

GREYHAWK CAMPAIGN GUIDE

ESSENTIAL INFORMATION A DM NEEDS TO RUN A HEROIC FANTASY
CAMPAIGN IN THE WORLD OF GREYHAWK FANTASY SETTING

JOSEPH BLOCH



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CAMPAIGN SUPPLEMENT

**Essential information a DM needs to run a heroic fantasy campaign in the
World of Greyhawk Fantasy Setting**

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PREFACE

The World of Greyhawk Fantasy Setting was first published in 1980, in a slim folio that only needed 32 pages and a pair of gorgeous maps to give dungeon masters the information they needed to make Greyhawk their own. Since then, the setting has been fleshed out and expanded by many other authors, and to this day enjoys a thriving fan community who continue to create new content for this seminal campaign setting.

I myself began setting my campaigns in Greyhawk as soon as that wonderful Folio was published, and have continued to do so to this day. The details contained therein were sparse, so as to leave large open areas undetailed, giving the dungeon master plenty of room to invent his own details, without fear of contradicting something that was detailed differently.

The present work is my own humble attempt to help introduce new players to the setting, as well as to provide a resource that old hands can still find useful. Not as trim as the original folio, but not so encyclopedic as to bury the reader in detail, the hope is that you will be able to use this book as the foundation for your own Greyhawk campaign.

One of the goals of this book is to bring back a little of the old-school flavor that imbued the setting, while at the same time keeping it accessible to players used to a more modern style of play. Thus, some terminology will seem strange (dwur for dwarves, olven for

elves, etc.), but hopefully just enough to give Greyhawk its own “feel”. It is also the case that the current work has some details that are entirely my own creation rather than merely being a collection of what has been said before. This is of course in keeping with the spirit of the setting, which encourages innovation.

This book, and the accompanying Player’s Guide to Greyhawk, should give you and your players a solid boost into the setting, but the Greyhawk fan community is large and varied, and the reader is encouraged to check out some of the offerings therein, especially websites such as my own [Greyhawk Grogard blog](#) and accompanying [YouTube channel](#), the wonderful [Canonfire! website](#) that serves as a central hub for the community, [Anna B. Meyer’s cartography site](#) with stunning maps of Greyhawk’s world, and [Greyhawk Online](#) which provides a number of authors with a place to share their works with the larger community. Two fan-produced magazines, Oerth Journal and Visions of Greyhawk, also serve to connect fans of the setting and promote the creation of new material.

As Allen Hammack, editor of the original folio, said back more than 40 years ago, “The World of Greyhawk is yours, now – yours to do with as you wish.”

Take those words to heart and make Greyhawk your own.

Joseph Bloch

New Jersey, October 2024

INTRODUCTION

If the World of Greyhawk Fantasy Setting could be summed up in a single word, that word would be “balance.” The pendulum may swing so that evil seems to be on the verge of final triumph, and then back the other way so that the shining forces of law and good will rule forever, but, invariably, the pendulum swings the other way.

Indeed, there are powerful forces at work within the Flanaess and beyond that actively move the pendulum, and who strive to make sure that when it does swing, it doesn't swing too far in either direction. The Archmage Mordenkainen and the Circle of Eight, as well as the higher echelons of the druidical hierarchies, are actively engaged in the pursuit of Balance, and will often work behind the scenes to scuttle the ascendance of either Good or Evil.

The Flanaess, a continent on the world of Oerth, which is the self-defined “major center of the world” and “the center of enlightened humanity,” has gone through many such swings of the pendulum. As of the Common Year 576, it is a land very much on the edge. In the central Flanaess, the evil demigod-king Iuz rules from his demon-haunted capital Dorakaa, and the devil-worshipping Horned Society lies on his southern flank, while the fractious Bandit Kingdoms lie to their east. Opposing these are the good lands of Furyondy and Veluna in the west, and Urnst and Nyrond in the east.

In the eastern portion of the Flanaess, the Great Kingdom groans under the tyrannical (and, many say, both insane and demon-

possessed) Overking, who sends forth his vassals in brutal and ultimately fruitless campaigns to retake those lands which have broken away over the years. Nyrond and Almor in the north, and the alliance of smaller states known as the Iron League in the south; all stand as defiant bastions of good against the evil of the Great Kingdom.

