-Furyondy. Her chief export is her well-trained mercenary bands, however. Such a force is typically made up of pikemen (30%) and pole armed mountaineers (20%), with lowland crossbowmen (30%) and other infantry (10%) armed with battleaxe, flail, etc. rounding out the infantry contingent; the remaining 10% is cavalry. Half of the horse is heavy, coming mainly

from the Schwarzenbruin area, while the remainder is medium, bow armed cavalry from the Clatspur region.

Although Perrenland does not claim the valley of the Quagflow River below the Clatspur Range, the High Elves from that region will often be seen in service with a band of Perrenlanders. (Such forces serve as scouts and light infantry and are bow armed; such an addition is typically equal to 10% of the human force.) Bands of mercenaries of this sort will be found in armies fielded by Veluna, Furyondy, and Bissel. Even Ket has used them in a dispute with Tusmit.

Perrenland is always careful to maintain strict watch on all frontiers. Bodies of superb militia can be raised in but a single day to support the permanent garrisons which are quite small. A small squadron of warships suffices to assure the nation of maintaining Lake Quag as its own private domain. These vessels are also used as escorts for merchant barges and cogs traveling down-river.

PLAINS OF THE PAYNIMS (TRIBES OF)

(Various nomadic leaders)

Populations: Uncertain, possibly 500,000 or more

Demihumans: Doubtful

Humanoids: Doubtful but possible

Resources: Unknown

Only a small portion of the rolling plains inhabited by nomadic Baklunish tribes falls within the Flanaess. The pair which is on our portion of the continent is sometimes nearly empty of human life, and at other times it is reported to swarm with horsemen. These nomads evidently move out of the Dry Steppes region when summer makes the area an arid waste, and return there in the rainy season. Of course, the tribe of Ull (q.v.) has a permanent territory and the northern parts of the plains are held by the more civilized states bordering the Dramidj Ocean.

Each tribe is ruled by a noble, variously called Amir or Khan. Greater nobles are called Ilkhan, Orakhon, or Shah. Leaders of the royal rank are known as Tarkhan, Padishah or Kha Khan. The northern and western tribes use the titles Amir, Shah, and Padishah, while those from the south (Dry Steppes) favor Khan, Ilk-han, etc.

These horsed nomads are poorly armored but very mobile troops. The most lightly protected wield short, powerful horn bows and light curved swords, while the remainder (20% to 30%) employ light lance and mace or flail. Little else is known. The western states such as Ket, Tusmit, and Ekbir will often employ forces of mercenary Paynim nomads against each other or other marauding nomads. As the Tiger and Wolf Nomads (q.v.) also used the title of Khan et al., it is speculated that these peoples are branches of the same race separated by an influx of later nomads (those using the titles Amir et al).

POMARJ

Population: 20,000 (?)

Demihumans: None

Humanoids: Orcs (15,000), Goblins (10,000), others

Resources: Silver, electrum, gold, gems (I, II)

This rich peninsula was originally a collection of petty states under the protection of the Prince of Ulek. Not content with this status, the nobles of this area foreswore their oaths and drove out the garrisons of the sovereign's castles, taking them for their own. For several decades the Pomarj prospered under this new freedom, the mines in the Drachensgrab and sea trade making noble and commoner alike rich. However, in the Hateful Wars (498-510 CY), the combined Ulek states, with cooperation from Veluna and the demihumans of the Kron Hills, broke the power of the euroz and jeblii hordes which had nested in the Lortmils and were attempting to spread into the lands around. These humanoids were finally driven out and scattered - some fleeing northward toward the Yatils, but most (having wiser leadership) taking to the Suss forest and thence to the rugged mountains of the Pomarj. Finding the humans there weak and indolent, the invaders attacked quickly, captured the strongholds, and then set themselves up as masters of the whole peninsula. There are undoubtedly renegade humans helping these invaders, and mercenaries as well-bought and paid for by the gold from the Stoneheim mines and the moonstones and cairngorms from the high

peaks as well. A relief force of dwarves and men from the Prince crossed the Jewel River but were turned back after a fierce battle below the Hilly Pastures. The humanoids have not often dared to cross into Ulek, but their raiders cause much trouble in the Wild Coast.

RATIK, ARCHBARONY OF

His Valorous Prominence, Lexnol, the Lord Baron of Ratik

Capital: Marner (pop. 3,240)

Population: 35,000

Demihumans: Mountain Dwarves (8,000+),

Gnomes (3,000 +)

Humanoids: Many

Resources: Shipbuilding supplies, furs, gold, gems (IV)

When the Bone March was created by the Overking, a further outpost was desired and the Aerd banners pushed northward as far as the Timberway. A military commander was appointed to see to the establishment of a secure territory and lumbering was gotten underway, as the great pines of the area were highly desirable in shipbuilding. The active commander soon sent such a stream of riches southward (he was a just man, friendly with the dwarfolk, and an able tactician, too) - accompanying them with detailed reports of successful actions against the last of the Frost Barbarians in the area - that the Overking took notice. After a raiding fleet was roundly beaten, the Overking elevated this general to the nobility, creating him Baron Ratik. Thereafter a succession of his descendants have ruled the fief, bravely combating raiders so as to gain their respect and even friendship from some, while humans and demihumans alike prospered. When the hordes of humanoids began attacking, Ratik had ample warning from the dwarves dwelling in the mountains. Companies of men and gnomes hurried west to aid their countrymen against the invaders, while couriers were sent south (and north) to alert the people there. Resistance was so fierce that the area was bypassed, and the attackers fell instead upon the Bone March. The isolated barony has since been ruled as a fief palatine.

The Baron's forces are able to defend Ratik, but they are not strong enough to dislodge the humanoids from the mountains of the plain to the south. The baronial levies consist of schiltrons of spearmen and a small force of light cavalry. Large dwarven contingents are available in time of need, as are several companies of sturdy gnomes. A force of men-at-arms, crossbowmen, and mounted sergeants comprises the regular army of Ratik, with bow armed woodsmen patrolling the north and sling-equipped hill-runners watching the southern borders.

REL ASTRA, CITY OF

His Most Lordly Nobility, Drax, the Constable Mayor of Rel Astra

Capital: Rel Astra (pop 63,900)

Population: 90,000

Demihumans: Very few

Humanoids: Some

The city and constabulary fief of Rel Astra extends from the precincts of the city northward to the Lone Heath south of the Mikar, including the town of Ountsy, whose mayor is subject to Rel Astra. This trading and mercantile port city is held in hereditary fief by a rival noble house of the Aerd who are secretly conspiring against the royal house of Naelex, although they are careful to allow no proof of this to fall into their enemies' hands. They desperately seek close ties with Medegia and the Sea Barons to balance the weight of the Overking's kinsmen in North and South Province. It is reported that the Overking views these machinations with ill-concealed delight, for they are seen as check and balance, as the monarch fears his own at least as much as he distrusts others.

In any case, the lord of Rel Astra at the same time desires to check the growth of the Censor's lands and holdings, and secret plots with the free folk of Grandwood Forest and the Herzog of the South Province are rumored. The Constable Mayor fields a strong force of cavalry and foot, as well as a squadron of warships. His horse units have a nucleus of nobles and knights numbering about 100, and their esquires and sergeants add some 400 medium cavalry; light horse contingents round the number to a full 1,000. There are an equal number of men-at-arms, about half of whom are crossbowmen. Levies and militia numbering 1,000 horse and 6,000

foot can be called up from Rel Astra, Ountsy, and the surrounding lands on short notice. Recently the Rel Astrans have employed mixed human and orcsish scouting bands as light troops in the Grandwood and similar groups on the Lone Heath.

ROVERS OF THE BARRENS

His Mighty Lordship, the Ataman of the Standards, Kishwa Dogteeth; Chief of the Wardogs

Population: 65,000?
Demihumans: Few
Humanoids: Numerous
Resources: Furs, gold

The tribes of nomadic peoples who dwell between the Wastes below the Icy Sea and the Fellreev Forest called themselves the People of the Plentiful Huntinglands, but their neighbors named them Rovers of the Barrens as they had no permanent settlements and the area they roamed seemed bleak. These tough nomads were content enough with their herds, hunts, and occasional raids upon Fuyondy, the bandit Kingdoms, or Tenh. The growth of the bandits' power and the swelling numbers of humanoids, however, have sharply reduced the territory, numbers, and power of these clans.

At the great battle of Opicm River, the might of the Rovers of the Barrens gathered to war upon a combined host from the land of luz and the newly formed Horned Society. The war dog soldiers and light cavalry of the Rovers were decimated and scattered, and many of their chieftains were slain. Perhaps three or four clans of but a few tribes each are all that now remain of the force which once sent the tumans of the Wolf Nomads flying back across the Dulsi without their gray-tailed banners.

The numerous people that formerly went where they would between the Dulsi and Veng Rivers to White Fanged Bay and the Zumker River are now reduced to a handful of warriors huddling from the Wastes to the Forlorn Forest. The light cavalry of these tribes ply lance and javelin, although many also use bows. Picked men use lariats to pull enemies down. Certain tribes furnish excellent medium horsemen who provide shock power. The war dogs are footmen able to run with cavalry and fight, hamstringing enemy mounts and disrupting their formations.

SCARLET BROTHERHOOD

His Peerless Serenity, the Father of Obedience (true name unknown)

Capital: Unknown, but reported as a hidden city of splendor and magnificence
Population: 35,000+/-
Demihumans: Doubtful
Humanoids: Highly probable
Resources: Rare woods, spices, gold, gems (I, III, IV)

It is said that an order of monastic religious militarists was founded long ago on the remote plateau south of the closed city of Kro Terlep. This order is purported to espouse the cause of the Suloise as the rightful rulers of all the Flanaess, claiming superiority of that race above all others, and embracing evil as the only hope of achieving its ends. Supposedly the Scarlet Brotherhood is the fruition of these aims, and it now controls the whole of the land from the Vast Swamp to the tip of the peninsula. Brothers of the Scarlet Sign are reportedly hiding as trusted advisors or henchmen in many courts and castles in the north, spying for their master and ready to strike. The Brotherhood is tripartite, according to tales told, with thieves as its lower ring, assassins next, and then the smallest and highest ring of monks as superior. The leader of the thieves is called "Elder Cousin," that of the assassins is known as "Foster Uncle" - thus other thieves are entitled "cousins" and assassins "nephews." The temple and monastery of the Scarlet Brotherhood is supposedly a fortress and walled town unto itself, guarded by soldiers, humanoid legions which are being readied for future conquest, and monsters trained to serve the Brotherhood.

SEA BARONS

His Noble Prominence Sencho Foy, the Lord High Admiral of Asperdi; Commander of the Sea Barons

Capital: Asperdi (pop. 7,100)
Population: 55,000
Demihumans: Few
Humanoids: Few
Resources: None outstanding

The Aerdi power spread to the islands off the shores of the Gullcliffs, where the newcomers mixed with Flannae. The Overking eventually appointed certain nobles to baronial island fiefs, four in all, instructing them to build squadrons of ships and compete, for whichever of their number excelled in warfare at sea would be appointed over all as supreme baron and admiral as well. Baron Asperdi won the post, and to this day the High Admiral of the Great Kingdom is the hereditary baron of that place. The four barons are virtually independent today, but still swear fealty to the Overking and serve loyally if not with great enthusiasm. Their squadrons protect the coasts from Bellport to Pontylver, driving off the northern barbarian sea wolves, protecting the coastal sea lanes, and fighting with the ships of the Duxchan Lord whether piratical or otherwise.

SEA PRINCES, HOLD OF THE

His Royal Highness, PrinceJeon II of Monmurg; Ruler of the Azure Sea; Captain of all Fleets; etc.

Capital: Monmurg (pop. 14,200)
Population: 100,000
Demihumans: Few
Humanoids: Probable
Resources: Foodstuffs

The buccaneers of the Azure Sea and Jeklea Bay grew strong and wealthy when Keoland was at the height of its power, for the eyes of its leaders were turned northward toward empire, and the sea raiders were ignored. These privateers took to calling themselves Sea Princes, after a particularly successful captain who was in fact of noble birth. Sailing unchecked from their island and mainland strongholds, these raiders were the scourge of the coasts from Gradsul to Scant, on the Pomarj, and even beyond into the Sea of Gearnat and the Tilva Strait.

When Keoland turned back from imperial expansion, her navy began to rebuild in order to check the threat of the Sea Princes, as they were now commonly known. Their numbers and strength had become so great, however, that the Keoish fleet, even with the aid of a squadron of Ulek warships, could at best deliver a sharp check to them (Battle of Jetsam Island).

This lesson caused their leaders to rethink their policies, however, and several of the wiser captains retired to mainland estates, appointing lieutenants to command their ships, not in piratical or raiding activities in the Flanaess, but on expeditions to the Amedio coast and thence to trade northward with the rare woods, spices, ivory, and gold which they wrested from the jungle savages. Eventually the mainland possessions of the Sea Princes amounted to more territory than their island homes, and they practiced little formal raiding.

Today they probably are still the strongest sea power, but they also have a small and efficient army and are relatively peaceful traders. If those people have a fault, it is that they allow the use of slaves in their nation, despite strong protests from the Yeomanry. It is reported that the Prince of Monmurg would abolish this practice, but his fellow nobles (the Prince of Toli, the Plar of Hool, and the Grandee of West keep, along with the Commodores of Jetsam, Fairwind, and Flotsam) prevent it.

SHIELD LANDS

His Most Honorable Lordship, Holmer the Earl of Walworth; Knight Commander of the Shield Lands

Capital: Admundfort (21,300)
Population: 65,000
Demihumans: Few
Humanoids: Few
Resources: Foodstuffs

When the Bandit Kingdoms began to grow powerful, the petty nobles of the north shores of the Nyr Dyv banded together in a mutual protection society. The small Earldom of Walworth had the advantage of possessing a sizable island upon which was built the only city in the whole district, so its Lord was chosen as Knight Commander of the combined forces of the nobles. A headquarters was established at Admundfort, and a holy order of religious knights begun. The Shield Lands are still ruled by many small noblemen, while the Earl of Walworth is hereditary general of their combined military and naval forces. Their military activity brings contributions from Fyryondy and Urnst, as well as many esquires and knights to serve in the core of the army, the Knights of Holy Shielding. This area currently is in desperate straits with the growing might of the Horned Society menacing the delicate balance.

SNOW BARBARIANS (KINGDOM OF SCHNAI)

His Bellicose Majesty, King of the Schnai

Capital: Soull (5,400)

Population: 90,000+

Demihumans: Some

Humanoids: Many (in mountains)

Resources: Copper, gems (I, II)

The Snow Barbarians are the strongest and most numerous of the northern peoples. Several decades ago they captured the west coast below Glot and have managed to hold it since. For a time the Frost Barbarians were under the thumb of the King of the Schnai, but the Fruztii are now free except in pledge. This has not affected general concord with either neighbor, as all three consider the Great Kingdom and the Sea Barons as their most natural source of easy loot and profit.

Although fighting invading humanoids has become a national pastime, there are sufficient men left to man the longships when campaigning season in the south is at hand. It is rumored that the Baron of Ratik has sent messages to the King of the Schnai proposing four-way cooperation to take the Hold of Stonefist and the Bone March. Supposedly this proposal offers Glot and Krakenheim as possible gains for the Schnai, while the Fruztii and Cruski would divide the Hold, part of Timberway would be returned to the Frost Barbarians, and Ratik would rule Bone March. The reaction to these proposals cannot be guessed, but the Schnai are undoubtedly keeping an eye on the joint Fruztii-Ratik ventures of late.

SOUTH PROVINCE

His High and Radiant Grace, the Herzog of the South Province - Chelor, Fasstal of Ahlissa, Idee and Sunndi, Overlord of Onnwal

Capital: Zelradton (7,000)

Population: 400,000

Demihumans: Doubtful

Humanoids: Few

Resources: Foodstuffs, silver

The ruler of South Province, a cousin of the Overking in Rauxes, is in disfavor. All previous attempts to regain the lost portions of the fief have been turned back in defeat, and the revenues coming to the Malachite Throne have diminished considerably, for the lost territories were rich indeed. Thus the Herzog has stated the intent to stake his entire personal fortune on a last attempt to break the Iron League. Success, of course, would make most of his title something more than hot air, regain favor for him in Rauxes, swell his coffers to bursting with wealth, and lastly give much wicked satisfaction to him.

At the present time the holding extends only to the fief of Ahlissa and the central lands always retained by the Herzog, the territory around Hexpools and the Thelly River (and portions of this are even claimed by the Censor of Medegia who seeks to take advantage of the Herzog's disgrace). While native troops, except for those of the petty nobles and gentry serving the Herzog, are unreliable at best, the heavy cavalry is considered to be highly effective, and mercenary men-at-arms, exceptionally well-armed and equipped, make the Army of the South formidable. If the viceroy carries through with his vow, a major war can be anticipated soon. If it does erupt, it is certain that Nyronnd and Almor will move to support the Iron League - comprised of Idee, Irongate, Onnwal, and Sunndi (q.v.).

SPINDRIFT ISLES

The Councils of Five and Seven (true names unknown)

Capital: (Lendore Island) Lo Reltarma (population 10,000)

Population: 30,000

Demihumans: Many in the northern isles, 1,500+ on Lendore Isle

Humanoids: Many on Lendore Isle, mainly orcs and kobolds

Resources: Unknown

The islands furthest east in the Asperdi Duxchan chain are the Spindriffs, some 100 leagues east of the Medegian coast. Exact information is not available, as neither the Sea Barons nor the Duxchan captains have reported upon them - both groups likely desiring to expand their holdings by acquiring these islands.

There are tales that numerous Olvenfolk dwell in the Spindriffs, and the reason that neither seafaring nation reports anything about them is because these elves capture and imprison any sailor so bold as to enter their domain. The isle furthest to the south was once ruled by a mighty wizard, one Lendore according to stories.

The Spindriffs are known to be divided into two parts, the northern islands of the high elves, and the single southern Lendore Isle. The three northern islands are supposedly overseen by five elven wizards supported by numerous elven lords and half-elven clergy. Ships from the Lordship of the Isles as well as from the Sea Barons who have ventured there have yet to return! There are no reported towns or villages in the northern islands and seclusion is all these demihumans seem to require.

Lendore Isle, on the other hand, has much trade with the continent and pays, through the Council of Seven of Lo Reltarma, a liberal sum to both the Lordship of the Isles and the Sea Barons to pass without incident. This immunity has been ignored on occasion by an enterprising pirate who is then later exterminated - whether by an agent of the Council or by someone else is unknown. The humans of Lendore Isle pray almost exclusively to the ancient gods of the Suloise, but how this religion became dominant on this faraway isle is a mystery. Lendore Isle is named for the archmage who founded its civilization, but tales of him and the fellowship he brought to the Spindriffs are all but lost.

STERICH, EARLDOM OF

His Magnitude, Querchard, Earl of Sterich

Capital: Istivin (pop 5,000)

Population: 40,000

Demihumans: Mountain Dwarves (4,000), Gnomes, Halflings

Humanoids: Some (in mountains)

Resources: Silver, electrum, gold, gems (II, III)

The Earl of Sterich is a nominal vassal of the King of Keoland, although treated more as a favored relative than a vassal by the king. The Sterich are loyal to their Earl and the King of Keoland alike, and in time of need a large contingent of the renowned light cavalry and sword-armed light infantry of the earldom are sent to Keoland, accompanied by companies of stout heavy dwarvish infantry from the Crystalmasters.

A good portion of the levies of Sterich must always remain on guard to the west, however, for many humanoids, giants, and even worse monsters tend to follow the headwaters of the Davish River down into the fertile low country to loot and pillage. The halberdiers and medium horse of Sterich are thus seldom seen outside their native land. The Earl maintains good relations with the Grand Duchy of Geoff (being of the same bloodline as the Grand Duke, this is not too surprising), and some trade is carried on with the Yeomanry via the Javan River.

STONEFIST, HOLD OF

His Most Grim and Terrible Might, the Master of the Hold, Sevvord Redbeard

Capital: Vlekstaad (pop. 2,100)

Population: 60,000+

Demihumans: Doubtful

Humanoids: Some

Resources: Furs, ivory, silver, gems (I)

Stonefist, then Vlek Col Vlekzed, founded his chiefdom in approximately 430 CY. Vlek was cast out from the Rovers of the Barrens for banditry and lying, but a small number of warriors and their families followed him as leader. For several years he wandered around the fringes of his homeland, raiding and stealing from everyone without prejudice. These minor successes attracted a growing following of fellow outcasts, bandits, criminals and like unsavory types. Yet with this strange mixture of fighters, he mounted a highly successful raid into Tenh, swung down into the Bandit Kingdoms and recruited more followers, and then defeated a punitive expedition sent from Tenh. When threatened by a bandit kingleit, Vlek replied by surprising his stronghold, sacking it, and carrying away most of its population.

Riding unmolested through the lands of his former people, but not caring to test their fighting ability, Vlek moved beyond White Fanged Bay and established a fortified settlement as a permanent camp. The inhabitants of the area, the Coltens Feodality, were tricked into negotiation with Vlek. These negotiators and their escorting force were slaughtered, the remainder of the Coltens host routed by surprise and ferocity, and Vlek settled down to rule over the whole territory. As Vlek's infamy spread, malcontents from many nations came to his standard, despite his new name of Stonefist (implying both a terrible foeman and an inflexible ruler).

The Mastership of the Hold is a semi-hereditary position and title. The descendants of Vlek (he had 219 wives and 351 male children who survived to maturity) compete in a bi-annual "Rite of Battle Fitness." The winner may challenge the Master, one of the Atamen of the three towns, or lead a warband and become a chief. The surviving losers join the standing warbands (the "Fists"), those who did best becoming chieftains, sub-chiefs, and leaders of raiding bands. These savage war and raiding bands commonly raid Fruztii, Tenh, and even the Rovers of the Barrens. About 30% or so of the population of the Hold dwell in permanent settlements, and from these people are drawn the bulk of the footmen. Most of the balance of the population are semi-nomadic, moving into the northern tundra in the summer, and migrating south in the fall. From these people come the horsemen and light infantry of the "Fists."

SUNNDI COUNTY OF; MEMBER OF THE IRON LEAGUE

His Brilliant Lordship, Count Hazendel of Sunndi; Olven steward of the South

Capital: Pitchfield (3,600) Population: 60,000
Demihumans: Gray Elves (7,000), Mountain Dwarves (3,000+), Gnomes (2,000 +)
Humanoids: Some (see Vast Swamp)
Resources: Electrum, platinum, gems (II, IV)

The County of Sunndi was once a fief within a fief, being granted to a loyal peer of the Overking's Herzog of the South Province of the Great Kingdom. After a long period of oppressive taxation, maltreatment by royal troops and those of the Herzog as well, and harrying of its demihuman inhabitants, the nobles of human and non-human folk in the area joined the general uprising against Aerdian rule, and in 455 CY became a part of the Iron League.

The county is well protected by natural barriers which enable it to be defended -the dense Rieuwood and hills to east and west. The neck of the Tilvanot Peninsula below Sunndi is corked with a great, semi-salt swamp. This is a mixed blessing, as there are numbers of very unpleasant creatures dwelling therein.) The county benefits both from its natural resources (including agriculture) and from trade - overland with Idee, by sea with Duxchan.

It is threatened continually, however, from the north by the Herzog's legions, from the east by the forces of the Holy Censor of Medegia, and by the Sea Barons along its coasts. Sunnd troops are always in arms - human and dwarven contingents in the Glorioles, human and gnome companies guarding the eastern hills, human and elven foresters ranging the northern woodlands. The Sunnd men employ slings and morningstars, while the men of the interior prefer crossbows and bardiches. Except for the nobles and their equeries, Sunnd horse is medium or light, and not numerous in any event for they rely upon their confederates to the west (Idee) to provide cavalry.

TENH, DUCHY OF

His Radiance, Duke Ehyeh of Tenh

Capital: Nevond Nevnend (pop. 23,800)
Population: 200,000
Demihumans: Some
Humanoids: Numerous (in mountains)
Resources: Foodstuffs, platinum

Tenh has always been under the rule of the Flannae, and most of its peoples are of that racial stock. The fertile uplands between the Artonsamay and the Griff Mountains proved sanctuary and home to Flan tribesmen as the influx of Oerids and Suel peoples elsewhere drove them off or absorbed them. About the time the Aerdi began to expand, the Tenh created their own state from the diverse groups within the boundaries of their land, and their greatest leader was proclaimed Duke. This realm has retained its freedom and independence down to this day, although it is continually troubled by bandits from the west, raiders from the north, marauding humanoids, and border clashes with the Theocracy of the Pale. Tenh medium cavalry is of excellent repute, as are its sturdy footmen, armed with shortbow and pole arms.

TIGER NOMADS (CHAKYIK)

The Unvanquishable Tiger Lord, Ilkhan Cligir of the Chakyik Hordes

Capital: Yecha (3,800)
Population: 75,000+
Demihumans: Few
Humanoids: Few
Resources: Furs, silver, gems (I)

The Tiger Nomads are tough and hardy horsemen who dwell on the prairies above the Yatil Mountains. They are herdsman and hunters, roaming from the Burneal Forest to the foothills of the Yatils, the Dramidj Ocean to the banks of the Fler. Because of their proximity to more civilized states, these nomads have established a few towns and villages, mine silver and gems, and conduct a fair amount of trade with both Ekbir and Perrenland. Naturally, they likewise raid both places and war continually with the tribes of the Burneal and their cousins to the east, the Wolf Nomads.

These people are Baklunish, and most do not even speak the common tongue of the Flanaess. Their banners bear the likeness of a tiger, tiger tails, etc. The Ilkhan's robe of state is a tiger skin, reportedly that from a sabretooth, while the lesser khans wear the pelts of normal tigers. Tiger nomads move about on horseback, with carts carrying tents and other possessions. Their main force consists of light cavalry armed with horn bows and lances. There is a small percentage of better-protected cavalry which is comparable to medium. Infantry never accompanies a tuman or horde on the march, except if the whole people is moving. Small garrison forces of footmen are stationed in permanent settlements such as Yecha.

TUSMIT

His Exalted Splendor, the Pasha of Tusmit, Jadhim/orem

Capital: Sefmur (pop. 18,500)
Population: 150,000
Demihumans: Few
Humanoids: Few
Resources: Foodstuffs, silver, gold

The state of Tusmit is maintained through the crafty playing off of one neighbor against the other - Ekbir against Zeif, Zeif against Paynim nomads, Paynims against Ket, and so forth. By such careful diplomacy, Tusmit maintains her rich holdings south of the Tuflik and avoids costly warfare of an open nature.

Of course, her forces are engaged in frequent border clashes with Ekbir and Ket, as well as skirmishes with raiding tumans of Paynim horsemen. The Pasha fears absorption by Ekbir, and most of the politics he engages in reflect this. It is said that the Pasha plans to hire both Perrender and Ull mercenaries to settle the problem. The soldiery of Tusmit is similar to that of Ekbir in most respects.

ULEK, COUNTY OF

Lewenn, His Noble Mercy, the Count Palatine of Ulek

Capital: Jumre (pop. 10,900)

Population: 25,000

Demihumans: Gnomes (5,000), Halflings (4,000), others

Humanoids: None

Resources: Foodstuffs, copper, silver, gems (I, II)

Humans and demihumans have long sought safety in the lands in and around the Lortmils. Flan tribes, dwarves, elves, and so forth settled permanently in the area which has been known as the Ulek States for centuries. These territories were under Keoish rule for a short period, but have been independent for a considerable period since. Although each is separate and distinct, they have a community of interest which allies them in the face of outside aggression or time of need.

The County Palatine is on good terms with its neighbors north and south as well as its former suzerain, the Kingdom of Keoland. Since the humanoid tribes have been driven out of the Lortmils, the land has enjoyed considerable prosperity. Its troops are mixed human and demihuman companies. Cavalry is solely human, as are the heavy infantry. Lighter infantry and missile troops are typically gnome and halfling companies. The county extends between the Kewl and Old Rivers through the Lortmils to Courwood in the Suss Forest.

ULEK, DUCHY OF

Grenowin, His Noble Radiance, the Duke of Ulek

Capital: Tringlee (pop. 13,800)

Population: 15,000

Demihumans: High Elves (12,000), Sylvan Elves (4,000), Gnomes

Humanoids: Doubtful

Resources: Foodstuffs, cloth, electrum, gems (I, II)

The elven realm of Ulek is ruled by a wise and intelligent Duke of high elven race. Many of the human inhabitants of the land are partially elven, and the remainder are well-disposed to demihumans. After gaining independent status, these peoples were quick to make treaties of mutual aid with Celene and the lower Ulek states. While they do not love the Keoish, they do not bear them enmity, and normal relations and trade exist between the Duchy and the Gran March and Keoland. Most traffic, however, passes through the mountains to Celene and the gnomes of the Kron Hills. There is a standing force of some 1,000 men and elves serving the Duke. This force consists of a small troop of heavy cavalry, another of medium, and a body of elvish light. The balance (60%) consists of crossbowmen, hill men, and elvish archers. In time of need levies of men, elves, and gnomes can be raised speedily.

ULEK, PRINCIPALITY OF

His Serene Highness, Prince Olinstaad Corond of Ulek, Lord of the Peaks of Haven

Capital: Gryrax (pop. 17,200)

Population: 30,000+

Demihumans: Dwarves (18,000), Mountain Dwarves (9,000), Gnomes, Halflings

Humanoids: Doubtful

Resources: Foodstuffs, silver, gems (II, IV)

Dwarves and other demihumans are more numerous than are humans except in the city of Gryrax, where the larger folk are about twice as common. This is mainly because they are better sailors and are in charge of the dwarven prince's naval squadrons based at the capital. The remainder of the human population is scattered throughout the principality, which extends from the Sheldomar to the Jewel River, south of Old River, across the lower Lortmils. The human inhabitants also make up the entire cavalry force of the realm and provide a small portion of regular men-at-arms. Most of the infantry is dwarven, of course, with small contingents of gnomes, and a body of halfling scouts. At one time, the territory of the Prince reached to the tip of the Pomarj, but the nobles there despised a dwarven overlord, and they ejected the mixed garrisons which protected their holdings in the Prince's name. Ulek took no reprisal against them, and an effort was made to relieve the distressed territory when swarms of vicious humanoids fell upon it after being driven from the Lortmils. The Prince

is on very good terms with the Count of Ulek and trades with Keoland and the Sea Princes as well.

ULL

His Illustrious Ferocity, Draske, the Orakhon of Ull

Capital: Ulakand (pop. 6,000+/-)

Population: 100,000+

Demihumans: Doubtful

Humanoids: Some (in mountains)

Resources: Silver, gems (II)

A strong tribal clan of the Paynim nomads found the rich area between the Barrier Peaks and the Ulspree Mountains provided them with ample grazing and a perfect territory to "settle" in. The Ull claimed this area of land for themselves and have held it against all comers. The territory comprises over 90,000 square leagues, including the hills that separate the Ulspree from the Crystalists. While many of the Ull retain their nomadic habits and roam the open plains to the north, a fair number of these people have taken to more settled ways. A caravan town is situated near the center of Ull (Ulakand), and there are numerous hill and mountain villages to the south. The numbers of the Ull enable them to field a strong force of cavalry and still protect their town and villages with tough infantry. The latter use huge bows, strange pole arms, and great maces. As traders, the Ull are crafty and sly. They are fierce, warlike, and highly unpredictable otherwise.

URNST, COUNTY OF

Her Noble Brilliancy, the Countess Belissica of Urnst

Capital: Radigast City (pop. 39,100)

Population: 200,000

Demihumans: Halflings (3,000), others few

Humanoids: Few

Resources: Foodstuffs, cloth, gold

The County of Urnst is populated by a mixture of peoples, most being of Oerid stock, but hostile toward the Aerdi, unwilling to serve a Nyrondal monarch. The Palatine Duke of Urnst long encouraged separatists in the county above, and eventually the King of Nyron was forced to agree to a separation of this state from the kingdom. The land to the great bend of the Artonsamay, south to the Franz, to the shores of Nyr Dyv is ruled by the House of Gellor, whose current representative is the Countess Belissica. The county is allied to and under the protection of the Duchy of Urnst, but its ruler is by no means subservient to the duke (who is seeking to marry his eldest son to the Countess and thus permanently unite the lands into one realm).

The county maintains a small but efficient squadron of warships on the Nyr Dyv. An army of some 2,000 horse and foot garrisons the key strongholds, and noble levies can raise 10 times that number of troops in a week or two.

URNST, DUCHY OF

His Most Lordly Grace Karl, the Duke of Urnst; Warden of the Abbor-Alz

Capital: Leukish (20,900)

Population: 200,000

Demihumans: Halflings (5,000), Gnomes (3,000), Dwarves (3,000)

Humanoids: Few

Resources: Foodstuffs, silver, electrum, gold, platinum, gems (I-IV)

The riches of this area are great indeed, consisting of most sorts of precious metals, precious stones, and even the prized corundum gems. Because of this the duchy has been desired by the kingdoms of Aerdy and Nyron in that order. When the Nyrondel won their independence, they took the County Urnst, and were massing troops to cross the Nesser, but the first crossings were turned back by galleys, and the campaign sputtered later in the year, never to be restarted. Urnst has plenty of other problems of a continuing nature - its Cairn Hills border with Greyhawk, the Abbor-Alz frontier which has desert nomad raiders, and difficulties with the lake men of the Nyr Dyv (q.v.). The Duke is not idle during all this: he has developed an excellent army of borderers while maintaining a centrally located force of cavalry, as he still distrusts Nyron.

VALLEY OF THE MAGE

His Most Magical Authority, the Exalted Mage of the Valley and Laird of the Domain

Population: 10,000 (?)

Demihumans: Possibly Elves, Gnomes

Humanoids: Unknown

Resources: Unknown

Long ago a mighty wizard secluded himself in the lush valley at the headwaters of the Javan River amidst the Barrier Peaks. His servants posted the approaches to the area, warning all alike that entrance to the domain thus established was forbidden except by express invitation from its laird. What has transpired since the valley was claimed many decades ago is simply a matter of conjecture, for no one goes there. (The Grand Duke does not care, and an expedition from Gran March never returned.)

There are, of course, tales of bold adventurers returning loaded with platinum and gems which are said to litter stream beds as pebbles do elsewhere, but even these stories are insufficient to cause much interest, as the area is positively known to be inhabited by horrible monsters. What is known for certain is that bodies of troops are sometimes seen near the verges of Dim Forest, and that mysterious groups sometimes journey in the direction of this place.

VELUNA

His Venerable Reverence, the Canon of Veluna - Hazen, Shepherd of the Faithful

Capital: Mitrik (pop. 12,600)

Population: 250,000 (excluding Viscounty of Verbobonc)

Demihumans: High Elves (10,000), Gnomes (7,000), others

Humanoids: Few

Resources: Foodstuffs, copper, silver, gold

The Archclericy of Veluna has long been a shining example of the better side of humankind in the Flanaess. Since the state became independent, it has treated fairly and justly with its neighbors and championed the cause of righteousness everywhere. After the unfortunate Short War (see Bissel, Keoland), Veluna returned to normal affairs and only engaged in formal military action again when the Horde of Elemental Evil manifested itself. The Archclericy aids Bissel, Highfolk, and the gnomes of the Kron Hills. She is on very close terms with Furyondy (q.v.).

Seven noble houses support the clerical ruler of the realm, the Plar of Veluna being the foremost. The semi-independent Viscount of Verbobonc is a willing vassal of the state, and his inclusion in the council makes an eighth noble. Veluna fields a regular army which has a small core of heavy cavalry, large troops of medium horse, and scouts which are light cavalry. The bulk of her infantry are pikemen, with gnomish support and elven archers.

VERBOBONC, VISCOUNTY AND TOWN OF

His Lordship, the Viscount Wilfrick of Verbobonc

Capital: Verbobonc (pop. 11,600)

Population: 35,000

Demihumans: Gnomes (4,000), Sylvan Elves (2,500)

Humanoids: Few

Resources: Copper, gems (I-IV)

This small state would hardly be worth mention in a continent-wide work of this nature, despite its riches, except that evil forces chose the area to establish a stronghold. A temple and fortress were constructed in the wooded hills southeast of the town of Verbobonc, not far from the village of Hommlet. Trade was ravaged, the countryside pillaged, and hands of evil humanoids and men were flocking to the gruesome standards raised. Prompt action was taken when it became apparent that evil had grown strong. The Right Worshipful Mayor of the town called up the trained levies, and the Viscount brought all of his retainers and the militia, and these forces were in the forefront of the ensuing battle which broke the hordes of the Temple. The viscounty is a large one, extending from the Velverdyva's south bank some 15 leagues into the Kron hills, being over 50 leagues in breadth. Verbobonc is situated in the approximate center of its east-west axis.

WILD COAST

Capital: None, but five major towns - Safeton (4,600), Narwell (2,900), Fax (6,700), Badwall (5,200), Elredd (8,400)

Population: 150,000+ (?)

Demihumans: Many

Humanoids: Many

Resources: None outstanding

The western shores of the Sea of Gearnat have long been called the Wild Coast, for the region has been a haven for malcontents, dissidents, demihumans, humanoids, and the outcasts of other states.

It is a fair but not particularly fertile area of rolling countryside interspersed with woodlands, fens, and scattered clusters of dwellings. Parts of the Gnarley Forest, all of the Welkwood east of the Jewel River, and Suss Forest are considered as being in this region.

The Wild Coast remains a free territory comprised of petty nobles, robber barons, guild-held towns, fishing and forest villages, freebooters, mercenaries, and displaced persons of all sorts. This is due to the remote and isolated position it holds, its lack of resources, and the fact that it has never been a desirable position strategically.

Portions of the area have been under the control of Celene, the Prince of Ulek, the Gynarch of Hardby, and the Free City of Greyhawk at various times. The inhabitants, being of a mind otherwise, have always managed to regain their freedom. There is no question that the Wild Coast is known throughout the Flanaess as a place of sanctuary, albeit a highly dangerous one, filled with adventure at the very least. Its racially mixed peoples are well known as mercenaries and adventurers themselves. The area gives rise to many outstanding clerics, fighters, wizards, and thieves. Legendary natives of the Wild Coast include such persons as Mordenkainen, Robilar, and Tenser, to name but a few.

Tales relate that somewhere within the Suss there exists a lost city of the Old Suloise - from which the Jewel River gained its name. It has never been found, and the legend is highly doubtful. Since the Pomarj has been in the control of rapacious humanoids, the southern portions of the Wild Coast have been less than wholesome in any event, and expeditions into the Suss Forest have not been attempted of late for obvious reasons.

WOLF NOMADS (WEGWIUR)

The Fearless Wolf Leader, Bargru, Tarkhan of all the Wegwiur; Commander of the Relentless Horde

Capital: Eru-Tovar (4,000)

Population: 80,000

Demihumans: Few

Humanoids: Few

Resources: Furs, copper

Much as their western kin have done, the Wolf Nomads have assumed a few civilized characteristics, in that they have a permanent capital and carry on trade with Perrenland. At one time the Wegwiur horsemen contested gladly with the Rovers of the Barrens for rights to the lands around the Howling Hills and the Dulsi River, sometimes defeating them, and sometimes being driven away.

With the rebirth of luz, the Wolf Nomads shun the territory they once disputed, and are themselves subject to raids from humanoids and humans from luz. These Nomads are not daunted by these forays, however, and have given as good as they've gotten. Having lost their favorite foemen, the Wolves of the Prairies fight with the Tiger nomads or raid southward for sport. Their banners depict one or more wolves, and their standards bear wolf tails and heads. They are otherwise akin to the Tiger Nomads (q.v.).