In the southwestern Flanaess, in what is known as the Sheldomar Valley, all appears peaceful on the surface, but there are troubling stirrings of evil things in the Crystalmist Mountains and Hellfurnaces, the piratical Sea Princes rule to the south, and the humanoid tribes of the Pomarj are more and more aggressive and organized to the northeast.

And everywhere skulk the monks of the Scarlet Brotherhood, a mysterious order whose very existence went unsuspected until a few years ago, but whose members are now found in more and more royal courts as advisors and counselors.

All can sense that the pendulum is about to swing again, but in which direction?



GEOGRAPHICAL NOMENCLATURE

Greyhawk is the name of one of the major cities in the campaign setting, often but not exclusively used as the center for campaigns; it is not the name of the world as a whole.

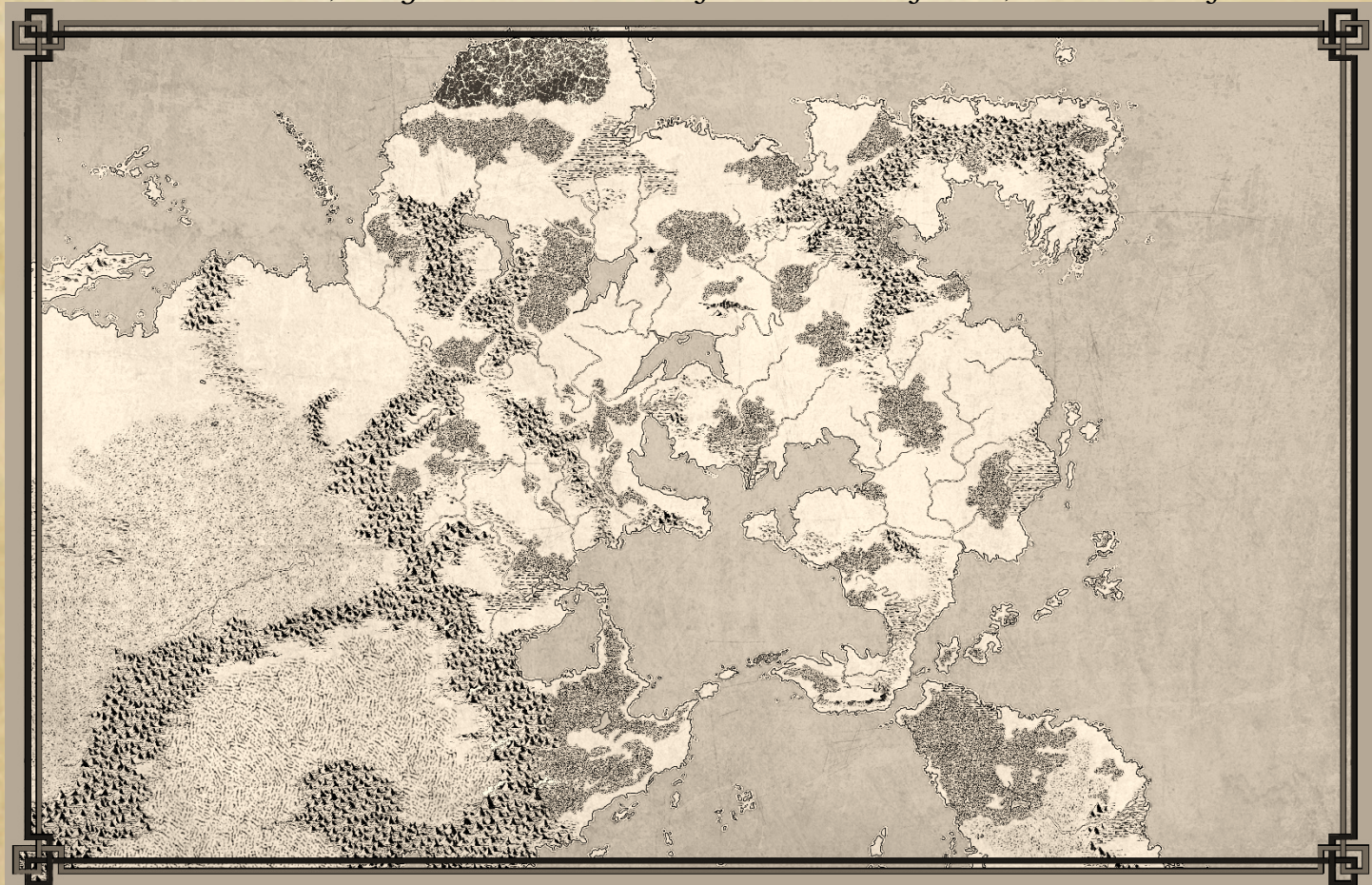
Oerth is the name of the planet on which the City of Greyhawk can be found. There are four continents.