YEOMANRY, THE

His Steadfastness Crispin Redwell, the Freeholder, Spokesman for the Yeomanry League

Capital: Loftwick (6,000)

Population: 100,000

Demihumans: High Elves (2,000), Dwarves, Halflings

Humanoids: Few (many in mountains)

Resources: Foodstuffs, cloth, silver, gems (II)

The peoples who settled the territory west of the Javan River, north of the Hool Marshes and below the Jotens were mixed tribes of Flannae-Suel. Some Oeridians also came into the area, accepted by the original settlers as long as the newcomers did not infringe the lands or rights of those already there. These peoples developed the habit of holding annual meetings of all the tribes in the region, where disputes were settled and arrangements of all sorts made. All warriors were treated equally, but each tribe appointed one spokesman for each dozen. Eventually, as numbers grew, this became one for every 12 dozen, with the 12 spokesmen electing a 13th to speak for all. This democratic tradition persisted when the region came under Keoish rule. Despite its isolated position, considerable commerce was carried on between the kingdom proper and the Yeomanry, for the latter area was very rich.

Although they exploited them, the Keoish also brought many benefits to the inhabitants of the land. The Keoish monarch, regarding the yeomen as persons of gentle birth and their appointed spokesmen as lesser nobility, gave the region a voice in council (and exposure to the affairs of the world beyond the boundaries of the Yeomanry). Many thousands of yeomen served in the Keoish military for decades, but when the kingdom began its wars of conquest, the freemen of the territory revolted and closed their frontier to Keoish rule forever. The move was successful primarily because the kingdom was beset with rebellion everywhere, but the result was the founding of a state ruled by all of its warriors through election! All those bearing arms, those who have borne them in the past, and artisans and craftsmen are now entitled to elect spokesmen.

The Freeholder must be elected from one of the several score of greater landowners, but he is ruled by the council of Common Grossspokesmen. He conducts government affairs and directs the Free Captains of the Battles.

The soldiers of the Yeomanry are mostly spearmen and crossbowmen. The mountaineers provide heavy, pole armed troops and light stingers. The greater freeholders furnish the small cavalry contingents. Demihumans are enlisted in time of need, for they too are electors of the land. Elvish spear and bow units, dwarvish mailed foot, and halfling light troops are brought to the field when the army of the Yeomanry sallies forth.

ZEIF, SULTANATE OF

His Omnipotence, the Glory of the West, the Sultan of Zeif - Murad

Capital: Zeif (pop. 40,300)

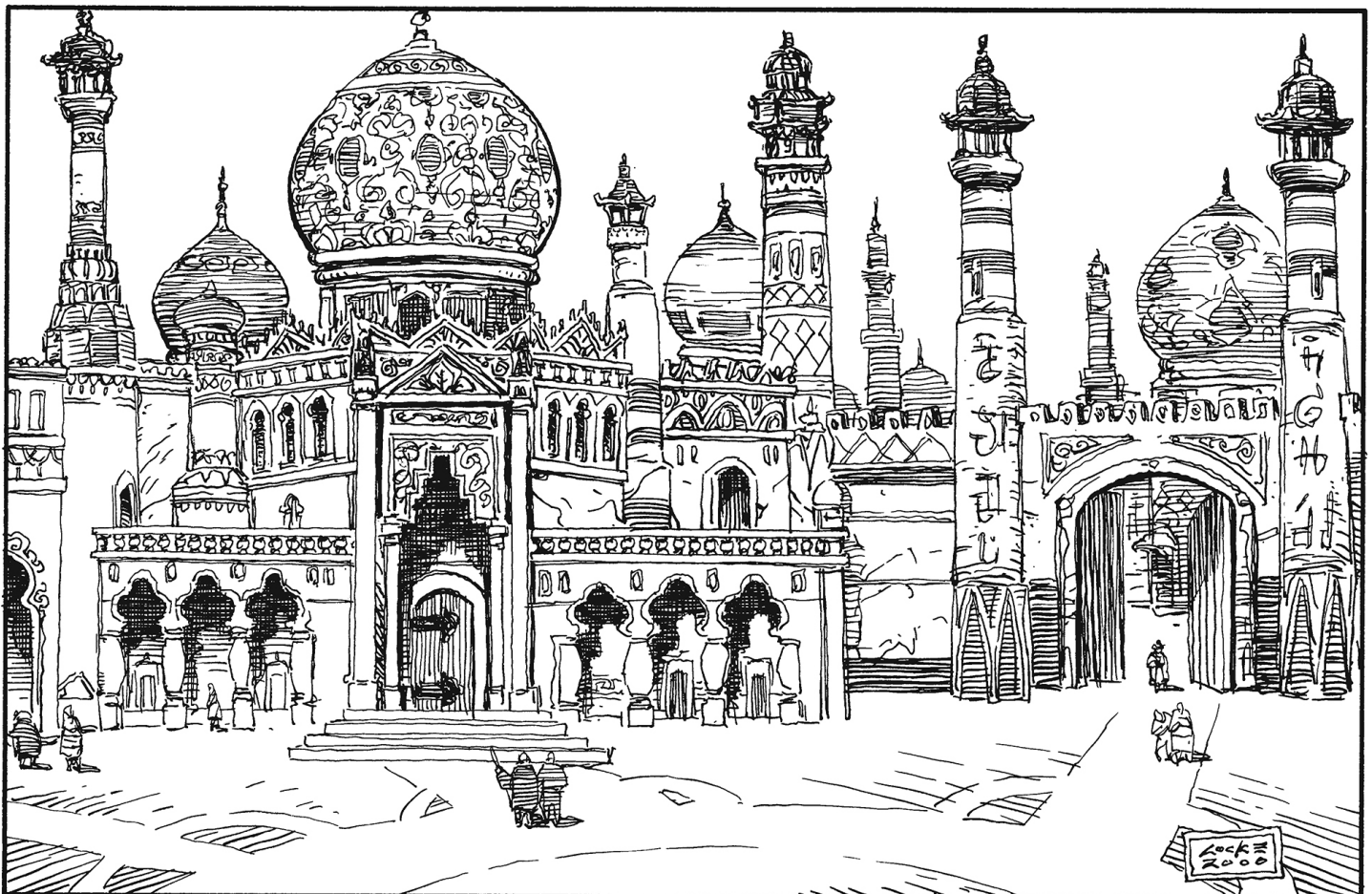
Population: 200,000

Demihumans: Doubtful

Humanoids: Doubtful

Resources: Foodstuffs, gems (III)

The Sultanate of Zeif is the westernmost state of the Flanaess, a portion of it extending beyond the north-south dividing line marked by the Ulsprue Range. The lands of the Sultan stretch from the Dramidj to south of the town of Antalotol, and border Ekbir and Tusmit. Little is known of the Sultan or his court. The army of Zeif is said to be comprised mainly of superb mailed cavalry and huge footmen armed with two-handed swords. It is likely that numbers of mercenary Paynim horsemen are also enlisted in its ranks. The warm currents of the Dramidj make the land very rich, although the Sultan possesses few mineral resources save a secret source of chrysoberyls and peridots which are so fine as to be sought after as far east as Keoland, Furyondy, and beyond. Zeif is supposed to have territorial designs upon both Ekbir and Tusmit, but this is not certain.



RULERS OF GREYHAWK

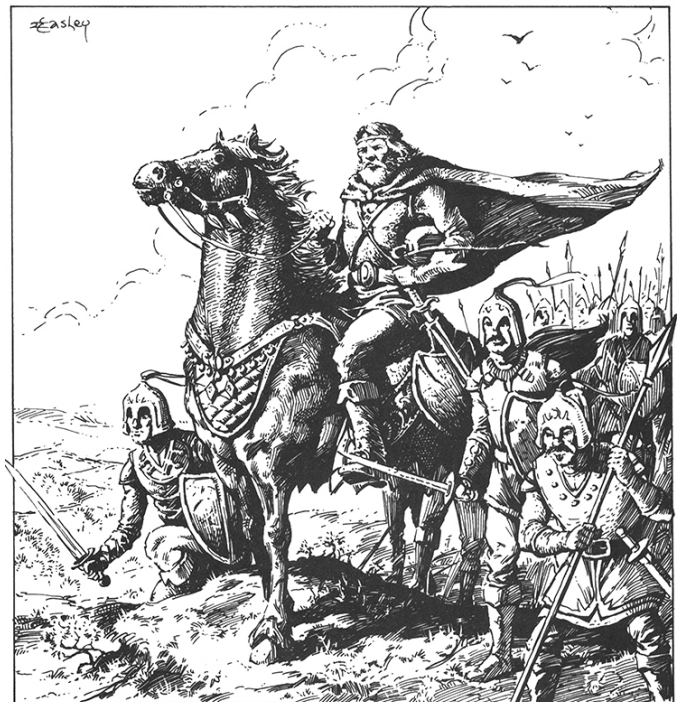
Almor:	Kevonr, Clr 12	Pomarj:	Several petty leaders
Bandit Kingdoms:	No single ruler, Rog 15 or Ftr 13 usual	Ratik:	Lexnol, Rgr 13
Bissel:	Walgar, Rgr 15	Rel Astra:	Drax, Rog (Asn) 6/Wiz 9
Blackmoor:	Bestmo, Ftr ?	Rovers of the Barrens:	Kishwa Dogteeth, Brb 11
Bone March:	Clement (deceased)	Scarlet Brotherhood:	True name unknown, Mnk 14
Celene:	Yolande, F7/Wiz 11	Sea Barons:	Sencho Foy, Ftr 13
Dyver:	Margus, Rog 17	Sea Princes:	Jeon II, Ftr 17
Ekbir:	Xargun, Cleric 16	Shield Lands:	Holmer, Clr 7/Ftr 10
Frost Barbarians:	Ralf, Brb 15	Snow Barbarians:	Orvung, Brb 16
Furyondy:	Belvor IV, Pal 14	South Province:	Chelor, Rog 5/Ftr 11
Geoff:	Owen I, Ftr 13/Wiz 15	Spindrift Isles:	True names unknown
Gran March:	Petros, Ftr 15	Sterich:	Querchard, Brd (Val) 15
Great Kingdom:	Ivid V, Clr 7/Wiz 12	Stonefist:	Sevvord Redbeard, Ftr 18
Greyhawk:	Nerif Gasgol, Rog 10	Sunndi:	Hazendel, Clr 5/Ftr 8/Wiz 8
Highfolk:	Loffin Graystand, Drd 12	Tenh:	Ehyeh, Ftr 12
Horned Society:	True identities unknown	Tiger Nomads:	Cligir, Wiz 3/Brb 11
Ice Barbarians:	Lolgoff Bearhair, Brb 14	Tusmit:	Jadhim/oremm, Ftr 15
Idee:	Fedorik Eddri, Ftr 14	Ulek, County of:	Lewenn, Drd 13
Irongate:	Cobb Darg, ?	Ulek, Duchy of:	Grenowin, Ftr 7/Wiz 11
luz:	luz, demigod	Ulek, Principality of:	Olinstaad Corond, Ftr 9/Rog 12
Keoland:	Kimbertos Skotti, Rgr 14	Ull:	Draske, Ftr 13
Ket:	Zoltan, Clr 3/Ftr 14	Urnst, County of:	Lorgan, Ftr 16
Lordship of the Isles:	Latmac Ranold, Ftr 16	Urnst, Duchy of:	Karll, Rgr 12
Medegia:	Spidasa, Clr 15	Valley of the Mage:	Wiz 20+ (?)
North Province:	Grenell, Rog (Asn) 15	Veluna:	Hazen, Clr 19
Nyrond:	Archbold III, Ftr 16	Verbobonc:	Wilfrick, Ftr 10
Onnwal:	Ewerd Destron, Ftr 12	Wild Coast:	Various petty rulers
Pale:	Ogon Tillit, Clr 14	Wolf Nomads:	Bargru, Wiz 5/Brb 12
Perrenland:	Franz, Rgr 15	Yeomanry:	Crispin Redwell, Ftr 10/Clr 5
Paynims:	Tribal leaders	Zeif:	Murad, Rog 4/Ftr 13

ROYAL AND NOBLE PRECEDENCE AND GENERAL HONORIFICS

Courtly travelers and political scholars throughout the Flanaess must make careful study of the titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses throughout. To aid those who move among such circles, or the simply curious, the following (very brief) primer on royalty, nobility, titles and honorifics is presented. Travelers are strongly encouraged to investigate local customs and regulations before addressing local officials or nobles, as mistakes can lead to embarrassment, loss of standing, or worse.

Titles are listed in descending order of importance. Where several co-equal titles are recognized, that common to the Great Kingdom and Nyrond or Furyondy will be given first, with others in *italics* thereafter. It must be noted that this precedence might be disputed in the Baklunish lands and courts, but ambassadors to various eastern realms have accepted it as true and correct protocol.

Honorific address forms are shown in the final column. As most titles have distinct, additional honorifics of their own, these additional honorifics follow the form of the preeminent, with titles of the Great Kingdom, Nyrond, and/or Furyondy listed first; others, if any, are in parentheses thereafter. The listed honorifics are by no means complete and full, and are acceptable address forms only until the holder's true royal, noble, knightly, or positional title and honorifics are properly conveyed to the petitioner.



Belvor IV of Furyondy

Title	Honorific
Overking, Emperor <i>Padishah, Kha-Khan</i>	Imperial Majesty <i>Royal Majesty</i>
King, Rhelt, <i>Master, Sultan, Caliph, Pasha</i>	Majesty
Duke Palatine, Grand Duke, Prince Palatine, Theocrat, Archcleric, <i>Beygraf, Tarkhan, Shah, Orakhon, Ilkhan</i>	Royal Highness
Herzog Duke, Fasztal, Prince, Count Palatine, Ambassador, <i>Voorman, Censor, Freeholder, Prelate, Hetman, Heirarch, Ataman</i>	Highness
Margrave, Marquis, Earl, Count, Archbaron, <i>Plar, Grandee Despotrix, Khan, Altmeister, Amir, Commandant,</i>	Noble Grace, <i>Lordly Grace</i>
Szek, Viscount, Baron, Lord Mayor, <i>Magistar, Emissary</i>	Lordship
Knight Commander, Mayor, <i>Chief, Laird</i>	Honor, <i>Worship</i>
Knight, <i>Spokesman</i>	Worthy Sir

PEERS OF THE REALM AND KNIGHTS' PRECEDENCE

The correct honorifics in the Kingdoms of Furyondy, Keoland, and the Archclericy of Veluna and Surrounding Civilized States:

Title	Honorific
Duke	Highness or Noble Grace
Prince	Grace
Margrave or Marquis	Nobility
Earl, Graf, Count or Plar	Eminence
Viscount	Noble Lordship
Baron	Prominence
Lord Mayor	Lordship
Knight Commander	Most Honorable Sir
Knight Banneret	Right Honorable Sir
Mayor	Honorable Worship
Knight Companion	Most Worthy Sir
Knight Bachelor	Worthy Sir
Knight	Sir
Elder	Honorable Master
Gentleman	Master
Esquire	Squire
Yeoman	Socman

ORDERS OF KNIGHTHOOD

There are numerous forms of knighthood in the Flanaess - types bestowed by sovereign rulers, those granted by greater and lesser nobles, and those conferred by the principal clerics of certain states. These various degrees are not held in equal regard. Some states do not confer knighthood at all, a few bestow it on the cheap, and elsewhere it is of great repute. Thus, for example, the Knight Protectors of the Great Kingdom are exceedingly formidable, while those of Medegia are looked upon with near contempt, as it is well known that the title is offered for sale. Only the following three are true orders of knighthood, however.

The Knights of the Shield: This order is detailed in the description of the Shield Lands (q.v.).

Knights of the Watch: Certain stout soldiers from the lands of Bissel, Gran March, Geoff, and Keoland are invited to join this order, which is pledged to protect the east from incursions of the Paynims and the other Westerlings. These knights hold certain castles, keeps, and strongholds along the Ketish border and elsewhere in the western mountains. The Watchers are a near-monastic order and very strictly disciplined. Their current Grand Commander is Hugo of Geoff. There are reported to be 5,000 in the order. The coat of arms of the Knights of the Watch is Sable, an owl displayed argent.

Order of the Hart: Far less militant in its outlook, and divided into three separate branches, the Knights of the Order of the Hart were organized to assure that the central states (Furyondy, Veluna, High Folk) retained their freedom and purpose. Because these nations are quite decentralized and none maintains any sizable standing military force, each is subject to sudden incursions and threats from

neighbors. In the east and north are the humanoid hordes and the barbarian nomads. To the west are the Baklunish states and the only slightly less threatening marches and military orders between, as well as Perrenland with its aggressive trade policies and well-organized soldiery to back them up. There is little threat from the south, save for occasional pirates on the Nyr Dyv and some more-or-less bothersome raiding from humanoids.

Thus, while each nobleman and lord of these nations has his own guards and men-at-arms, and each sovereign ruler maintains a small body of troops, most of the might of Furyondy, Veluna, and the High Folk takes a considerable time to muster. The Knights of the Hart are therefore sworn to be ready at an instant's notice to serve as a vanguard. They maintain certain strongholds, serve in various capacities in the associated nations, and have roving troops scouting trouble areas and hostile borders as well. The three branches of the Knights of the Order of the Hart are:

- **Knights of Furyondy:** There are 200 knights and many men-at-arms under their command in this branch of the order. Their coat of arms is Azure, a pair of antlers or.
- **Knights of Veluna:** It is said that there are but 80 knights in this branch of the Order of the Hart, although each is of great repute and commands many sergeants and men-at-arms. Their coat of arms is Sable, a pair of antlers or.
- **Knights of the High Forest:** This branch of the order is reputed to be only for those of the olvenfolk. There are perhaps only two dozen or so knights within the branch. Their coat of arms is vert, a pair of antlers or.

Knighthood in any branch of the Order of the Hart is bestowed only upon freemen and gentlefolk seeking the weal of the states which they are dedicated to uphold and defend. Furthermore, each candidate must be a proven fighter and have performed an act of exceptional honor, bravery, courage, and service.

Knights of the Hart are hated and despised by Luz, the Horned Society, and even by the folk of Dyvers, it is said. There is no love lost between them and the Watchers, the rulers of Perrenland, and certain of the Nyrondele noblesse. Considerable rivalry exists between the orders of the Hart and the Shield.

SOCIAL RANK & HIERARCHICAL STATUS

Most societies are, to one degree or another, class-based. Use these broad categories for typical societies:

Members of the Upper Class

Imperial Royalty (office holders)

Royalty & Heads of State (office holders)

Dependent Royalty and Heads of State (office holders)

Independent Nobility and Lords Mayor of Free Cities (office holders)

Greater Nobility, Major Clergy, Lords Mayor of Great Cities, Free Lords

Members of the Middle Class

Lesser Nobility, Guild Masters, Clergy, Great Knights, Lords Mayor of Towns, Military Officers

Lesser Knights, Petty Clergy, Sages, Minor Officials, Landed Gentry, Wealthy Merchant Gentlemen, Freeholders, Petty Lords (Lairds)

Esquires, Master Craftsmen, Property-owning Merchants and Tradesmen, Soc-men (large land owners), Heads of Small Communities, Gentlemen, Scholars






Members of the Lower Class

Petty Landlords, Merchants, Craftsmen, Tradesmen, Freemen, Professional Soldiers, Village Elders

Mercenaries, Students, Laborers, Masterless Men, Apprentices, Bondsmen, Indentured Servants, Beggars and Vagabonds, Slaves

SETTLEMENT POPULATIONS

To determine the number of total inhabitants of any settlement, use the following table:

Settlement	Map Symbol	Population	Dice	Notes
Thorp, dorf		20-80	2d4 x 10	Figures show total human population. Multiply by 20% to determine the number of males fit to bear arms, multiply by 10% to get the number of males in prime condition and suitable for man-at-arms status. All figures show only inhabitants and do not include any garrisons. Only towns and cities are indicated on the map of the Flanaess.
Hamlet		100-400	1d4 x 100	
Village, wych		600-900	(1d4+5) x 100	
Town		1,500-6,500	(2d6+1) x 500	
City		10,000-60,000	5d6 x 2,000	

Most settlements in Greyhawk are villages clustered around a larger town or city. Farming villages supply the town or city population with food in exchange for goods the farmers can't produce themselves. Towns and cities are the seats of the nobles who govern the surrounding area, and who carry the responsibility for defending the villages from attack. Occasionally, a local lord or lady lives in a keep or fortress with no nearby town or city.

VILLAGE

Population: Up to about 1,000

Government: A noble (usually not a resident) rules the village, with an appointed agent (a reeve) in residence to adjudicate disputes and collect taxes.

Defense: The reeve might have a small force of soldiers. Otherwise, the village relies on a citizen militia.

Commerce: Basic supplies are readily available, possibly from an inn or a trading post. Other goods are available from traveling merchants.

Organizations: A village might contain one or two temples or shrines, but few or no other organizations.

Most settlements are agricultural villages, supporting themselves and nearby towns or cities with crops and meat. Villagers produce food in one way or another - if not by tending the crops, then supporting those who do by shoeing horses, weaving clothes, milling grain, and the like. The goods they produce feed their families and supply trade with nearby settlements. A village's population is dispersed around a large area of land. Farmers live on their land, which spreads them widely around the village center. At the heart of the village, a handful of structures cluster together: a well, a marketplace, a small temple or two, a gathering place, and perhaps an inn for travelers.

TOWN

Population: Up to about 6,000

Government: A resident noble rules and appoints a lord mayor to oversee administration. An elected town council represents the interests of the middle class.

Defense: The noble commands a sizable army of professional soldiers, as well as personal bodyguards.

Commerce: Basic supplies are readily available, though exotic goods and services are harder to find. Inns and taverns support travelers.

Organizations: The town contains several temples, as well as various merchant guilds and other organizations.

Towns are major trade centers, situated where important industries and reliable trade routes enabled the population to grow. These settlements rely on commerce. The import of raw materials and food from surrounding villages, and the export of crafted items to those villages, as well as to other towns and cities. A town's population is more diverse than that of most villages. Towns arise where roads intersect waterways, at the meeting of major land trade routes, around strategic defensive locations, or near significant mines or similar natural resources.

CITY

Population: Up to about 25,000

Government: A resident noble presides, with several other nobles sharing responsibility for surrounding areas and government functions. One such noble is the lord mayor, who oversees the city administration. An elected city council represents the middle class and might hold more actual power than the lord mayor. Other groups serve as important power centers as well.

Defense: The city supports an army of professional soldiers, guards, and town watch. Each noble in residence maintains a small force of personal bodyguards.

Commerce: Almost any goods or services are readily available. Many inns and taverns support travelers.

Organizations: A multitude of temples, guilds, and other organizations, some of which hold significant power in city affairs, can be found within the city's walls.

Cities are cradles of civilization. Their larger populations require considerable support from both surrounding villages and trade routes, so they're rare. Cities typically thrive in areas where large expanses of fertile, arable land surround a location accessible to trade, almost always on a navigable waterway. Cities almost always have walls, and the stages of a city's growth are easily identified by the expansion of the walls beyond the central core. These internal walls naturally divide the city into wards (neighborhoods defined by specific features), which have their own representatives on the city council and their own noble administrators. Cities that hold more than twenty-five thousand people are extremely rare. Metropolises such as the Free City of Greyhawk stand as vital beacons of civilization.

RATES OF TRAVEL

Terrain Type	Afoot, Fast*	Afoot, Normal	Afoot, Slow ^o	Horsed*	Cart/Wagon*	Camel*
Road	30	24	18	60	30	45
Track ¹	30	24	18	45	18	30
Grassland	30	24	18	45	18	45
Hills	18	15	12	45	12	30
Forest ²	18	15	12	36	-	-
Barrens	15	12	9	18	-	-
Mountains	15	12	9	18	-	-
Desert	18	15	12	45	6	30
Dust	12	10	6	6	-	18
Wetlands	12	10	6	6	-	-
Jungle	12	10	6	-	-	-

* -5 to passive (Wisdom) Perception scores

^o May move with stealth

¹ Roads through hills, barrens, mountain, desert, or marsh/swamp terrain are considered as tracks.

² Heavy forest is treated as jungle for movement.

LAND

Each map hexagon is 10 leagues across (30 miles). Travel rates are given in miles per day. Horsed movement is based on riding horses carrying relatively light loads. Heavily burdened animals, draft horses, and warhorses move at the "Afoot, Fast" rate unless the horsed rate is less, in which case that is their rate of movement.

RIVERS

Rivers can be swam if afoot or horsed. If carrying goods or armor, it will be necessary to build floats to cross, and this will take approximately half a day. Fords allow crossing at no penalty, as do bridges and barges. Movement up or down river in barges, boats, ships, or on rafts must be determined by the DM. As a guideline use "Afoot, Fast" on a road for oared movement upstream, "Afoot, Slow" for poled movement (raft or barge). Halve the given rate if the current is very strong. Double rates for downstream movement. Treble for sailed or oared downstream movement.

Note: Watch out for rapids, cataracts and falls when moving downstream!

LAKES

Use "Afoot, Fast" road movement as a base rate for barges and "Afoot, Slow" rafts. Merchant craft with sails move at the "Carts/Wagon" road speed. Sailing warships move at the "Horsed" road speed. Galleys move at the same rate, but they can move 3 miles further per day.

OCEANS AND SEAS

Ships only are allowed normal movement, using lake rates given above.



GEOGRAPHICAL MAR- VELS, REGIONS, & PRO- MINENT FEATURES

Where no statistical information is given, it is impossible for the chronicler to estimate the data due to the lack of certain knowledge about the area.

BODIES OF WATERS

AZURE SEA

This body of water is one of the main carriers of commerce between west and central nations. Freebooters are fairly common, and the savages inhabiting the islands of the Amedio coast practice piracy. There is a sprinkling of other pirates in the east, and the Sea Princes are not above occasional buccaneering.

NYR DYV (LAKE OF UNKNOWN DEPTHS)

This body of water is the largest fresh water lake known to us, although legends and tales report a veritable sea far to the west, if such stories can be believed. Much commerce plies the waters of the lake, for Nyr Dyv has many navigable inlets (Artonsamay, Veng, and Velderdyva Rivers) and outlets (the broad Nesser River, and the Selintan to a lesser extent). Its central position combines with these river routes to make it the busiest body of water in or around the Flanaess. The cities of Admundfort, Radigast, Leukish, Dyvers, and even Greyhawk rely heavily upon this mercantile shipping. Squadrons of warships move continually about its surface to keep raiders to a minimum and combat occasional predatory water creatures as well.

Nyr Dyv also is well known for the monsters which inhabit its waters. Deep beneath the surface lurk huge creatures which prey upon unwary sailors or anyone so unlucky as to fall into the water. War craft, and occasionally merchants or barge-dwelling folk, will bring back such monsters as trophies, as constant warfare upon these creatures is necessary to make the lake useful and usable.

The Rhennee: One of the most unusual features of the Lake of Unknown Depths is the people who make their home upon great barges. These folk travel about trading, fishing, and generally earning their entire livelihood upon the bounty of Nyr Dyv; for unlike Lake Quag which sometimes freezes over much of its surface, and Whyestil which is cold and unwholesome in winter, Nyr Dyv's southern shores remain relatively pleasant year long, and there these bargees winter. Being both clever at barter and trade and able fighters as well, these folk are seldom molested. They are said to be skillful thieves and pirates by some, but such charges are unproven, although quite possible, and are ardently denied by the bargees. Calling themselves the Rhennee, the lake folk can be found in all waters - rivers and lakes which connect to Nyr Dyv navigable by their barges, but always returning to Nyr Dyv in winter.

A typical barge is about 12 to 18 feet wide and 30 to 45 feet long. Each has a lug sail, and the larger usually have an aft rigged gaff sail as well. They also can be propelled by sweeps and poles. Although these craft have a relatively shallow draft, the hull is deep enough to be decked over, and a small cabin usually is built just abaft of the beam. Rails are planked over for protection, and many heavy crossbow mounts are stationed along them. Some barges carry scorpions at bow and stern. Each is crewed by a "lord" who dwells with his family in the cabin, and "cousins," servitors who may or may

not be related, who find living space on or below deck. A typical barge is thus home to 15 to 20 souls. All adults and able youngsters work and are trained in defense. When "camped," the barge-folk chain their vessels together; this device also is used in defense. Most barges carry a small boat for use in communications, fishing, or shuttle. It is said that the bargees have developed a sophisticated communication system which uses flags in daylight, colored lanterns at night, and sometimes even smoke. Similarly, it is reported that they use a special speech whose cant is understood only by others of the Rhennee. If the bargees are as rich in gold, jewelry, and prized fresh water pearls as stories tell, it cannot be determined from their dwellings, dress, or habits.

LESSER BODIES OF WATER

Aerdi Sea: The reach of water from the Tilva Strait to the northern tip of Asperdi Island, as far west as the islands beyond Spindrift Sound, and generally demarked by the islands which border the east coast of the Flanaess is referred to as the Aerdi Sea. Much seafaring takes place upon these waters, and many monsters are found upon and under its waves. For additional information see Spindrift Sound hereafter.

Densac Gulf: It is thought that this body of water stretches for a thousand miles south between Lower Oerik and Hepmonaland. Who sails upon its waters and what lies below is not known.

Dramidj Ocean: This body of water continues far westward. Warm currents from this direction sweep past Zeif and Ekbir and turn northward. In winter this ocean is cloaked in great fog layers, and huge chunks of ice move about on its waters as if they were ghost ships.

Gearnat, Sea of: This sea is full of shipping-coming down the Nesser, crossing, or on its way to or from the Azure Sea. It is a treacherous place during both spring and autumn, when great storms sweep across and lash its surface into towering waves. Raiders from the Wild Coast, the Pomarj, and elsewhere make sailing a perilous adventure in the summer months.

Grendep Bay: This great arm of the Solnor Ocean is the favorite means of travel for the barbarians of the North when they raid the mainland. These brave sailors usually are anxious to cross southward as early in the spring as possible, however, and return late in the fall; for during the warm summer, great sea monsters are often seen sporting in the bay.

Icy Sea: The Solnor sweeps northward around the Thillonian Peninsula and ends in the Icy Sea. These northern waters are frozen except in high summer months. The Northern barbarians sometimes take their galleys into these waters to hunt for ivory and furs and occasionally do a bit of raiding, too. Even in summer the Icy Sea can be dangerous due to thick fogs and floating mountains of ice.

Jeklea Bay: This small arm of the Azure Sea is little more than the private lake of the Sea Princes. Only their ships ply its waters, raiding into Amedio and returning laden with spoils.

Oljatt Sea: The waters to the north of Hepmonaland and east of the Duxchans is known as the Oljatt Sea. These warm, deep, blue-green depths are dangerous in the extreme, for many creatures haunt this sea. Some are large enough to carry a ship to the bottom, and vessels going into the Oljatt are said to chain themselves together and have men with pikes and bows ready to fend off the monsters.

Quag, Lake: Lake Quag is the third largest body of fresh water in the Flanaess. As the only civilized nation which borders upon it is Perrenland, it is exclusively theirs. It yields considerable food, although sometimes the fishers are themselves eaten.

Relmor Bay: The Gearnat between Nyrond and the South Province of the Great Kingdom is called Relmor Bay. Shipping from the south part of the Great Kingdom seldom makes the long journey round Onnwal through the Azure and Densac, round by the Tilva Strait and then northward up the coast, or vice versa. Therefore, the ships encountered there will be either those plying between Almor, Nyrond, or Onnwal, or will be those seeking to prey upon them - the squadron from Ahlissa based in Prymp Town, in all probability.

Solnor Ocean: It is said the Solnor reaches for a thousand leagues and more eastward. The Sea Barons have reportedly sailed eastward for some distance and returned, but these rumors have never been confirmed. Great monsters dwell in the Solnor and sport in Grendep Bay when the sun warms the waters there.

Spindriff Sound: In these waters are fought some of the fiercest sea actions, for when Sea Barons and ships of the Lord of the Isles meet, no quarter is ever asked or given. Unknown pirates and buccaneers frequent these waters also, making it a lively place indeed.

Tilva Strait: This narrow strip of water between the cockscomb of Tilva and Hepmonaland must be used by vessels sailing to or from the central waters and those of the east. This commerce is preyed upon by piratical vessels - sometimes whole fleets - so that squadrons of warships will be seen patrolling at times when important commerce is at a peak.

White Fanged Bay: The ice formations common to this body of water resemble the teeth of a predator, and thus the bay is named for the great ice-coated rocks and bergs that menace vessels attempting to land along its shores. In the summer, numbers of seals and walrus (and even odder creatures) bask along these rocky coasts, and, there, parties of hunters seek after ivory and furs. (Some say that the name of the place is based upon the long teeth taken from these creatures rather than the icicles and frozen spray.)

Whyestil Lake: The lake is bordered by Luz, the Horned Society, Furyondy, and the Vesve Forest. Before the evil of Luz, considerable trade used to ply Whyestil's waters, to and from Dorakaa, Crockport, and up and down the Veng from Nyr Dyv. Only the latter traffic now exists, and even that at great peril. The Furyondians maintain a strong fleet upon the lake, but the vessels of Luz are numerous, and the Horned Society menaces the river traffic.

Woolly Bay: The wag who named this terminus of the Sea of Gearnat and made it stick is lost to history, but the appellation is not inappropriate. The small cogs which move up and down the Wild Coast are as often pirate as merchant. Considerable traffic moves through this area, from the west and from Greyhawk. Shipping rounds the Pomarj or Onnwal to or from the Sea of Gearnat, going east or west to or from Woolly Bay. Elredd, Fax, Safeton, and Hardby are all port towns, and most vessels can negotiate the Selintan to Greyhawk City, and the lighter craft can venture all the way to Nyr Dyv beyond. Some unscrupulous captains still put in at the humanoid-controlled town of High port to trade.

HILLS and HIGHLANDS

ABBOR-ALZ

The rocky hills which run east and west between the Nesser River and Woolly Bay are known as the Abbor-Alz. The northern verges of the hills are relatively safe, and these are claimed by the Duchy of Urnst, as are those softer highlands which are covered by the Celadon Forest. The central and southern portions are very arid, however, and wild tribesmen dwelling within these hills turn back all intruders - if they manage to return at all. These hills are so rough and precipitous as to preclude mounted movement or even the passage of organized bodies of soldiers, so no aggression has proven successful in clearing these tall heights. Occasional adventurers will return with tales of having prospected within these hills, stories of encounters with the natives, monsters, and the like, but most cannot be believed. There certainly are riches within the Abbor-Alz, however, for Urnst has productive mines in that part which is held by the Duchy.

How far the hills continue into the Bright Desert is unknown. The peoples dwelling in and beyond the Abbor-Alz are as unfriendly as the highland tribesmen.

CAIRN HILLS

The northward-thrusting arm of the Abbor-Alz (q.v.) is known as the Cairn Hills. These hills surround Midbay on Nyr Dyv and form the borderland between territory claimed by Greyhawk City and that of the Duchy of Urnst. Several thousand gnomes dwell in the central portion of the Cairn Hills, halflings enjoy its lower Northern slopes, while many dwarvenfolk live in the area where it meets the Abbor-Alz and the hills become young mountains. In the hinterland below Nyr Dyv's Midbay, where the hills are very rugged, there have been strange burial sites discovered from time to time. These rich finds are of a people unknown even to the demihumans, evidently predating them! Discoverers returned with harrowing tales of horrid guardians, death, and worse, but carried back ingots of precious metal, gems, and other treasures as well. The discovery of these burial sites gave the hills their name, and also makes them a target for many foolhardy adventurers.

There are no settlements east of the marshes around the Upper and Lower Neen Rivers until the eastern edges of the hills are reached.

HESTMARK HIGHLANDS

The Hestmark Highlands run northward up the coastline of South Province from the town of Dullstrand to the mouth of the Flanni, branching northwestward into the Glorioles. These hills have always been a rallying point for disaffected humans, as their remote location and rugged character have enabled their demihuman inhabitants to remain free of the rule of the Overking or his minions. Many gnomes and dwarves live in the Hestmarks, and free-spirited men have their villages amidst the shelter of these hills as well. The area is well known for its precious metals and gems, and for this reason it is often raided by forces of the Overking who badly need the wealth thus obtained. Medegians, troops from the Herzog of South Province, and imperial soldiery alike probe these hills all too often. Its inhabitants, doughty in the beginning, have become battle-hardened veterans because of these continual skirmishes and raids, and with the men and elves of Sunndi are beginning to conduct their own forays into the lowlands beyond the Hestmarks in reprisal.

The independent town of Dullstrand (pop. 5,500) and its environs proclaims neutrality in these matters, but it is probable that secret aid is given to the insurgents in the hills. Freebooters certainly find safe haven in the town, and its forges make weapons and armor which are not seen by the Overking or his men-at-arms.

KRON HILLS

It is estimated that nearly 20,000 gnomes live within the region of the Kron Hills. These heights spring eastward from the Lortmils and reach almost to Nyr Dyv. Their verge forms the southern boundary of Veluna, then stretches beside the Velderdyva for a time before peaking in the heart of the Gnarley Forest, where many sylvan elves happily roam over their crests. Their southern slopes demark the end of the Wild Coast region and are a part of the northern region of Celene. Some dwarven enclaves exist in the Kron Hills where they butt against the Lortmils, although the number of such demihumans is

not known. The gnomes of the region were instrumental in the organization of the army which drove the humanoid hordes from the Lortmils (and the Kron Hills). They likewise served with honor in the host which defeated the Horde of Elemental Evil in the battle above Verbobonc.

The Kron Hills are mined for metals, precious metals, and gems. The upper slopes are quite fertile and grow many crops in sheltered valley and glen. Quite a number of scattered enclaves of humans live in peace with the gnomes and other demihumans of the area, save in the Gnarley Forest, where the olvenfolk are isolationist.

LESSER HILLS AND HIGHLANDS

Blemu Hills: This chain of hills runs from a point about level with Belport southward to the town of Knurl, the Teesar Torrent cutting their eastern verge. These hills form the southeastern boundary of the Bone March. At one time they were home to certain demihuman folk, but tribes of celbit, jebli, and euroz now infest the place.

Bluff Hills: The western terminus of the Griff Mountains slowly decreases into a series of rugged ridges and steep hills. This range separates the states of the Bandit Kingdoms from the lands of the Rovers of the Barrens. The former now occupy and claim the Bluff Hills as their territory, as they do the whole of the Fellreev Forest. The nomads to the north are too weakened to effectively dispute this move. The Bluff Hills are said to contain small deposits of copper and gold. Numerous monsters roam the area, and many ogre bands make it their home.

Drachensgrab Hills: The low mountains of the same name found in the Pomarj are surrounded by these hills. Rich in valuable minerals and gems, these hills have always been the home of many terrible beasts and monsters which had to be contended with by the humans dwelling along the lowland coasts. Now that the area is in the hands of humanoid hordes, many of the monsters there will undoubtedly be enlisted into their ranks. Legends say that these hills hide the resting place of one or more powerful creatures who may someday return to life.

Flinty Hills: This broad and deep band of hills marks the southern end of the Rakers. The eastern shoulder, and an arm which projects southward for many leagues, define the lower boundary of Bone March and the easternmost territory of Nyron and Almor. The portion covered by the Adri Forest (west of the Harp River) is Almorish. The area is well endowed with minerals. Numerous halflings inhabit its southern portion, while many gnomes dwell to the north. The far western span of the Flinty Hills is within the Gambio Forest (q.v.).

Good Hills: This is a range of rolling highlands in Keoland east of Sterich and running all the way to the middle of the border with the Yeomanry, with the Javan River marking its western edge. These lands are home to many halflings and gnomes. They are also the source of considerable mineral wealth.

Gull Cliffs: The headlands which rise steeply along the coast west of the isles of the Sea Barons are known as the Gull Cliffs (or Gullcliffs) because so many sea birds nest among these hills and sea cliffs. The town of Roland nestles amongst the hills, a major port for commerce to and from Rauxes and the sea.

Headlands: The heights of the central portion of the Onwal Peninsula are known as the Headlands. This spine runs from the city of Irongate along about half of the peninsula, forming cliffs on the Azure Sea coast. They are home to many dwarves and some gnomish groups as well.