Oerik is the name of the continent on which the City of Greyhawk can be found. It is home

to various cultures, including ones similar to Europe, China, Japan, India, Egypt, and more.

The Flanaess is the easternmost portion of Oerik. It can be thought of as analogous to Europe's position on the Eurasian continent (although on the opposite end, geographically speaking). Almost all of the published material regarding the setting to date has been set somewhere in the Flanaess. The Flanaess is considered the "enlightened center" of culture on Oerth, especially by those who dwell in the Flanaess.

The land Flanaess, being on the eastern end of the continent of Oerik, on the world of Oerth



CAMPAIGNING IN THE WORLD OF GREYHAWK

THE FLOW OF HISTORY

There is a wealth of official published material detailing the major places, persons, and events of the Flanaess. The published, or canon, material starts in the Common Year (CY) 576, and goes through CY 591. In those 15 years, the setting undergoes enormous changes both in detail and in tone.

The dungeon master must answer two fundamental questions in regard to his Greyhawk campaign prior to play. First, what year will the campaign be? Second, what impact (if any) will the larger events in the Flanaess have on the PCs (and vice versa)?

The three most popular time-periods for starting play are CY 576, 585, and 591. Each has strengths and weaknesses, and each will give a different play experience, as the tenor and tone of the setting changes dramatically as the fortunes of good and evil wax and wane.

CY 576

This is the period detailed in the original World of Greyhawk folio published in 1980 and “gold box” set published in 1983. Evil is on the rise in places like Iuz and the Sheldomar Valley (encompassing Keoland and the states surrounding it), but there seems to be a status quo in place and there are bright places of hope willing to stand against it such as Veluna, Furyondy, Nyrond, and the Iron League. The tone is one of good and evil in

balance, with the player characters able either to tilt the balance in the direction of good in their way, or to pursue their own ends without seeming to leave the rest of the world to its fate. ***This is the default time period for Greyhawk and the current work assumes campaigns are set in this time period***, but can be adapted for any other.

CY 585

This is the time of the Greyhawk Wars (1991) and From the Ashes (1992) boxed sets. By this time the Flanaess has undergone enormous turmoil, and the tide has turned most decidedly in favor of chaos and evil. Iuz has conquered the Horned Society and the Bandit Kingdoms, and is putting serious pressure on Veluna and Furyondy the Vesve Forest is a battleground. Almor is ruined, Nyrond is



exhausted, and the Great Kingdom itself has fallen into anarchy, ruled by a series of undead, demonic, or otherwise evil-serving warlords. Geoff and Sterich are either lost (or soon will be) to giants and humanoids. The Circle of Eight, those powerful mortals who strove to maintain balance, is gone. The Scarlet Brotherhood has created an empire in the south seemingly overnight, conquering the Sea Princes and establishing outposts throughout the Flanaess, threatening or overturning several members of the Iron League. The tone of the setting is one of evil ascendant, with the player characters there to slow the tide of evil. Reversing it hardly seems possible.

CY 591

This is the period described in the Greyhawk Player's Guide (1998), The Adventure Begins (1998), and the Living Greyhawk Gazetteer (2000). Some semblance of balance has returned to the Flanaess, but seemingly only because both sides are so exhausted from the fighting that they are hunkering down and rebuilding. Some successor states have arisen in the former Great Kingdom, the demons and other denizens of the lower planes which had been running rampant across the face of the Flanaess were mostly sent back to their home planes. Furyondy and Veluna have dealt checks to Iuz. Sterich has been retaken, and Geoff is not as solidly lost as was once supposed. The Scarlet Brotherhood has been set back on its heels, and Nyrond, though wounded, is regaining its strength. The setting's tone at this juncture in history is seemingly one of holding its breath, waiting to see if the pendulum will swing in the direction of order and good, or chaos and evil. The time

is ripe for player characters to intervene and influence the swing of that pendulum.

Naturally, these are only the time periods that have been extensively detailed in published products. It's entirely possible for a DM to set a campaign a hundred years before or after these events, allowing him to completely remake the tableau of the Flanaess and chart his own course.