Hollow Highlands: The north-south hill chain which divides the fiefs of Idee from Sunndi is called the Hollow Highlands due to the mining and burrowing which has taken place there for so long. Dwarves, gnomes, and halflings dwell amidst these hills. Although they are not particularly rich in minerals or gems any longer, their beauty and fertility keep this demihuman population high. The minions of the Overking do not venture into the Hollow Hills without strong forces.

Howling Hills: These hills are just below the southern edge of the Cold Marshes, a portion being divided from the main body by the Dulsi River valley. The eastern hills are now part of luz and undoubtedly home to all manner of hideous creatures and savage humanoid tribes who exploit their metals. The western portion is sacred to the Wolf Nomads as a burial place, and they have stoutly defended this area from any incursion of men or humanoids from luz. Several large battles have reportedly taken place in and around the wedge of hills between the Blackwater and Dulsi for this very reason, and luz likes not such thwarting.

Iron Hills: The series of highlands reaching eastward from the city of Irongate and demarking the fiefs of Ahlissa and Idee in the west are known as the Iron Hills. Most of these hills are in the hands of the Iron League. Very high grade ore is taken from the mines there, as are several sorts of precious metals. Dwarves and gnomes do much of this mining.

Little Hills: The Jotens turn to very high hills as they come to the Javan River valley, and these hills turn southward as if following the river course. These looming hills can be called little only in comparison to the Jotens and Crystalists beyond, and this is evidently what was done by the yeomen who named them. Considerable numbers of demihumans dwell in the Little Hills, along with communities of men. The town of Longspear, in the foothills of the Littles, is an active trade center. The soldiers from this area are renowned for their ferocity in battle, human and demihuman alike.

Lorridges: These sharp ridges and hills are found at the northern end of the Lortmil Mountains. Some dwarves and gnomes have their dwellings and mines therein. These hills are about evenly divided between Gran March, Bissel, and Veluna. The pass between these hills and the foothills of the southern horn of the Yatil Mountains is the major entry point to eastern Flanaess. The Yatil foothills are known as the Northern Lorridges, but they belong to the Highfolk (q.v.), and their gnomish inhabitants serve the Olvenfolk.

Sepia Uplands: Perrenland now claims most of the block of highlands which are the lesser heights of the Clatspur Mountain range. The Wolf Nomads hunt in the northern portion of the range, and the hills within the Vesve forest are unclaimed by any humans. Some mineral deposits are suspected to be within these hills.

Spine Ridge: The unwholesome Vast Swamp is but- ted on the south by a chain of rising hills which terminate on a great plateau in the center of the Tilvanot Peninsula. These hills, the Spine Ridge, are supposedly rich in precious metals and gems, but they are too dangerous for normal exploitation, being home to numerous humanoids and monsters.

Stark Mounds: The many-spurred Crystalist Range thrusts some low mounts and high hills eastward toward the Javan River below the joining of the Real- stream. These mounts and hills divide Geoff from Sterich. The Stark Mounds are probably old and weathered mountains. They end at the east bank of the Javan and are claimed mainly by Geoff. While some dwarves inhabit the steeper portion of the Stark Mounds, they are home to gnomes in the main.

Tors: The mesa-like hills which mark the terminus of the last spur of the Crystalists are called the Tors. Bordering on the Hool Marshes, they mark the southern edge of the Yeomanry. These wild hills are a source of continual troubles for the yeomen, as they are home to many sorts of monsters and humanoid tribes.

Tusman Hills: The border between Ket and Tusmit is formed by the Tusman Hills, a series of highlands which eventually rise into the Yatils. The hill men of the Tusman Hills are renowned fighters, thus maintaining semi-independent status, and gladly serving as mercenaries for both Tusmit and Ket.

Yecha Hills: These Yatil foothills are quite rich in mineral deposits, and the Tiger Nomads have actually begun to exploit these mines. They have a permanent settlement, their capital city of Yecha, within these highlands, and numbers of their herdsman graze flocks of sheep and goats there.

MARSHES and SWAMPS

COLD MARSHES

The vast stretches of fens and bogs north of the Howling Hills separate Blackmoor from the lands of the Wolf Nomads and the Rovers of the Barrens. Here rise the Dulsi and Opicm Rivers, both of which feed the great Whyestil Lake. There are said to be riches in the highlands to the south of the marsh, but only the very brave or extremely foolish venture near the place, for the Cold Marshes are most renowned for the vile creatures which inhabit their mires.

VAST SWAMP

The vee of land which narrows to but 30 leagues in breadth above the neck of the Tilvanot Peninsula is sunken in the center and cliffed along both coasts. This cupping causes water to form into standing pools and sluggish streams and flowages. The resulting morass of water and vegetation is known as the Vast Swamp. The upper swamps begin below the middle of the Hollow and Hestmark Highlands which flank it to west and east. The swamp runs southward for well in excess of 200 miles, being over 150 miles across at the top and funneling down to only 30 miles' breadth at the base where Spine Ridge rises. The movement of water in the Vast Swamp indicates that it gradually drains southward, but there is no known river rising from the end, so it is thought that there are underground channels through which the waters run.

Certain desperate outlaws dwell within the Vast Swamp, and there are also native humans and humanoid tribes, bullywugs in particular, found within its bounds. Ferocious predators and loathsome monsters likewise consider this their domain. The men of Sunndi, and the folk dwelling in the hills to either hand, keep constant watch to assure that these denizens of the Vast Swamp do not roam beyond its edges. There are many tales and legends concerning this area, but the most likely is that of the lost burial place of the demi-lich, Acererak, who once ruled the morass and beyond into the cockscomb of Tilvanot.

LESSER MARSHES AND SWAMPS

Gnatmarsh: This comprises an extensive area of very treacherous wetlands which stretch along the east bank of the Nesser River from the Celadon Forest to below the joining of the Duntide. These bogs are home to many ghastly creatures and spawn myriad millions of biting insects during the summer months.

Hool Marshes: After the initial rush of the Hool River from the high lake and freshets in the Hellfurnaces, it begins to meander across the plains, and most of its length is surrounded by quaking mires and bottomless pools. This forms a natural boundary between the lands of the Yeomanry and the holdings of the Sea Princes to the south. These marshes are also home to renegade humans, humanoids, and many types of monsters.

Lone Heath: This great marsh gives rise to Mikar River east of the mighty Grand wood Forest. The area provides sanctuary to outlaw humans and demi humans fighting the evil and oppression of the Overking and his minions. Unlike most areas of this sort, evil things fear to enter the trackless Lone Heath.

Pelisso Swamps: These unhealthy stretches along the north coast of Hepmonalnd are unexplored and what dwells there is unknown.

Rushmoor (Marshes): A long stretch of land east of the mid-Javan to the headwaters of the Sheldomar is known as the Rushmoors. This area forms part of the northern boundary of Keoland and is a part of the unclaimed region consisting of the central Dim Forest, eastern Oytwood, and the Rushmoors. Many dangerous creatures inhabit the marshes, and there are reports of humanoid bands there as well.

Troll Fens: The chill mists of the Troll Fens, located against the shoulders of the Griff Mountains and the Rakers at the head of the Yol River, cloak a place of unnamable horrors. The Pale carefully hedges the place with watchtowers and keeps, and strong patrols constantly ride the verges of the southern end of the Troll Fens to watch for unwelcome visits from the monsters and humanoid bands dwelling within. As its name implies, the fens are infested with particularly huge and vicious trolls in numbers.

MOUNTAIN RANGES

CORUSK MOUNTAINS

The Corusks form a bow, the backbone of the Thillonrian Peninsula which runs from the Solnor Ocean in the east, north and west and then southwest where the range terminates (Hraak Pass). While the lower parts of the mountains are inhabited by humans, various bands of evil humanoids and monsters of all sorts dwell in the central fastness. It is thought that this range possesses little in the way of valuable ores or gems.

CRYSTALMIST MOUNTAINS

The Crystalmist range is the highest on the Flanaess. It begins where the Ulspree and the Barrier Peaks join and runs southeast to the Hellfurnaces. Beyond these mountains to the west is the Dry Steppes area, while several small states nestle against its eastern slopes where arms are thrust northward and eastward. Amidst the high peaks and weird valleys of the Crystalmists dwell many and varied monsters, tribes of humanoids, and many giants, ogres, and the like. Despite this fact, men often enter the range in search of precious metals and gems, for exceptionally bold and sturdy mountain dwarves also reside amidst these mountains. A great glacier in the middle of the range gives rise to the Davish River (which flows through Sterich to join the Javan).

GRIFF MOUNTAINS

As the name implies, the peaks of these mountains are the habitat of many monstrous creatures. The Griff range extends from the western terminus of the Corusks at Hraak Pass, southwest and west for over 100 leagues. These mountains divide the Hold of Stonefist from the Duchy of Tenh and the Theocracy of the Pale below. Being only a trifle lower than the Corusks, the Griff Mountains are similarly uninviting to human settlement, although there are some sprinkled here and there, for these mountains do contain valuable mineral deposits.

There is supposedly a small and beautiful land in the heart of this range. Ruled by a powerful prince, and protected from all invasions by magic and might, this tiny realm is said to have buildings roofed in copper and silver, gold used as lead is elsewhere, and jewels lying about on the ground.

HELLFURNACES

The Hellfurnaces range is part of the Crystalmist Mountain range, but it is active volcanically in many places, and thus its different name. As with the northern part of the chain, the Hellfurnaces are a hive of evil, being populated with all sorts of monsters, particularly those which enjoy warmer temperatures, such as Fire Giants. There are reported to be whole labyrinths of passages under this range of mountains, these underworld highways actually going for scores, possibly hundreds, of miles in all directions.

YATIL MOUNTAINS

These mountains are clustered thickly for many leagues west and south of Lake Quag. They, along with the Barrier Peaks, divide the Baklunish portion of the continent from the rest - save in the north where western nomads have pushed across the top and beyond. These mountains form the boundaries of Ekbir, Tusmit, and Ket to the west. In and along their eastern slopes are found the Concatenated Cantons of Perrenland and the territory of the olvenfolk (Highfolk).

There are numerous humanoids and monsters dwelling within this range of mountains, but there also are some hardy demihumans and mountaineers. The Yatils are quite rich in ore deposits and gems, although it is difficult to locate and mine such deposits.

MINOR MOUNTAIN RANGES

Barrier Peaks: This range stretches from the southwestern edge of Bramblewood Forest to the Crystalmists. Its terminus of northern hills is so rugged and steep as to be regarded as basically part of the mountain chain. The Valley of the Mage is hidden within the central Barriers, and their southwestern end forms the western boundary of the Grand Duchy of Geoff. These mountains are infamous for their strange inhabitants. Of course, there are some dwarves dwelling in

hidden places within the Barrier range, for they have many precious minerals and gems.

Clatspur Range: This small group of mountains below the Sepia Highlands borders the Vesve Forest on the west and funnels the southern portion of Lake Quag. These peaks have some valuable minerals, and Perrenlanders dwell in small villages in the lower ranges and valleys. There are few demihumans found in the Clatspurs proper.

Drachensgrab (Mountains): The small Drachensgrab mounts are highlighted by several towering peaks which thrust up from their center. The whole area is known to be filled with prized metals and fine quality gemstones, but many strange creatures of hostile nature live amidst the hills and mountains of the Drachensgrab. Additionally, it is speculated that some terrible curse is upon the area, and legends relate that some powerful being or beings will arise in anger if their resting place is ever disturbed. The mountains are now the major stronghold of humanoid invaders holding the whole Pomarj area. These include orcs, hobgoblins, bugbears, and numbers of ogres and ogre magi.

Glorioles: This is another lesser mountain range which is found at the northwestern end of the Hestmark Highlands. The Rieuwood lies to the west of the Glorioles, and the Grayflood and Thelly Rivers above. The peaks and valleys of this range are the homeland of perhaps 10,000 or more mountain dwarves. These dwarves, despite an antipathy for elvenkind, have of late aided in the warfare being conducted by the Iron League against the invading forces of the Great Kingdom.

Jotens: The largest arm, or spur, of the Crystalmists is known as the Jotens, both because these mountains are very high and imposing, and also because they are the dwelling place of numerous hill giants and not a few stone and cloud giants as well. In all other respects this range is similar to the Crystalmists (q.v.).

Lortmil Mountains: This low chain of mountains, often fading into hills with age, contains several very imposing mounts nonetheless. It is the homeland of many sorts of demihumans - dwarves, gnomes, mountain dwarves, and a few venturesome halflings, as well as scattered aarokocra tribes. These folk have acted in concert in the past to expel most of the humanoids and many of the vicious monsters from the Lortmils, and they are subjects of the small states which have formed in the shelter of the range such as the Ulek realms and Celene (q.v.).

The Lortmil Mountain range contains some of the richest gem and precious metal deposits known, and the dwarves, gnomes, and halflings living in the region are reputedly as wealthy as princes.

Rakers, The: A southern arm of the Griff Mountains which runs downward into the central part of eastern Flanaess is known as the Rakers, as the tall, sharp peaks seemingly rake the skies. Their terminus, the Flinty Hills, is discussed elsewhere (see *Hills and Highlands*). Although infested with humanoids and fearsome creatures, these mountains also provide a home for a number of groups of dwarves and mountain dwarves. It is not known how much valuable ore is contained within these peaks.

Sulhaut Mountains: This range runs westward from the place where the Crystalmists and Hellfurnaces meet. It separates the Dry Steppes from the ghastly Sea of Dust (q.v.). It can only be supposed what can be found in these mountains, for no certain information is available to us. Reports of Drow are not uncommon. A tortuous pass supposedly exists, enabling passage from the Dry Steppes into the Sea of Dust or eastward into the kindlier lands of the Flanaess.

Ulsprue: The lesser peaks of the Crystalmists, thrust northwest and north into the Plains of the Paynims, are known to the Baklunish as the Ulsprue, possibly for the people who dwell in the cup which these mountains and the Barrier Peaks form on the plains. No certain information regarding other aspects of this range is available.

RIVERS

Artonsamay River: This is one of the longest rivers on the continent. It is navigable from Redspan Town in Tenh all the way to Nyr Dyv.

Aff River: A tributary of the Velverdyva which is navigable to small craft well beyond Littleberg.

Blackwater: A tributary of the Dulsi.

Blashikmund River: A tributary of the Tuflik which forms the current border between Ekbir and Tusmit.

Cold Run: A tributary of the Artonsamay which flows south to join that river west of the town of Rookroost.

Crystal River: A tributary of the Veng.

Davish River: A very cold and rapidly running tributary of the Javan.

Deepstil River: A tributary of the Dulsi which flows eastward through the Vesve Forest.

Dulsi River: A broad and deep inlet of Whyestil Lake, navigable to the fork of the Blackwater.

Duntide: A river rising in the Flinty Hills which flows southward into the Gnatmarsh where it joins the Nesser.

Ery River: A tributary of the Selintan which flows south of Greyhawk City.

Fals River: A tributary of the Velverdyva which marks the northern boundary of Veluna.

Flanmi River: The greatest water in eastern Flanaess, its basin drains nearly all of the Great Kingdom, and most of the river and its tributaries are navigable by ship all the way to Rauxes, and by barge beyond.

Fler River: The principal inlet to Lake Quag, flowing from the Burneal Forest and the Land of Black Ice beyond. It is supposed that much of this river is passable to large craft.

Franz River: A tributary of the Nesser which is navigable to Trigol. It forms the boundary between Nyrond and the County of Urnst.

Frozen River: A swift flow running mainly north from the Griff Mountains through the lands of Stonefist to empty into White Fanged Bay.

Grayflood: A tributary of the Thelly which now demarks the extent of land claimed by the Iron League (Sunndi).

Harp River: One of the longest rivers of the continent, the Harp's headwaters are in the Rakers, and its mouth is near Chathold in Almor where it empties into Relmor bay. It is navigable for about half its length.

Hool River: A tributary of the Javan, broad and with swampy banks.

Imeda River: A tributary of the Flanmi which joins the latter at Rauxes.

Javan River: This river is the longest on the continent, beginning high in the Barriers and coursing southward for hundreds of miles before turning east and emptying into the Azure Sea above Monmurg in the Hold of the Sea Princes. It is usable by large vessels only to the town of Cryllor in the Good Hills of Keoland.

Jewel River: A river which rises just south of the Kron Hills and flows south through the Gnarley Forest, Welkwood, and Suss Forest to empty into the Azure Sea. It divides the Principality of Ulek from the Pomarj. About 150 miles of the waterway are navigable by large craft.

Kewl River: A tributary of the Sheldomar which divides the Duchy from the County of Ulek.

Lorf River: A tributary of the Sheldomar which divides Gran March from Ulek Duchy.

Mikar River: A tributary of the Flanmi which rises in the Lone Heath and flows through Grandwood Forest.

Nesser River: A long and exceptionally broad and deep artery which drains Nyr Dyv. Despite many islands and numerous channels, the Nesser is so wide (over three miles on the average) that seagoing vessels can sail up or down its entire length if properly piloted. It forms the boundary between Nyrond and the Duchy of Urnst.

Neen River: A tributary of the Selintan River which is broad but shallow.

Old River: A tributary of the Sheldomar which bounds County Ulek from the Principality.

Opicm River: The eastern inlet of Whyestil Lake which also rises in the Cold Marshes. It forms the boundary of the lands of Luz.

Realstream River: A tributary of the Javan which flows through the Dim Forest to join the latter waterway just below the town of Hochoch.

Ritensa River: A tributary of the Veng which divides the Shield Lands and the Bandit Kingdoms from the territory of the Horned Society.

Selintan River: A relatively broad and deep-channeled outlet of the western Nyr Dyv, it flows past Greyhawk City into Woolly Bay, and is plied by considerable traffic.

Sheldomar River: A river which divides Keoland from the Ulek States and is navigable from its mouth to the city of Niole Dra.

Teesar Torrent: An exceedingly swift river which rises in the North Province of the Great Kingdom and feeds the Harp below the Blemu Hills.

Thelly River: A tributary of the Flanmi navigable to the town of Nulbish.

Trask River: The Trask flows eastward through the North Province of the Great Kingdom to empty into the Solnor Ocean. The Town of Atir at its mouth is a busy seaport.

Tuflik River: This is a long, westward-flowing river which has its headwaters in the northern end of the Barrier Peaks and divides Ket and Tusmit from the Plains of the Paynims. It is also the boundary between Ekbir and Zeif. The Tuflik empties into the Dramidj Ocean.

Velverdyva River: This river might be the second longest on the continent. There is debate whether the lower Fler should be called the Velverdyva. The river is the boundary between Veluna and Furyondy. It is open to large vessels to a point north of the Veluna City area, while barges can travel all the waters to Thornward in Bissel (Fals River) or to Lake Quag (with some difficulty).

Veng River: This waterway is the outlet of Whyestil Lake and an inlet of Nyr Dyv. It is navigable along its entire length, being both deep and broad. The river forms the boundary between the Horned Society and the lands of Furyondy and is strongly patrolled by river craft, cavalry, and infantry.

Yol River: The Yolis is a tributary of the Artonsamay which rises in the Troll Fens and divides the Phost- wood from the Nutherwood, forming the border between Tenh and the Pale. It is plied by barges from Wintershiven and those journeying to that city.

Zumker River: The Zumker is a tributary of the Artonsamay whose headwaters are reputed to be a large mountain lake in the Griffs. It forms a border between Tenh and the lands of the Bandit Kingdoms.

TIMBERLANDS

ADRI FOREST

Population: 25,000-
Demihumans: Few
Humanoids: Few

This great area of ancient forest lies principally within the borders of the Great Kingdom, although its northwestern tip (that part west of the Harp River) belongs to the Prelacy of Almor. The forest abounds with game, and it is carefully forested and maintained by those who dwell within its confines. The wood found here is generally employed for shipbuilding, spear shafts, bows, and arrows. Weapons common to the inhabitants include the longbow, battleaxe, and short spear.