However, for the DM who is desirous of taking advantage of the rich history that has been created, there are two ways to go.

The first is to give the player characters the opportunity to drive major changes in the setting. They could themselves be nobles, commanders of armies, heads of guilds, etc. and influence the course of events on a grand scale. Or, they could be relatively anonymous adventurers, acting at the behest of those grander individuals, helping to stem the tide of evil. Or, as a third possibility, they could simply stumble on opportunities to influence the course of history, simply being in the right place at the right time, and having no more motive than the desire to Do the Right Thing (and get well remunerated in the process!).

The second alternative is to have the well-documented events happening in the background, with no direct input or influence from the player characters. This has the advantage of not being dependent on the actions of the player characters, allowing the Big Events of the campaign tableau happening in the background (and still allowing the PCs to act on the periphery of those events), but the timeline won't be thrown out of whack if the PCs somehow stop Iuz from wiping out the Horned Society in CY583.

ON TECHNOLOGY

The Flanaess is a land of contrasts when it comes to technology. On the one hand, the remnants of what modern-day people would recognize as high technology (such as the Machine of Lum the Mad and the Mighty Servant of Leuk-O) exist, bespeaking of a distant past in which the creation of such devices was at least possible. Too, lasers, computers, and robots have, from time to time, found their way to Oerth from other worlds, and figures such as the wizard-gunslinger Murlynd have brought firearms and other technology through magical means. Even the original Castle Greyhawk had levels that were filled with modern machinery and factory equipment.

Thus, the idea of Oerth as a post-apocalyptic place, at least in some semblance, has permeated it from the beginning.

On the other hand, it is also the case that gunpowder (and its variations) will simply not function in Oerth's atmosphere (the aforementioned Murlynd having a magical aura that proves the exception to the rule). Thus, its armies, although of the late-Medieval period technologically in many respects, do

not have access to firearms. The DM is encouraged to maintain this fine balance, introducing science-fiction technology sparingly, but leaving prosaic gunpowder out of the campaign.

Players who complain about this limitation should be reminded that it affects all creatures equally, and thus the prospect of a regiment of euroz armed with muskets is equally off the table.



HISTORY OF THE FLANAESS

The history of the Flanaess begins with the ending of two great empires. For centuries the Suel and Oeridian tribes migrated east from their homes west of the Barrier Peaks, Hellfurnaces, and Crystalmist Mountains, fleeing war between the Suloise Imperium and the Baklunish peoples through the mountain passes. Both the Suel and Baklunish employed humanoid mercenaries, whose rapines drove the more peaceful elements ever eastward. There they encountered the relatively peaceful Flan tribes that had preceded them.

The wars, and the empires waging them, ended with the Invoked Devastation, brought down upon the Baklunish by the mighty war-wizards of the Suloise, possible because of the great heights of civilization and magical knowledge that the ancients possessed. The Baklunish responded with their own Rain of Colorless Fire, which devastated the Suel Empire, burning the very hilltops to ash in flames of pure white.

The Baklunish retained sufficient strength to remain in their homeland, although their civilization was shattered and thrown back into a barbarous state. They were hard-pressed to keep their homes against the ravaging humanoid tribes that had once served them.

The Suel who remained fled their ancient homeland eastwards into the Flanaess and south into Zihindia, although there was never much contact between the two groups of

migrants. The Suel and Oeridians battled for supremacy over the fertile lands of the Flanaess for more than two hundred years. The Oeridians had the benefit of their wizards, who focused on destructive magic suitable for combat, and their gods, who were energetic and concerned with the survival and growth of the people as a whole. But most of all the Oeridians were driven forward by a belief in their collective destiny. Early Oeridian conquerors such as Andorann, Leuk-O, and Tuerny the Merciless speak to the inherent drive to conquest and growth within the Oeridian stock. The fact that the Oeridians commanded great magical artifacts, such as the Orbs of Dragonkind, the Machine of Leuk-O, and so forth, added to their ability to chase the hated Suel people to the far corners of the Flanaess.