AMEDIO JUNGLE

Population: Unknown
Demihumans: Unlikely
Humanoids: Possible
Resources: Foodstuffs, rare woods, spices, ivory, platinum, gems (III, IV)

Little is known of the Amedio Jungle, except that it is inhabited by tribes of cannibal savages - some purportedly of Suloise extraction or admixture. Expeditions have sometimes returned with considerable wealth and tales of mines where gems abound. A large lake is reportedly the gathering place for the savage tribes when they ready for warfare and raiding. Contact has been through various of the Sea Princes.

Amedio savages employ the following weapons: darts, javelins, spears, clubs, shortbows. Some natives use blowguns, a 5' to 7' long hollow tube which guides a breath-propelled wooden sliver coated with poison from 10 to 30 yards (though 30 yards is certainly long range). They cannot penetrate armor, however, so are dangerous only to persons with exposed flesh. Poison is used commonly, but generally is weak.

BURNEAL FOREST

The trackless wastes of the Burneal Forest stretch for over a thousand miles, from just beyond the shore of the Dramidj Ocean to the bogs of Blackmoor. This huge and sprawling forest of pines and firs is nowhere less than 100 miles broad, and in places over 200. Beneath these woodlands are the prairies of the Tiger and Wolf Nomads, and these fearless horsemen often roam the Burneal seeking sport. They do so at peril, however, for little-known savages dwell in this vastness, and they lurk amidst the thick trunks to attack by stealth and surprise.

Reports state that these tribes of hunters are humans, aboriginal Flannae people, who live in small huts made of green boughs in the summer and in burrows dug into the ground in the cold months. They hunt by means of pits, snares, and with bow and spear, using huge wolf-dogs to locate and corner or bring down prey. Such inhabitants would have to be tough and strong in the extreme in order to survive the harsh temperatures of winters in the Burneal and live amongst the creatures who also dwell therein.

CELADON FOREST

The sprawling oaks and mighty elms of Celadon grow from the edge of the Duntide to lap over the rolling hummocks of the Abbor-Alz. Yew and ash trees older than memory grow from the Gnatmarsh northward to Nellix Town and the Franz River. Within the precincts of these ancient trees roam many sylvan elves and treants, for the forest of Celadon is virtually a realm apart. The woodland is pierced by the Nesser, a third of the area being in the territory of the Duchy of Urnst and the balance within the Kingdom of Nyrond, but neither state cuts timber or otherwise disturbs the natural balance of the forest, except to hunt. The inhabitants of the region include some humans, hunters, woodsmen, and the like who dwell in harmony with their environment. Both sovereigns expect that the inhabitants will loyally serve, and they do so by guarding the forest ways from invasion by raiders or hostile creatures coming up from the hills or marshlands to the south and using the timber as cover. Although many fierce creatures and some outlaws and humanoids will be encountered in the Celadon from time to time, it is not a healthy place for their ilk. Waterborne raiders are the worst problem, but the Duke sends

patrols along the Nesser to aid the warders. Contingents of archers and light infantry are raised from this forest in time of war.

DREADWOOD

Population: 5,000

Demihumans: Sylvan Elves (8,000), Gnomes (1,000), Halflings

Humanoids: Some

This substantial forest lies north of the Hool Marshes of the lower Javan River in Keoland. It is some 200 miles from the Good Hills in the west to the coast of the Azure Sea in the east and about 70 to 100 miles deep. There is constant warfare within the Dreadwood, with monsters and humanoids battling the elves who ward the place in behalf of the King (in return for Keoish protection of the forest).

Large-scale efforts have been mounted to clear the woods of evil creatures time and again, but the enemy retreats into hidden places and beyond the trees into the trackless Hool Marshes, to return when the companies of woodsmen and elves retire. It is suspected that the Sea Princes are in collusion with certain bandits and humanoid bands who creep through the Dreadwood on their way to raid Keoland and the Yeomanry.

GAMBOGE FOREST

Population: 7,000

Demihumans: Sylvan Elves (11,000), Gnomes (3,000), High Elves (1,500), Halflings

Humanoids: Some

The Gamboge lies between Nyron and the Pale, east of Midmeadow Town along the Flinty Hills and the lower Rakars. It is an old and especially dense forest. Neither state has a certain claim to the place, so it is virtually an independent nation unto itself, and its folk treat and trade with the gnomes, halflings, and even the dwarves to the east in the hills and mountains. Although there is no love for the Kingdom of Nyron, the Gambogefolk regard it far more favorably than they do the Pale, so allegiance is typically sworn to Nyron and the arms of the kingdom are occasionally shown within the forest to prevent any takeover by minions of the Theocrat. It is rumored that the demihumans (and humankind too) within the region are seeking to ally with their fellows in the Flinty Hills and create a demihuman realm, but this is highly doubtful due to the threat of the humanoid hordes and the Overking. The Gamboge is sometimes a dangerous place, as humanoid bands and monsters from the mountains use it as a route in their excursions to pillage the territory roundabout.

GNARLEY FOREST

Population: 12,000

Demihumans: Sylvan Elves (7,000), Gnomes (3,000), others

Humanoids: Some

Parts of the Gnarley Forest are claimed by Celene, Dyvers, Verbobonc, and Greyhawk. Most is generally considered as part of the Wild Coast region, however, and the inhabitants of these woodlands are free-spirited folk, so no formal government is ever likely to hold sway as long as there are deep woods to shelter resistors. The Viscount of Verbobonc is well liked by the folk dwelling in northeastern portions of the Gnarley, while the Queen of Celene is favored by those in the south. The forest is home to many fierce creatures as well, and many humanoid bands rove about seeking to murder and loot. These invaders work their way up from the Pomarj, through the Suss and Welkwood. Some come via the mountains and hills from the north.

GRANDWOOD FOREST

Population: 25,000

Demihumans: Sylvan Elves (7,000), some others

Humanoids: Some

It is fortunate for the people and elves of Grandwood Forest that an abler ruler does not sit upon the Malachite Throne. Likewise, it is indeed to their good fortune that the Holy Censor of the See of Medegia covets that portion of these woodlands which lies south of the Mikar, while the nobles of Rel Astra strive to thwart him and yet remain uncommitted to actual warfare.

The Grandwood, lying scarcely 25 leagues from Rauxes, is yet a haven for those escaping from oppression - outlaws both good and bad, demihumans, and those who hate cruelty and tyranny. The western third of the forest is relatively uninhabited, for there the troops of the Overking are numerous, but deeper within the Grandwood the Overking's minions do not go for fear of attack. The impassable tangles and thickets are haven to waiting halflings, the high branches hide elven archers, and woodsmen lie in ambush along the tracks. Occasionally Censorial troops will push into the heartland, but they return fewer in number than they started out, often never seeing the enemy who harried their march. Men of Rel Astra likewise enter the Grandwood and post it in the name of their city, but no serious attempt to hold any portion is ever made. A tale relates that the free folk of the Grandwood once led divergent parties of intruders into battle with each other, so that the Overking's men-at-arms slew and were slain by troops of his liegemen of Rel Astra and Medegia. It is certain that the woodsmen dress in the coats of their enemies at times, and those who dare the forest know not friend from foe. To counter this, the Overking has of late enlisted humanoid troops to flush the woodlands of those who oppose him, and the eventual results of this move are yet to be determined. It has angered the Censor, and his troops are reported to have orders to cut down all humans and humanoids on sight, regardless of whose colors they wear. This certainly aids the dissident folk of Grandwood.

SUSS FOREST

The Suss is a dreary place, full of thorn trees, brambles, briars, and thickets. Its massive trees are black with age, and seem to whisper and talk amongst themselves when an interloper dares to pass beneath. Some claim that ripples of waving leaves and moving branches - can be seen in the path of those entering the place, but this is unproven. The western end of the forest is of a different nature than the rest. Where it grows upon the Lortmil Mts. the woodlands are open and clean, but east of the Jewel River their character becomes foreboding and hateful. The farther south one goes, the worse the forest becomes, until it is filled with an oppressive and evil atmosphere where it climbs the Drachensgrab hills.

The humanoid bands of the Pomarj, particularly kobolds, orcs, and gnolls, seem to love this forest, and many hundreds are known to dwell within its depths alongside the native gibberlings, ettercaps and susserus. They likewise use it as a highway to move northward to raid in the Wild Coast, Celene, or even the Ulek states and into Verbobonc.

The folk of the Wild Coast at one time made concerted efforts to clear the Suss, and managed to drive its verge back several leagues. Due to the disappearance of timbering parties and the threat of marauding humanoids, such operations are no longer conducted anywhere, however. The edges of the Suss are watched closely by the petty nobles and lordlings of the Wild Coast. A lost, ruined city of the Old Suloise is said to be hidden somewhere in the Suss forest, but few dare to venture on such a quest, particularly today.

VEVE FOREST

Population: 20,000

Demihumans: Sylvan Elves (10,000), Gnomes (6,000), High Elves (3,000), Halflings

Humanoids: Hobgoblins (5,000), Gnolls (3,000)

The Veve is the largest hardwood forest in all of the Flanaess. Its southern half, as well as the strip which borders upon the Sepia Hills and the Clatspurs down to Highfolk Town, are relatively free of baneful creatures, although inhabited by a fair share of predators. Since the resurgence of luz, however, the northern quarter of the Veve is filled with hateful settlements of evil humanoids, and these tribes and bands press everywhere upon the human and demihuman folk elsewhere in these woodlands. Rangers and light troops from Furyondy aid the Highfolk in organized expeditions to check the influx of humanoids and drive them out, but fresh hordes from the spawning grounds of luz are apparently endlessly available to replace those slaughtered by such punitive forces, and a war of attrition will doom the good folk of the Veve. It is expected that each side will certainly make a major attempt to settle the issue soon.

WELKWOOD

Population: 10,000+

Demihumans: Many

Humanoids: Some (raiding parties)

The extent of the Welkwood is obvious to the observer, for its limits are easily defined by its growth. The majesty of the huge trees of the forest is apparent, for they tower over their neighbors in the Suss below and the Gnarley to the west and north. Ipt grow to heights of 100 feet and more, while the mighty roanwoods are taller still. Even the locusts, elders, maples, and the like grow to unusual size, so that the whole is most imposing. The eastern portion of the woodland is part of the Wild Coast, and many of its folk reside within the shelter of the forest; the Welkwood west of the Jewel River is within the realm of Celene and home to elves and faerie creatures of all sorts, as well as unicorns. The woodsmen of the Welkwood are brave and sturdy, well renowned throughout the land as huntsmen, trackers, and bold adventurers.

MINOR TIMBERLANDS

Axewood: Axewood is a relatively small woodland on the border between upper Keoland and the Duchy of Ulek. It is said to be inhabited by treants and some elves as well.

Bramblewood Forest: A large and dense forest which grows in the plains between the Barrier Peaks and the southernmost arm of the Yatils, spreading east and west in Ket, the Bramblewood has only one main road and possibly several secondary tracks. Its southern edge is warded by the walled city and castle of Thornward. Dakon are known to dwell therein.

Dim Forest: The huge old trees of this vast forest are so broad and leafy as to make the ground beneath dim on the brightest and sunniest of days. No tracks are known, but some certainly must exist to allow passage through the leagues of woodland. Olvenfolk are said to dwell in that portion west of the Javan; terrible creatures live elsewhere within its bounds.

Fellreev Forest: Once hunted extensively by the Rovers of the Barrens, the whole of the Fellreev is now under control of the Bandit Kingdoms or the Horned Society. Many strange creatures roam the trackless woodlands in the central fastness, including a few small bands of sylvan elves and human tribesmen, it is said.

Forlorn Forest: The Forlorn Forest is an evergreen woodland of fair size which lies just south of the Icy Sea and whose eastern edge marks the boundary of the Rovers of the Barrens. Even these fierce nomads avoid the Quaggoth tribes which prowl the forest.

Hornwood: The Hornwood is a fair sized woodland within the Grand Duchy of Geoff. It is the Grand Duke's favorite hunting place despite (or possibly because of) the ferocious creatures often found there (many making their way down from the Crystalmists). Several groups of sylvan elves dwell within the Hornwood. The area is named for the hornwood tree whose straightest limbs are specially treated and seasoned to make the finest of elven bows. Hornwood is exceptionally tough and resilient, but first grade wood is not common and is hard to prepare for use in bows.

Hraak Forest: The Hraak is a largish pine and fir woodland within the territory claimed by the descendants of Stonefist. It borders the Corusks north of Hraak Pass.

Loftwood: A smallish pine forest growing on the coast of Bone March between the foothills of the Rakers and Grendep Bay, the tall trees of this wood and are prized as masts for large ships. It is now undoubtedly being despoiled by humanoids.

Menowood: A fair sized woodland in the southernmost corner of Idee, the Menowood is reportedly home to many treants and elvenfolk. The Hollow Highlands run through its eastern portion. This forest is virgin, and few humans venture into it.

Nutherwood: This forest lies to the south of the Yol River, its southern edge marking the end of the writ of the Theocrat of the Pale. It is not

frequented, and reports state that many monsters and bandits are hidden within.

Oytwood: Also within the borders of Geoff, the Oytwood is a smallish woodland which is inhabited mainly by elves.

Phostwood: The forest on the northern bank of the Yol belongs to Tenh, although this possession is disputed continually by bandits from the bordering states. Certain species of trees found only within this forest have a strange phosphorescent quality when they die and begin to rot, giving the place an eerie air at night. (A branch of phostwood glows sufficiently to light a 10' radius area.)

Rieuwood: This forest caps the northern end of Sunndi. Its mighty trees stretch from the middle portion of the Hollow Highlands to the rises of the Glorioles. It is patrolled by the forces of Sunndi and made dangerous to enemies by elves and rangers. Despite this, raiders and even humanoid marauders are sometimes found therein.

Sable Wood: This evergreen forest is within the realm of the King of the lee Barbarians. Its most interesting feature is the particular fir tree whose wood turns a deep lustrous black when harvested in the dead of winter and rubbed with hot oils. The barbarians prize this material greatly, and they will not export it.

Silverwood: The smallest forestland within the Duchy of Ulek which is the home of many sylvan elves is called the Silverwood. Certain trees which are greatly loved by elvenkind grow in abundance in this forest, and it is said that its inhabitants prize these trees more highly than silver.

Spikey Forest: This smallish woodland divides the lands of the Frost and Snow Barbarians. Its tall pines are used by both peoples for ship masts and spars.

Tangles: This is a jungle-like woodland of no great size within the Bandit Kingdoms above Riftcanyon.

Timberway Forest: This vast stretch of pines, firs, and other northern forest growths reaches from the lands of the Frost Barbarians all the way to the Barony of Ratik, from the shores of Grendep bay to the shoulders of the Rakers. Although its growth is not as fine as that of the Loftwood, it is still very valuable in shipbuilding.

Udgru Forest: This woodland within the realms of Ekbir and Tusmit is quite extensive and very dense. It is filled with game, and less desirable creatures also, of course. Dissident citizens of both states are prone to use the woodland as a sanctuary.



WASTELANDS

BRIGHT DESERT

Population: Unknown (scattered nomads)
Demihumans: Doubtful
Humanoids: Doubtful

Since the beginning of recorded history in the Flanaess, the Bright Desert has intrigued and challenged mankind. It is supposedly filled with riches - copper, silver, gold, and gem minerals. The harsh climate, wildly varying temperatures, and hostile inhabitants (Suel peoples) who battle any intruder with ferocious determination and blood lust tend to discourage exploitation. The dervishes rumored to dwell in the bordering Abbor-Alz hills likewise turn away would-be explorers, although if such dervishes actually exist, they are likely to be of Flan extraction and hostile to Suloise nomads. One or two organized forces have attempted to penetrate the Bright Desert, but none have ever returned to tell what happened.

DRY STEPPES

The vast stretches of prairie north of the Sulhaut Mountains and west of the Crystallist and Ulspree Ranges are known as the Dry Steppes. Rainfall there is scarce, and few rivers flow in the place. Once the area was well watered and fertile, forming the homelands of the Baklunish Padishahs and Sultans, but it was destroyed by the Invoked Devastation in the war with the Suloise. It is said that the central part of the steppes is still pleasant and rich, and there is no doubt that various large hordes of Baklunish nomads still roam the area under the rulership of various khans. This borderland of the Flanaess is otherwise unknown to the chronicler. Invading tribesmen from the Dry Steppes are typically light cavalry employing composite bows, light lances, and curved swords.

LAND OF BLACK ICE

Those who have ventured far into the northlands beyond the Burneal Forest tell of a strange phenomenon. Instead of the normal stark white snow and translucent blue-white ice, there is an endless landscape of deep blue-black ice, topped only here and there by normal snowfall. Strange arctic monsters prowl these fields of ebony ice, and the few humans who dwell near the place fear to enter it on account of the beasts and supposedly what lies beyond. Stranger still, they are said to tell of a warmer land beyond the ice where the sun never sets and jungles abound.

Regardless of such prevarications, the area is mysterious indeed. Somewhere between the Land of Black Ice and the Blackmoor territory is the reported locale of the City of the Gods, a place where iron buildings tower and it is summer year round, even though the snows are piled deep in the fields surrounding the city. Giving rise to such legends, the Land of Black Ice is worthy of further exploration by daring adventurers.

RIFT CANYON

In the lands north of the Artonsamay, amidst the rough and broken ground and jutting crags of the badlands there, a deep canyon of tremendous extent is found. This strange rift in the floor of the oerth is over 180 miles in length and from 10 wide at its end to about 30 in its midsection near the bandit town of Riftcrag. Tales tell us that this rift is more than a mile deep and pocked with caves and caverns. Much of its length has been cleared of monsters, although they still issue forth from the tunnels, it is said.

The Plar of the Rift, as the bandit lord styles himself, reportedly uses humanoid troops and monsters to hold the place against their kin, and rich loot is taken by such action. The floor of the rift at its western end is shunned, however, due to the particularly fierce monsters dwelling there. Attempts to clear this area have ended in disaster. Parties from the Shield Lands taking punitive actions against the bandit kinglets report that this state of affairs is indeed true, relating that attempts to surprise the brigands by moving through the Rift canyon from its western end have proven to be impossible.

Just south of the Riftcanyon is the lonely volcanic cone of haunted White Plume Mountain, avoided by both knights and bandits.

SEA OF DUST

A territory of unknown extent exists behind the Hellfurnaces, south of the Sulhaut Mountains. This bleak desert is the Sea of Dust, the former Empire of Suel or Suloise. History tells us that this was once a fair and fertile realm extending a thousand miles west and southward, too. The merciless and haughty rulers engaged in a struggle for dominance and supremacy over all of Oerik with the Baklunish, and in return for a terrible magical attack, the Suloise lands were inundated by a nearly invisible fiery rain which killed all creatures it struck, burned all living things, ignited the landscape with colorless flame, and burned the very hills themselves into ash.

Whatever the truth of this, the place is certainly a desert today, an endless vista of dust and fine ash in gentle rises and shallow valleys which resemble waves in the ocean. This aspect is far less picturesque when the winds howl and tear the surface into choking clouds which strip flesh from bone and rise to the clouds, making vision impossible and life hazardous in the extreme. Added to this unwholesome environment are rains of volcanic ash and cinders which are blown from the Hellfurnaces to drop upon the forsaken lands that were once an empire of terrible might. Legends tell of strange ruins near the feet of the Sulhauts, and say that somewhere in the central fastness there still stands the remains, nearly intact, of what is called the Forgotten City, lost capital of the Suel Imperium.

There are a few mountain tribesmen in the Sulhauts who reportedly venture into the Sea of Dust now and again to obtain treasure from the remains of the cities and towns buried under the dust. The truth of these tales cannot be established, but there is no doubt that there are peoples who dwell within the fastness of the mountain range. Reports of firenewt marauders and other abominations are not uncommon, but may be unreliable. Somewhat similar fables tell of a secret expedition sponsored by the Sea Princes to find and bring back the loot left in the Forgotten City. If such an expedition ever was organized and left upon the journey, no news of its return has ever been had. This latter tale, though, caused the officials of the Yeomanry to attempt exploration of the far side of the Hellfurnaces, and reliable reports tell of at least one party returning from such a trek, decimated by half, but bearing strange art objects and jewelry back from their explorations in the fringes of the Sea of Dust. More details are not forthcoming from the Freeholder, of course, and the event happened too recently to give rise to sub rosa information.