The Oeridians learned the benefit of cooperation with the indigenous demi-humans of the Flanaess as well as the native Flan peoples, and the innately wicked nature of the Suel spelled their own doom, as they were generally untrustworthy allies, opportunistic thieves, and practiced slavery as had been done in their lost empire. There were notable exceptions such as the houses of Rhola and Neheli, who were among the last to flee the ruins of the empire and eventually settled in the Sheldomar Valley and peacefully mixed with the Oeridians. Eventually the pure Suel tribes were forced to the fringes; the Thillonrian Peninsula in the far northeast, the Tilvanot Peninsula in the southeast, the Amedio Jungle, Hepmonaland, and as far as the Duxchan Islands.

The Flan peoples were simple folk, native to the Flanaess, not given to dreams of conquest, nor possessed of the material technology to do

so. Their lack of sophistication made them indifferent obstacles as the Suel and Oeridians battled for dominance.

The Aerdi were one of the most successful Oeridian tribes, and they founded the Kingdom of Aerdy. After but a few decades of prosperity, the Kingdom of Aerdy turned to dreams of empire, expanding by conquest, culminating in the Battle of a Fortnight's Length, where Aeridian armies fought against Nyronal cavalry, and were triumphant. That marked the transition from the Kingdom of Aerdy to the Great Kingdom, which endures to this day. It would go on to hold lands as far distant as Sunndi, North Province, Tenh, and even Furyondy. But after three centuries overreach and complacency would cause their territories to revolt and find their independence, while the Great Kingdom was rapidly reduced to a core territory that is still greater than any other realm in the Flanaess.

While the Kingdom of Aerdy was expanding from east to west, mixed Baklunish-Oeridian nomads were expanding in the north of the Flanaess, from west to east. Eventually these nomads claimed the whole of the north-central Flanaess as their own, even as a line of civilized states immediately to their south halted their advance.

Both Keoland in the west and Nyronal in the east followed the pattern of a good state that fell to the temptation of imperial conquest, although both of them were able to step back from the brink and end up with former satrapies that are now friendly neighbors and allies.

This, then, is the tableau of history upon which the current state of the Flanaess rests. Rival Oeridian and Suel tribes, warring their

way across the Flanaess, the ancient Baklunish enemy to the west still dreaming of expansion, great empires that have risen and fallen, good nations that have bitten the apple of ambition and either failed the test and descended into madness or brought themselves back to sanity through righteousness, nomads and barbarians in the north pressing down, and the mighty but unpredictable Great Kingdom looming over much of the Flanaess.

Large power blocs now dominate the Flanaess. In the west, the Sheldomar valley enjoys a peaceful hegemony under Keoland's influence, with the only threats to that peace being the humanoids, monsters, and giants from the mountains to the west, and the Sea Princes stirring up trouble in the south.

West of the Nyr Dyv, the good states of Veluna, Furyondy, Highfolk, and the Shield Lands stand against the rising evil of Iuz, the Horned Society, and the Bandit Kingdoms. Those self-same Bandit Kingdoms threaten the Pale, Tenh, and Urnst, who are allies of Nyronal. Nyronal and Almor are but one enemy the embattled Great Kingdom has to contend with; there are also the Suel barbarians from the Thillronian Peninsula to the north, the Iron League to the south, and ambitious semi-autonomous nobles such as the Szeks of the North and South Provinces, and the Holy Censor of Medegia. Plus there are always quiet conspiracies brewing, so trouble could erupt in any quarter without warning.

TIMELINE OF HISTORY

All years are given in the Common Year (CY) format.

- 484: Baklunish-Suloise Wars begin in what is now the Sea of Dust and Baklunish Basin (the Dry Steppes and surrounding areas).
- 465: Humanoid mercenaries used in the wars between Baklunish and Suloise for the first time.
- 457: Oeridian migration into the Flanaess reaches its peak.
- 446: Suloise begin to migrate into the Flanaess.
- 421: Invoked Devastation destroys the Baklunish. Rain of Colorless Fire destroys the Suel Imperium. Suel refugees escape east into the Flanaess and south into Zihindia.
- 216: Kingdom of Aerdy is founded.
- 109: Battle of a Fortnight's Length.
 - 1: Overking of Aerdy is crowned. Great Kingdom's boundaries reach the City of Greyhawk on the southern shores of the Nyr Dyv.
- 75: House Rax-Nyrond ascends to power in the Great Kingdom, replacing House Cranden.
 - c. Aerdy is at the height of its power.
- 100: Viceroyalty of Ferrond is founded.
- 198: A great ball of fire appears in the sky over the Oljatt Sea, passing over the southern reaches of the Great Kingdom, disappearing after crossing over the Sea of Gearnat. The sage Selvor the Younger pronounces it an omen of "wealth, strife, and living death," but is soon banished once his predictions do not come to pass.
 - c. Power of the Great Kingdom of Aerdy
- 200: begins to wane.
- 213: Age of Great Sorrow begins.
- 254: Viceroyalty of Ferrond declares its independence from the Great Kingdom as Thrommel I is crowned King of Furyondy.
- 320: Oeridian-Baklunish Nomads appear in the north, skirmishing with civilized realms to the south. Outermost provinces of the Great Kingdom begin to break away.
- 356: The ruling house of the Great Kingdom, House Rax, is beset by an internal feud. A junior branch of the House breaks away, founding the Kingdom of Nyrond. The Theocracy of the Pale and the County of Urnst gain autonomy. Kingdom of Keoland reaches maximum territorial extent.
- 357: The Great Kingdom masses a huge army to attempt to force Nyrond back into the fold. This force is diverted to fend off a coalition of Fruztii and Schnai barbarians who had invaded North Province with the aid of mercenaries. The barbarian incursion is repelled at a great cost, but Nyrond retains its independence.
- 358: Skirmishes and feints between the Great Kingdom and Nyrond. Evil begins to grow within House Rax. Remaining outer provinces of the Great Kingdom take on more and more independence as the central rulership becomes weaker and more decadent.
 - c. Landgraf of Selintan (combining the cities of Greyhawk and Hardby)
- 375: reaches great heights under rule of Zagig Yragerne.
- c.400: Perrenland and the March of Bissel are founded.
 - c. Hold of Stonefist is founded.
- 430:
- 437: Turmoil Between Crowns begins.
- 438: Small War is fought between Furyondy and Keoland. Bissel becomes a Furyondian province.
- 446: Lord Mayor of Irongate delivers a list of grievances to the Herzog of South Province. He and his delegation are tortured to death after a mock trial.
- 447: House Rax is destroyed, ending the

Turmoil Between Crowns and House Naelax ascends to the Malachite Throne. Iron League is founded as whole of South Province rises in revolt. Trigol sacked by Bandit Kings. Sea Princes begin to gain power.

- c. As of this time, it is generally acknowledged that the rulers of the Great Kingdom are either insane, possessed by demons, or both.
- 450: Keoland and Geoff fight a brief war.
- 453: Siege of Westkeep. King Tavish III is slain; his son, Tavish IV, reverses Keoland's imperial expansionist policies. This leads to the eventual independence of the Yeomanry and Ulek states.
- 455: Sunndi joins the Iron League.
- 461: The Duchy of Ulek, County of Ulek, Principality of Ulek, and Kingdom of Celene are founded.
- 479: Iuz grows in power. Humanoid invasions occur more often.
- 498: County of Urnst gains independence from Duchy of Urnst. City of Greyhawk gains independence. Hateful Wars begin; demi-humans band together to drive humanoids out of the Lortmil Mountains.
- 510: Hateful Wars end; humanoids are driven out of the Lortmil Mountains and proceed to conquer the Pomarj.
- 513: Horned Society gains power. Pomarj conquered by humanoids.
- 514: Dwarvish sage Jemrek Longsight traces the fireball of CY 198 to an impact point in the Abbor Alz.
- 519: Dwarven clan Highforge discovers the Pits of Azak-Zil and begins mining.

524: Clan Highforge abandons the Pits of Azak-Zil amidst attacks by undead creatures.

526: Dyvers declares itself a free and independent city. King Thrommel II of Furyondy does not dispute the declaration.

554: Ivid V becomes Overking of Aerdy.

c.556: Snow Barbarians conquer the Frost Barbarians, turning them into a vassal people.

560: Large bodies of humanoids begin raiding Bone March.

561: Full-scale invasion of Bone March by humanoids begins.

563: Bone March conquered by humanoids.

569: Battle of Emridy Meadows. Temple of Elemental Evil is sacked.

570: Demigods imprisoned beneath Greyhawk Castle for many years are finally freed.

572: Battle of Medegia. Sea Barons sink four warships from the Lordship of the Isles and capture three merchant vessels.

573: First reports of the existence of the Scarlet Brotherhood. Prince Thrommel of Furyondy is kidnapped by unknown forces.

576: Current year. World of Greyhawk Gazetteer published by the Savant-Sage.