DEITIES OF GREYHAWK

The People of Oerth worship many gods. Only deities of the Flanaess are listed here. In general, the greater gods are too far removed from the world to have much to do with humanity, and while they are worshiped, few people hold them as patrons.

These deities have been known to intercede directly in the affairs of men, but only if these affairs have a direct and crucial bearing upon the concerns of the deity. Even so, the annals of the historians list only a few such instances in the history of the Flanaess. Deities have weighty affairs to attend to, and in general they cannot be bothered with the trivial needs of a party of lowly mortals. However, under certain circumstances, a demi-god and a godling might well become embroiled in human affairs - as your further reading will discover. Because of the plots of Iuz and various demons and evil elementals, St. Cuthbert has become actively aware of events (and

has indirect assistance from Beory, who resists elemental destruction). The enmity between Iuz and St. Cuthbert may yet result in direct confrontation.

A list of the greater, intermediate, lesser, and active demigod deities of the Flanaess is given hereafter. Following the name of each deity is the culture or cultures associated with that god: Baklunish (B), Common (C), Flan (F), Oeridian (O), Olman (L), and Suloise (S).

The careful reader will note that certain deities are both of a certain racial origin and common, at the same time. Next, the major attributes of the deity are listed and, finally, the deity's alignment is shown. With respect to alignment, the following abbreviations are used: L = Lawful, G = Good, N = Neutral, C = Chaotic, E = Evil. The deity's sex is indicated last.

HUMAN GODS

GREATER GODS

Beory, goddess of nature
 Boccob, god of magic
 Incubulos, god of plague and famine
 Istus, goddess of fate and destiny
 Nerull, the reaper
 Pelor, god of the sun and healing
 Rao, god of peace and reason

Cultures	Spheres
FC	Nature
C	Arcana
C	Death
Bc	Knowledge
FC	Death
FC	Life, Light
FC	Knowledge

Alignment

N
 N
 NE
 N
 NE
 NG
 LG

Gender

F
 M
 M
 F
 M
 M
 M

Symbol

Green Disk
 Eye with pentagram
 Reptilian eye with a horizontal diamond
 Weaver's spindle with three strands
 Skull with a scythe or sickle
 Sun
 White heart



Clerics of Pholtus, Al-Akbar, Saint Cuthbert, Heironeous, and Hextor

INTERMEDIATE GODS

	Cultures	Spheres	Alignment	Gender	Symbol
Celestian, god of stars and wanderers	OC	Knowledge	N	M	Arc of seven stars inside a circle
Cyndor, god of time and infinity	C	Knowledge	LN	M	Infinity symbol
Ehlonna, goddess of woodlands	C	Life, Nature	NG	F	Unicorn horn
Erythnul, god of envy and slaughter	OC	War	CE	M	Blood drop
Fharlanghn, god of horizons and travel	OC	Knowledge, Trickery	NG	M	Circle crossed by horizon line
Heironeous, god of chivalry and valor	OC	War	LG	M	Lightning bolt
Hextor, god of war and discord	OC	War	LE	M	Six arrows fanned out downward
Kord, god of strength and athletics	S	Tempest, War	CG	M	Four spears and maces forming a star
Lendor, god of time and tedium	S	Knowledge	LN	M	Crescent moon over a full moon with stars
Obad-Hai, god of nature	FC	Nature	N	M	Oak leaf and acorn
Olidammara, god of revelry	C	Trickery	CN	M	Laughing mask
Pholtus, god of light and law	OC	Light	LG	M	Sun or moon partially eclipsed by a moon
Procan, god of ocean and sailing	OC	Knowledge, Tempest	CN	M	Trident above a cresting wave
Ralishaz, god of ill luck and insanity	C	Trickery	CN	M	Three bone fate-casting sticks
Saint Cuthbert, god of common sense	C	Knowledge	LN	M	Circle at the center of a starburst of lines
Tharizdun, god of eternal darkness	C	Trickery	CE	M	Dark spiral or inverted ziggurat
Trithereon, god of liberty and retribution	C	War	CG	M	Triskelion
Ulaa, goddess of hills and mountains	C	Life, War	LG	F	Mountain with a circle at its heart
Wee Jas, goddess of magic and death	S	Arcana, Death	LN	F	Red skull in front of a fireball
Zilchus, god of money and influence	OC	Knowledge, Trickery	LN	M	Hand clutching a bag of gold



Clerics of Lendor, Istus, Boccob, Celestian, and Fharlanghn

LESSER GODS

	Cultures	Spheres	Alignment	Gender	Symbol
Allitur, god of ethics	Fc	Knowledge	LG	M	Pair of clasped hands
Atraa, goddess of spring and renewal	Oc	Life, Nature	NG	F	Kara tree full of ripe fruit
Beltar, goddess of malice and caves	S	Trickery	CE	F	Set of fangs set to bite
Berei, goddess of farmers and home	Fc	Life, Nature	NG	F	Sheaf of wheat stalks
Bleredd, goddess of mines and smiths	C	Knowledge	N	M	Hammer and anvil
Bralm, goddess of insects and industry	Sc	Knowledge	N	F	Wasp
Dalt, god of portals and enclosures	c	Trickery	CG	M	Locked door with skeleton key beneath
Delleb, god of reason and intellect	O	Knowledge	LG	M	Open book
Fortubo, god of mountains and mines	S	Knowledge	LG	M	Warhammer
Geshtai, goddess of fresh water	Bc	Nature	N	F	Waterspout
Jascar, god of hill and mountains	S	Nature	LG	M	Snow-capped mountain peak
Joramy, goddess of wrath and volcanoes	C	War	N	F	Volcano
Kurell, god of thievery and jealousy	O	Trickery	CN	M	Hand holding a broken coin
Lirr, goddess of the arts	C	Knowledge	CG	F	Illustrated book
Llerg, god of beasts and strength	S	Nature, War	CN	M	Bear, snake, or alligator
Lydia, goddess of music and daylight	Sc	Knowledge, Light	NG	F	Open hand radiating colors
Myhriss, goddess of love and beauty	C	Trickery	NG	F	Lovebird
Mouqol, god of trade and ventures	B	Knowledge	N	M	Set of scales and weights
Norebo, god of luck and risks	S	Trickery	CN	M	Pair of eight-sided dice
Osprem, goddess of water voyages	S	Knowledge	LN	F	Whale
Phaulkon, god of wind and clouds	S	Tempest, War	CG	M	Winged human silhouette
Phyton, god of beauty and nature	S	Nature	CG	M	Scimitar and oak tree
Pyremius, god of fire and poison	S	Death, Trickery	NE	M	Demon head with bat wings
Raxivort, god of rats, bats, and xvarts	O	Trickery	CE	M	Fiery blue hand
Sotillion, goddess of summer and ease	Oc	Life	CG	F	Orange tiger
Syrul, goddess of lies	S	Trickery	NE	F	Forked tongue
Telchur, god of winter and cold	Oc	Tempest	CN	M	Field of snow
Velnius, god of sky and weather	O	Tempest	N(NG)	M	Bird perching upon a cloud
Wenta, goddess of the autumn harvest	Oc	Knowledge	CG	F	Mug of beer
Xan Yae, goddess of shadows	Bc	Trickery	N	F	Black lotus blossom
Xerbo, god of the sea and business	S	Knowledge	N	M	Dragon turtle
Zodal, god of mercy and hope	Fc	Life	NG	M	Hand partially wrapped in cloth



Clerics of Iuz, Nerull, Tharizdun, Vecna, and Wastri

DEMIGODS & QUASI-DEITIES

	Cultures	Spheres	Alignment	Gender	Symbol
Al' Akbar, demigod of duty and dignity	B	Knowledge	LG	M	Chalice and 8-pointed star
Chitza-Atlan, demigod of death	L	Death	NE	M	Mummified centaur
Daern, hero-deity of fortifications	C	War	N	F	Shield
Daoud, hero-god of humility and clarity	B	Knowledge	N	M	Patch of multi-colored yarn
Heward, hero-god of bards and music	C	Knowledge, Trickery	NG	M	Any musical instrument
Iuz, god of pain and oppression	FC	Death	CE	M	Grimacing human skull
Johydee, hero-goddess of espionage	O	Trickery	NG	F	Stylized onyx mask
Kelannen, hero-deity of swordplay	C	War	N	M	Nine swords forming a star
Keoghtom, hero-god of exploration	OC	Knowledge	NG	M	Round disk bisected with an arrow
Kyuss, demigod of undeath & corruption	FC	Death	NE	M	Skull erupting with green worms
Merikka, demigoddess of farming	OF	Knowledge, Nature	CG	F	Basket of grain and long scroll
Myrlund, hero-god of magic technology	O	Knowledge	LG	M	Six-pointed star with rounded points
Rudd, goddess of luck and competition	OC	Trickery	CN	F	Bulls-eye target
Tlazoteotl, Oerth Mother	L	Life, Nature	N	F	Ear of corn
Vecna, god of evil secrets	FC	Arcana, Death	NE	M	Hand with an eye in the palm
Vinar "Green Man," god of nature	OF	Nature	CN	M	Green-leaf mask
Wastri, god of bigotry and amphibians	C	War	LN	M	Gray toad
Zagyg, god of eccentricity and magic	C	Arcana, Trickery	CN	M	Two, parallel ziggurat shapes
Zuoken, god of mental & physical mastery	Bc	Knowledge	N	M	Striking fist



Priests of Sehanine, Mouqol, Rao, Zuoken, and Xan Yae

DEMIHUMAN GODS

DWARVEN GODS

Moradin, father of dwarves	Spheres Knowledge	Alignment LG	Gender M	Symbol Hammer and Anvil
Abbathor, god of greed	Trickery	NE	M	Jeweled dagger
Berronar Truesilver, goddess of shelter	Life, Light	LG	F	Intertwined silver rings
Clangeddin Silverbeard, god of war	War	LG	M	Crossed silver battle axes
Dugmaren Brightmantle, god of learning	Knowledge	CG	M	Open book
Dumathoin, god of buried secrets	Death, Knowledge	N	M	Faceted gem inside a mountain
Muamman Duathal, god of wanderers	Nature, Trickery	NG	M	Mace over a leather boot
Vergadain, god of wealth and luck	Trickery	N	M	Gold coin

*Bleredd, Fortubo, Jascar, and Ulaa are also worshipped by dwarves

ELVEN GODS

Corellon Larethian, god of magic & art	Spheres Arcana, Light, War	Alignment CG	Gender M or F	Symbol Crescent Moon
Aerdrie Faenya, goddess of air	Tempest, Trickery	CG	F	Eagle
Deep Sashelas, god of the sea	Nature	CG	M	Dolphin
Erevan Ilesere, god of mischief	Trickery	CN	M	Nova star with asymmetrical rays
Fenmarel Mestarine, god of outcasts	Trickery	CN	M	Pair of elven eyes in the dark
Hanali Celanil, goddess of love	Life	CG	F	Golden heart
Labelas Enoreth, god of longevity	Arcana, Knowledge	CG	M	Setting sun
Lolth, demon queen of spiders	Trickery	CE	F	Spider
Rillifane Rallathil, god of forests	Nature	CG	M	Oak
Sehanine Moonbow, moon goddess	Knowledge	CG	F	Full moon topped with a crescent moon
Solonor Thelandira, god of hunting	Nature, War	CG	M	Silver arrow with green fletching
Ye'Cind, demigod of magical song	Arcana, Knowledge	CG	M or F	Recorder

*Ehlonna and Obad-Hai are also worshipped by elves



Priests of Kurell, Tritherion, Wentra, Ralishaz, and Kord

GNOMISH GODS

Garl Glittergold, god of the gnomes
 Baervan Wildwanderer, god of forests
 Baravar Cloakshadow, god of illusions
 Flandal Steelskin, god of mining
 Gaerdal Ironhand, god of vigilance
 Segojan Earthcaller, god of earth
 Urdlen, the crawler below

Spheres

Trickery
 Nature
 Arcana, Trickery
 Knowledge
 War
 Light
 Death, War

Alignment

LG
 NG
 NG
 NG
 LG
 NG
 CE

Gender

M
 M
 M
 M
 M
 M
 -

Symbol

Gold nugget
 Raccoon
 Cloak and dagger
 Flaming hammer
 Iron bracer
 Glowing gemstone
 Mole

*Ehlonna, Fortubo, Jascar, Obad-Hai, and Ulaa are also worshipped by gnomes



Saint Cuthbert of the Cudgel

HALFLING GODS

Yondalla, mother goddess & provider
 Arvoreen the Defender
 Brandobaris, god of stealth and thieves
 Cyroallaelee, goddess of home & friends
 Sheela Peryroyl, goddess of nature
 Urogalan, god of earth and death

Spheres

Life
 War
 Trickery
 Life
 Nature, Tempest
 Death, Knowledge

Alignment

LG
 LG
 N
 LG
 N
 N

Gender

F
 M
 M
 F
 F
 M

Symbol

Shield with a cornucopia
 Crossed short swords
 Footprint
 Open door
 Daisy
 Silhouette of a dog's head

*Ehlonna, Obad-Hai, and Ulaa are also worshipped by halflings

ORCISH GODS

Gruumsh, god of survival and strength
 Bahgtru, god of strength and combat
 Ilneval, god of war and leadership
 Luthic, goddess of fertility and healing
 Shargaas, god of stealth & darkness
 Yurtrus, god of disease and death

Spheres

Tempest, War
 War
 War
 Life, Nature
 Trickery
 Death

Alignment

CE
 CE
 LE
 NE
 NE
 NE

Gender

M
 M
 M
 F
 M
 M

Symbol

Unblinking Eye
 Broken femur
 Bloodied longsword
 Orcish rune meaning "home"
 Red crescent moon
 Rotting white hand



luz the Old

ADVENTURES ON THE WORLD OF GREYHAWK

The following wilderness scenarios have proven useful in capturing the atmosphere of the Flanaess. Although apocryphal, they are based on events suggested by notes scribbled in the margins of the original, recovered manuscript.

Specific details of each adventure must be filled in by individual Dungeon Masters.

QUEST OF THE MIST GOLEM

Fifteen years ago, the city of Greyhawk (or another city of the central Flanaess) was plagued by a series of strange disappearances among the youth of the noble families. The children simply disappeared at night, never to be seen again, though sometimes they were replaced by simulacrum that committed vile blasphemies and had to be destroyed. After investigation both magical and mundane, the city magistrate determined that the wizard Murq was behind these awful outrages. (His exact purpose was never ascertained.) When a grim and determined group of high-level guardsmen was sent to apprehend Murq, he had already fled, leaving behind only another simulacrum that was killed vowing vengeance upon the magistrate and the city.

The magician Murq and his outrages have almost been forgotten. Recently, however, the respected magistrate's sleep has been invaded by evil dreams. In these nightmares, mad Murq appears surrounded by a cold fen, threatening the magistrate and the city with doom. He boasts of having found an ancient volume of great power, whose secrets are enabling the wizard to create a mist golem. This creature, Murq claims, can slay others, but cannot itself be slain. When the stars are right, the golem shall be finished. Then it shall be sent to kill; first the magistrate, then anyone it can find, until everyone is slain or driven out of the city.

The court magicians, clerics and astrologers have analyzed these dreams, Murq's threats, and the appearance of the area from which he "broadcasts" (including the configuration of the sky behind the wizard). They have consulted their histories and star charts, and communed with Celestian. All have come to the conclusion that Murq's threats could be quite real, and if they are, then the mist golem will be completed in only 63 nights. They have pinpointed the source of the dreams as somewhere near the headwaters of the Dulsi River, in the Cold Marshes.

For the sake of the magistrate, and indeed the whole city, Murq's revenge must be thwarted. A group of adventurers (the player characters) has been asked to take the job of tracking down the renegade wizard and foiling his plans before the mist golem can be completed. If they are successful, they will receive a large reward, as well as whatever else they can pick up from evil encounters along the way.

The first part of the journey will be relatively easy, as the characters make their way across the civilized Kingdom of Furyondy to the town of Crockport, on Whyestil Lake. However, from there on the adventurers will be traveling in wild territory. Going up the Dulsi River by boat may seem fastest, but it is too dangerous, as this would be sure to attract the attention of the evil creatures of Iuz. The party will have to travel north by land, avoiding or defeating humanoid bands from the northern Vesve Forest, the scouts and spies of Iuz, and bold Wolf Nomads. Then there is the perilous passage through the Howling Hills: the eastern portion is a spawning ground of evil creatures for Iuz, and the west is the sacred burial ground of the savage and cunning Wolf Nomads. If these barriers are passed, there remains the frigid and monster-ridden Cold Marshes at the end of the trail.

Murq himself is guarded by trolls, gnolls and invisible stalkers. Even if the wizard is defeated before the 63rd night, the party must still return to the South to claim its reward. It is up to the Dungeon Master to create encounters, Murq and the mist golem, keeping in mind the relative character level and experience of his or her players.

WEREWOLVES OF THE MENOWOOD

The Menowood, once a haven of safety for elves, pixies, and others of their ilk, has recently fallen victim to evil intrusions from the south and east. In particular, a ravenous band of werewolves seems to have taken up residence somewhere in the northernmost part of the woods. These vicious lycanthropes have been raiding the human settlements along the river and the dwarves and gnomes of the Hollow Highlands for several months.

The local inhabitants have decided that enough is enough, and have pooled their resources to hire the adventurers to eliminate this threat.

Unfortunately, the party's employers rarely venture into the Menowood, and can give the characters no clue as to where to look for the werewolves' lair. When the party ventures into the forest, they are likely to encounter several of the following:

- A band of trolls who have moved into the woods from the Vast Swamp, finding the forest creatures easier pickings. These enterprising monsters have taken to branches and leaves and waiting by game trails to ambush their prey. They will leap on their prey and rend it or try to chase it into concealed pits.
- A group of 20-30 bandits who have just established themselves in the area in the last few weeks. This band was driven out of the Rieuwood by the elves and rangers there. Hearing of the werewolf raiders of the Menowood, the leader of the bandits decided upon a clever plan: the bandits would dress up in wolf skins when the group went on a raid. The victims, already terrorized by the wolf-men, would think the bandits were more of the same, and flee rather than offer resistance. So far this plan has worked twice, and the bandits have gained quite a bit of loot with no losses. Their only fear is of running into the real werewolves. An encounter with the party will most likely be with a group of wolf-clad bandits heading out on another raid. Among the bandits is a 5th level wizard and 7th level rogue, as well as the fighter leaders.
- Two to five enraged treants who are suspicious of any intruders into the forest, and want all outsiders driven away. If treated with respect, they may indicate for the party the general direction of the werewolves' lair, but they will not help more than this.
- An owlbear and an ogre which hunt as a team, but know enough to keep away from the elves and treants.
- Sylvan elves (11-20) on patrol. They can tell the party where not to look, i.e., what areas the elves control. The elves only know of the werewolves indirectly, since all of the raids have been outside the forest.
- Two dozen Minions of Wastri (q.v.) from the Vast Swamp, with a pack of giant toads, searching for demihumans to hunt down and slay. Included in the group are eight 1st level clerics and one of 7th level.
- A blighted elm treant whose disease has rotted its heartwood, causing it to hate all animal life (including people) and attack on sight.

- The werewolf band, its members staying near their lair until the time is right for another raid. The lycanthropes have appropriated a series of caves in a ravine, and set up a small camp. They are masquerading as simple woodsmen, and will welcome any party of humans and demihumans who come around (only waiting until the party is off guard and surrounded to change shape and attack). Deep in the caves is their treasure room, where they have secreted all of the loot from their raids. The treasure room is also the lair of their leader, a powerful werewolf who is also a vampire! (The other werewolves tolerate their leader's condition, and even consider it an asset, since the vampire dislikes the curse-tainted blood of the lycanthropes.) The vampire will not come out during the day (even if there is a battle) unless personally disturbed.

DMs will note that this adventure requires fairly high level characters. Even normal werewolves are not easy for low or mid levels to handle.

THE LOST PASSAGE OF THE SULOISE

When the Rain of Colorless Fire ended the Age of Glory and brought down the Empire, the tribes decided to seek their fate to the east, in the lands of the Flan. To expedite this migration, Slerotin, the Last Mage of Power, caused a great tunnel to be magically made through the northeast mountains. One by one the tribes passed out of the Empire and into the East. When none were left in the Sea of Dust, the Last Mage sealed the tunnel at both ends with a spell that would last a thousand years.

. . . ancient Suloise folklore

Where the Crystalists border the Yeomanry, humans and demihumans often brave the terrors of the mountains for the sake of the precious stones and metals to be found there. Recently a band of dwarves prospecting for silver discovered a huge cave entrance in a place where none should be. Being dwarves, they investigated further, but were chased away by a huge thundering creature with glowing red eyes that seemed to be invulnerable to their crossbow bolts. The great black horror resembled an unbeatable evil monster from dwarven legend, and so frightened the dwarves that they refuse to go back. In fact, they have told almost no one about the episode, but one night a tipsy dwarf does relate the tale to a certain party of adventurers...

With the dwarf's directions, the party shouldn't have too much trouble finding the tunnel opening. It is hidden by brush and large trees, but not well enough to be missed by determined searchers. The opening, like the passage behind it, is 30 feet tall and 300 feet wide. The tunnel passes through the mountains in a straight line, keeping the same dimensions throughout its entire length of over 200 miles.

The northeastern terminus of the passage is guarded by a large black juggernaut, that "sees" through glowing red gem eyes. Its low armor class causes most missiles to merely bounce off. Over the centuries its magical energies have run down to the point where an unencumbered man can outrun or outmaneuver it. If it does catch any intruders, however, it will crush them flat. It was placed here to destroy any who might find and dispel the magical seal.

As the legend states, the tunnel was magically sealed for a thousand years. The magic of the seal has been wearing off for the last few decades, and is now entirely gone. The Suloise legend is basically true, but what it omits is that, unbeknownst to Slerotin, there was one tribe of Suloise that had not quite escaped the passage when it was sealed. The Lerara tribe was trapped in the giant tunnel, but they and their animals have adapted to the underground environment, and a complete subterranean ecology has developed.

A party advancing down the tunnel will find that most areas are dry and empty of anything but dust, but some are damp or even wet, and fungi of all types (including edible and phosphorescent) grow in these areas. After 25 miles or so, travelers will encounter the first outposts of Lerara society. Fair to begin with, the Lerara have now become near-albinos, with pale bluish-white eyes and silver-white hair. These degenerate and inbred Suloise cultivate various types of fungi for food, and use giant millipedes as draft animals. The warriors

of the nobility use the giant millipedes for mounts, and this squiggly cavalry makes up about one-quarter of their troops. All of the Leraras' weapons are coated with a paralytic fungus poison.

The Lerara have not been completely cut off for the millennium. When the migration tunnel was originally made, it intersected a much smaller tunnel about halfway through the mountains, and since then, strange boring creatures have made new tunnels. The smaller tunnel connects to the deeper maze of tunnels below the Hellfurnaces to the south. Eventually the Lerara established some trade with the drow society there, exchanging fungus poison for weapons, goods and animals (such as the millipedes). However, even with the drow contacts, the Lerara might have eventually died out in their dismal underground domain, if they had not found something else in the tunnels below the major passage. In a place where no foot had trod for an eon, they found a thing they could worship, and a reason for existence — the Mother.

The Mother is virtually a physical embodiment of evil, radiating vileness and wickedness that is somehow strangely attractive. Physically, the Mother looks like a huge, white, glowing ooze that covers the walls and ceiling of its large cave, with complicated ripples and waves continually flowing back and forth across its surface. The floor of the Cavern of the Mother is littered with the Lerara's ancient treasure, which they were carrying when trapped, and which they offered to the Mother when they discovered her divine evilness. Among this treasure are the bones of previous sacrifices.

The Lerara are as yet unaware that the tunnel seals are open. When they encounter a party of intruders, they will initially be very surprised, and their first impulse will be to retreat down the tunnel, away from this inexplicable occurrence. After a little time their attitude will change and they will welcome the party, apparently delighted to finally meet people from the outside world. They will offer to lead the party to their chief, a trip which will take many "sleeps." If the party goes along, the characters will receive every evidence of hospitality. Actually, the Lerara warriors are leading the party to the tunnel intersection, and then below the passage to the Cavern of the Mother, while always pretending to go to the chief's cave. When they near the Cavern of the Mother, the Lerara warriors plan to attack the party, paralyze them, and cast them into the Mother's body, which will then gradually drain them of life.

Depending on the levels, number, and experience of the adventurers' party, the DM will have to decide how tough to make the juggernaut, the Lerara, and the Mother. The DM should also create the Mother's treasure to fit the campaign.

THE JUNGLE OF LOST SHIPS

While in Sulward, the capital of the Lordship of the Isles, the adventurers are approached by an aging merchant who has a business proposition. He tells the party that one of his ships on a regular trade run to Hepmonaland was caught by a sudden storm, and blown hundreds of leagues off course to the east. Then the wind died, and the ship was drawn by a strange current to a place where there was a great mass of incredibly dense and tangled seaweed. Some of this seaweed had seemingly formed into great floating mounds. As they drifted closer, the captain realized that the floating mounds were actually derelict ships, trapped and overgrown by the weed. The captain saw ships of all nations, even ships of types that had been out of use for decades or that he had never seen before. Most importantly, he recognized two as being from the legendary Lost Treasure Fleet of the Sea Princes. Fortunately, another storm blew up and the ship was able to escape before becoming permanently mired. The captain reported all this to the merchant and then retired, since the Hepmonaland run was to have been his last voyage anyway.

The merchant is planning a trip to the sea of weeds to loot these lost treasure ships. He tells the party that he wants to hire them to deal with the many strange monsters that live in and around the seaweed, if they should try to interfere with the salvaging. In payment, the adventurers can have any treasure they themselves find and can personally carry. However, they must realize that the entire mission must be kept secret to avoid competition. In fact, their

ship is leaving tonight at midnight before talk can spread, from a point a few miles down the coast.

Most of the merchant's story is valid. Its major deviation from truth is that the teller is no merchant at all, and is in fact the Sulward Guildmaster of Assassins in disguise. The information about the trapped treasure ships was obtained from pirates who robbed and sank the merchant vessel, but not before the captain tried to buy his life with the story.

All he bought was a quick death. The pirates needed money for repairs, so they have teamed up with the Sulward Assassins' Guild, whose leader was once a pirate himself. The Guild put up the money for the mission, having just been paid a large sum by the Sea Barons for assassinating the Lordship's Grand Admiral. For this deed the Prince of Duxchan is attempting in earnest to destroy the Guild, so most of the assassins (including the Guildmaster) are going on the voyage, hoping the heat will have cooled down by the time of their return. The ship the adventurers are to meet down the coast is actually the refurbished pirate craft, disguised as an armed merchant vessel.

The Merchant/Guildmaster's job offer to the party is quite real. However, he has neglected to mention that, once the raid on the treasure ships has been successfully completed, the assassins (disguised as sailors) will attempt to do away with the party. The assassination attempt will come under the most favorable conditions, i.e., at night, when all or most of the party is asleep.

The pirates and assassins are all under orders to pretend to be nothing more than normal rough-and-tumble sailors, and have been threatened with dire punishments should they give away their true natures. If the ship is attacked by sea monsters on the way to the weed-sea, the crew is to let the adventurers do the bulk of the fighting.

The seaweed jungle is at the center of a giant, slow, whirling pool of ocean currents; when the ship reaches its destination, it will not be able to find the treasure ships immediately, due to the slow rotation of the colossal weed patch. The weed-mat is navigable around the fringes, but the sailors will have to work very hard to avoid being trapped. Most of the trapped ships were originally crippled by storm damage, and a healthy ship should be able to keep out through hard work, although oars will help.

The first thing the characters will notice about the seaweed jungle is that it is swarming with life of all sorts: fish, birds, crustaceans, eels. It is a floating reef, a haven for all sorts of creatures. This includes predators such as octopi and squids (some quite large), Portuguese men-of-war, barracudas, giant sea snakes, sharks, sea crocodiles, etc. The seaweed itself is dangerous, as strangle weed abounds, always ready to trap the unwary.

Over an area of several square miles, there are dozens of the great weed mounds that mark the corpses of trapped ships. All of them look roughly similar, so the sailors and characters will probably have to search at least several of them before finding the lost treasure ships. Getting into the center of the weeds will be a problem, since no ship's boat can push its way through the matted plants. When they do get in, they will find that many of the ships are inhabited!

The inhabitants found here are varied and strange. There is a ship occupied by a hunting band of lizard men, a ship haunted by lacedons (sea ghouls) and drowned zombies, and a ship that serves as a kelpies' lair. Kopoacanth lurk just under the surface, waiting to snatch the unwary straggler. There is a ship made of metal, with no mast or oars, and charts of unknown seas. Finally, there are eight ships that are home to a strange society of half-mad humans, a mongrel group of remnants from centuries of shipwrecks. Now they survive by fishing through holes cut in the seaweed. They travel by walking across the matted plants on snowshoe-like footgear made of light planks. Most are armed with spears. They worship a spirit of the ocean, and believe that all the land beyond the horizon has sunken beneath the waves, leaving a world covered by seas. All newcomers must swear the truth of this doctrine or be slain as blasphemers. The leader of the seaweed-tribe is their high priest, Narawa, whose most notable attributes are intolerance and insanity (as well as high charisma).

How much treasure remains on the Lost Treasure Fleet is up to the individual DM. The reward should be commensurate with the difficulty of the adventure.

THE COPPER RAIDER

The Voormann of Perrenland is worried. The Cantons export a great deal of copper to the south, but for ten weeks no copper caravan has reached the town of Highfolk safely. Three caravans were completely destroyed, the caravaneers slain, and the copper and other wealth stolen. The third caravan was protected by 24 men-at-arms, but all were killed and looted. Much other trade has passed between Schwartzenuin and Highfolk without a sign of trouble, but the copper trade has ground to a halt. None of the locals are willing to risk taking a copper shipment through, so the Voormann is looking for a group of outside adventurers. Their mission will be to take the copper through to Highfolk. If they are able to destroy whatever has been attacking the copper caravans, they will reap a rich reward. (And if they find and keep some of the loot stolen from the previous caravans, no one will complain.)

The road from Schwartzenuin to Highfolk follows the Velderdyva River, winding through a deep canyon where it pierces the Yatil Mountains. Travelers will occasionally be attacked by humanoid raiders in this area, but the Perrenlanders have driven most of these groups away.

Progress through the canyon is slowed by the occasional rock falls and landslides that block the road. The river flows sometimes on the east side of the canyon, sometimes on the west, so the road bridges the river here and there, and sometimes passes through runnels in the canyon walls.

As the party will discover, the creature responsible for the attacks on the copper caravans is Clonoc, a large, old copper dragon. Clonoc lost a duel with a demon, and is now possessed. However, the dragon's body and brain were too large for the rather small demon to possess completely, so the demon's attempts at control have resulted in a somewhat deranged, split personality. The demon's plans to make the dragon attack all passing trade have been mostly circumvented, except when a copper caravan passes, a thing which the dragon's tortured brain somehow perceives as a deliberate insult. Then the demon takes control, and the caravan is assaulted. Once the caravaneers are all slain, the dragon's natural greed (enhanced by demonic avarice) takes over, and the loot is hauled back to the dragon's lair. Somewhere inside him, the dragon regrets his actions, but can do nothing about it.

When he is about to attack a caravan, Clonoc (who is a magic-using dragon) casts invisibility on himself, and then glides down from the canyon heights to the attack, becoming visible only when he rakes the party with his first acid breath. From this point until the battle is over, the demon is in full control of the dragon's fighting faculties. This loosens its control of other areas, allowing Clonoc's personality some leeway, so that as the dragon is trying to slay everyone in the caravan, it will be roaring, "Help me! Save me! I'm possessed!" etc., in Common.

The dragon cannot be subdued while demon-possessed, but if it is captured or incapacitated, the demon will assume control over the dragon's speech center and respond to questions with insults and threats. If the demon is exorcised from the dragon, Clonoc will gratefully give up the copper caravans' loot, perhaps even with something extra added from his own hoard.

As with the other adventures, the DM must decide on the amounts of treasure, to best suit his or her individual campaign.



THE STOLEN SEAL

The successful alliance of the Barony of Ratik and the Frost Barbarians has caused much consternation in Bone March (and among the Baron of Ratik's political enemies in Rauxes). The tribes of the Bone March are still smarting from the drubbing they received last year from the combined Ratik-Fruzitii armies, so the evil leaders of the humanoids have determined that the northern alliance must be dissolved. Certain espionage elements in Marner that usually work for the Overking were contacted, and an agreement was reached. In a daring raid, the Seal of the Alliance was stolen from the Baronial Vault. This symbolic parchment was endorsed and blessed by the gods of both Ratik and Fruzitii, and the superstitious Frost Barbarians place great store in its continued safety. Once it is learned that the men of Ratik were unable to keep it safe, the alliance will probably fall apart, or at least be greatly damaged. The Seal is now being taken to Spinecastle, where it will be displayed and its theft publicly announced.

The above information was obtained (under duress) from one of the spies who was captured in the raid on the vault. The player characters have been asked by the Baron to accompany a platoon of troops in pursuit of the thieves. Their purpose is to capture the conspirators and retrieve the Seal, following them into Bone March, if necessary.

The party will be provided with fast horses (if they have none of their own) and hurried along to join up with the platoon. On the road, a group of bandits hired by the conspirators will delay the pursuers just long enough to enable the thieves to get across the border. The road at the border (high in the hills) is guarded by two companies of orcs, too much for the platoon to handle. The officer of the platoon will suggest the party abandon the road and sneak across the border to the east or west, while the horsemen set up a diversion for the orcs. From here on, it is up to the party to catch the conspirators, retrieve the Seal, and bring it back to Marner.

Despite the diversion, the party will encounter a few orc guards. If these are not silenced properly, they could bring many reinforcements. Once they get over the border and back to the road, the party should be able to catch up with the now slow-moving conspirators after a couple of hours of hard riding. However, regaining the Seal will not be easy, for the thieves and assassins from Marner are now riding with an armed group that was waiting for them with the border guard.

This group includes:

- 24 orcs, including some leader types.
- An evil human wizard of high level, with appropriate magic items. (He now carries the Seal.)
- 5 ogres, all well-armed and armored.
- A charmed minotaur which protects and obeys the wizard.

The DM should add or subtract enemies where necessary for balance. The minotaur is very alert, so the group will not be easy to surprise. In fact, if the monsters hear the horses of their pursuers at a sufficient distance, the hunters may themselves be surprised by an impromptu ambush.

If the party is successful in regaining the Seal, they must still escape back through the enslaved countryside to Ratik. In particular, the orcs at the border could be a lot of trouble. They are by this time aware that somebody has sneaked past them, and they will be waiting for similar tricks from either direction. They are commanded by a half-orc fighter/assassin, who will make clever use of his savage troops.

The reward for the retrieval of the Seal is of course up to the Dungeon Master.

ADVENTURE LOCALES

Many famous adventures have occurred in the World of Greyhawk, and much remains for the intrepid adventurer. Many of these heroic exercises have been published, and are available for those who wish to study the exploits and evils of the Flanaess. The locations of these adventures are listed below.

Slave Pits of the Undercity (A1): This adventure occurs at Highport, in the Pomarj, in hex A4-101.

Secret of the Slavers' Stockade (A2): The slavers' stockade is somewhat south of Highport, at the southern edge of hex A4-102.

Assault on the Aerie of the Slave Lords (A3): The aerie of the slave lords is hidden in the heights of the Drachensgrab, in hex A4-104.

In the Dungeons of the Slave Lords (A4): The culmination of this thrilling series is set in the same mountain crater lake as the aerie, hex A4-104.

The Hidden Shrine of Tamoachan (C1): These distant ruins are located at the very edge of the map, in hex A4-137.

The Ghost Tower of Inverness (C2): The Ghost Tower is located in the foothills of the Abbor-Alz, on a rocky outcropping overlooking Woolly Bay, in hex A4-92.

Descent into the Depths of the Earth (D1-2): This maze of tunnels and evil monsters is located under hex M5-138, beneath the Hellfurnaces.

Vault of the Drow (D3): The land of the black elves is under hex NS-138, in the Hellfurnaces.

Against the Giants (G1-2-3): These adventures occur in several different locations throughout Crystalmist Mountains and Jotens. The Steading of the Hill Giant Chief is in hex P5-129; The Glacial Rift of the Frost Giant Jarl is in hex S5-134; and the Hall of the Fire Giant King is in hex M5-138.

Dungeonland (EX1): This strange land of talking animals and giant plants is in hex D4-86.

The Land Beyond the Magic Mirror (EX2): This equally-confusing region is adjacent to Dungeonland, in hex D4-86.

Dwellers of the Forbidden City (I1): The weird city of the Yuan-Ti can be found in hex Y-109.

The Secret of Bone Hill (L1): The city of Restenford is on Lendore Isle, in hex B-78.

The Assassin's Knot (L2): The town of Garrotten is on Lendore Isle, in hex B-78.

Against the Cult of the Reptile God (N1): The village of Orlane is settled between the Dim Forest and the Rushmoors, in hex K5-113. The cult's tunnel complex is in the Rushmoors, in hex H5-112.

Queen of the Demonweb Pits (Q1): The abode of Lolth exists on another plane of existence, which connects to the Prime Material Plane only under hex NS-138, in the Vault of the Drow.

Tomb of Horrors (S1): This ancient tomb is most probably located at the heart of the Vast Swamp, in hex K2-97.

White Plume Mountain (S2): The ancient volcano fortified by Keraptis is near the Riftcanyon, in hex T3-70.

Expedition to the Barrier Peaks (S3): This most unusual of adventures takes place deep in the Barrier mountains, in hex A6-119.

The Village of Hommlet (T1): The legendary village is located in hex 04-98 near Verbobonc.

The Lost Caverns of Tsojcanth (S4): This strange magical hoard is hidden somewhere on the border between Perrenland and Ket, in hex E5-88.

The Forgotten Temple of Tharizdun (WG4): This desolate and forbidding edifice can be found near the lost caverns, in hex F5-88.

POLITICAL MAP of the FLANAESS



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|--------------------------|--------------------------|----------------------------|
| 1 THE GREAT KINGDOM | 18 THEOCRACY of the PALE | 35 PERRENLAND |
| 2 THE SEA BARONS | 19 BANDIT KINGDOMS | 36 HIGHFOLK |
| 3 LORDSHIP of the ISLES | 20 SHIELD LANDS | 37 VELUNA |
| 4 SUNNDI | 21 COUNTY of URNST | 38 MARCH of BISSEL |
| 5 IDEE | 22 DUCHT of URNST | 39 GRAN MARCH |
| 6 IRONGATE | 23 CITY of GREYHAWK | 40 VALLEY of the MAGE |
| 7 ONNWAL | 24 KINGDOM of FURYONDY | 41 DUCHY of GEOFF |
| 8 ALMOR | 25 HORNED SOCIETY | 42 STERICH |
| 9 NYROND | 26 IUZ | 43 THE YEOMANRY |
| 10 BONE MARCH | 27 WOLF NOMADS | 44 HOLD of the SEA PRINCES |
| 11 RATIK | 28 TIGER NOMADS | 45 KINGDOM of KEOLAND |
| 12 FROST BARBARIANS | 29 EKBIR | 46 TRI-STATES of ULEK |
| 13 SNOW BARBARIANS | 30 TUSMIT | 47 CELENE |
| 14 ICE BARBARIANS | 31 ZEIF | 48 THE WILD COAST |
| 15 STONE FIST | 32 PAYNIMS | 49 THE POMARJ |
| 16 ROVERS of the BARRENS | 33 ULL | 50 THE SCARLET BROTHERHOOD |
| 17 DUCHY of TENH | 34 KET | |