CALENDAR AND SEASONS

There are seven days in the week (also known as a sennight):

- Starday
- Sunday
- Moonday
- Godsdag
- Waterday
- Earthday
- Freeday

Godsdag is generally reserved for worship and contemplation, while Freeday is usually held to be free from labor. The rest of the days of the week are working days, although the multitude of religions, cults, and localities in the Flanaess all have an array of holidays and other celebrations that are acknowledged occasions for the cessation of labor.

There are twelve months in the year, each twenty-eight days long, with seven-day festivals held every three months. This yields a total of 364 days in a year. Needfest, the mid-winter celebration, also marks the end of the old year and the beginning of the new.

Greyhawk's two moons are used to mark the progression of the year. The larger, white moon, Luna, is full every 28 days (thus 13 times per year), and controls the progress of lycanthropy among those afflicted, among other things. The smaller, blue-green moon, Celene, is full but once every 91 days, and marks the mid-point of the four main festivals celebrated throughout the Flanaess.



Generally speaking, the Flanaess has a mild and pleasant climate. Aside from the northernmost reaches, temperatures rarely go below freezing except for Sunsebb and Fireseek, plus evenings in Readyng and Ready'reat. It should also be noted that the Baklunish states along the Drawmij Ocean are an exception, as they enjoy the benefits of its warm currents and are spared harsh winters.

Winds will be from the northeast in autumn and winter, and from the east and southeast in spring and summer. The growing season is especially long, and rainfall is sufficient to usually provide more than sufficient crops.

A perpetual calendar is included at the end of this book, but the general layout of months, holidays, and seasons is as follows.

Common Name	Olven Name	Nomad Name	Season
Needfest	Yeartide	Cold-that-bites	Midwinter
Fireseek	Diamondice	Tiger	Winter
Readyng	Yellowillow	Bear	Spring
Coldeven	Snowflowers	Lion	Spring
Growfest	Springrite	Sun-that-wakes	Spring/Summer
Planting	Blossoms	Frog	Low Summer
Flocktime	Violets	Turtle	Low Summer
Wealsun	Berrytime	Fox	Low Summer
Richfest	Agelong	Game-that-runs	Midsummer
Reaping	Goldfields	Snake	High Summer
Goodmonth	Sunflowers	Boar	High Summer
Harvester	Fruitfall	Squirrel	High Summer
Brewfest	Fallrite	Sun-that-sleeps	Summer/Autumn
Patchwall	Brightleaf	Hare	Autumn
Ready'reat	Tinklingice	Hawk	Autumn
Sunsebb	Lacysnows	Wolf	Winter

WEATHER

The following tables can be used by the DM when weather is significant to the campaign or adventure. It is also possible to pre-roll weather for a specific time, keeping such

information secret from the players until the appointed day, which is also handy if divination magic is used to predict the weather.

Note that all temperatures are given in degrees Fahrenheit.

BASIC CLIMATE DATA

	Fireseek	Readying	Coldeven	Planting	Flocktime	Wealsun
Temperature:						
Daytime high	32+1d10	38+1d6	46+1d8	56+1d10	69+1d10	79+1d8
Nighttime low	32-1d20	30-1d10	38-1d10	48-1d8	57-1d10	65-1d6
Sky:						
Clear	01-23	01-25	01-27	01-20	01-20	01-20
Partly Cloudy	24-50	26-50	28-54	21-55	21-53	21-60
Cloudy	51-00	51-00	55-00	56-00	54-00	61-00
Precip. chance	46%	40%	44%	42%	42%	36%

	Reaping	Goodmonth	Harvester	Patchwall	Ready'reat	Sunsebb
Temperature:						
Daytime high	81+1d6	81+1d4	74+1d6	62+1d10	52+1d10	38+1d8
Nighttime low	71-1d6	69-1d6	62-1d8	52-1d10	42-1d10	33-1d20
Sky:						
Clear	01-22	01-25	01-33	01-35	01-20	01-25
Partly Cloudy	23-62	26-60	34-54	36-60	21-50	26-50
Cloudy	63-00	61-00	55-00	61-00	51-00	51-00
Precip. Chance	33%	33%	33%	36%	40%	43%

TERRAIN ADJUSTMENT

The Flanaess is very diverse in terms of terrain, each different type has a different

impact on climate. The following table should be used to adjust temperature and precipitation, with effects for geography and terrain type being cumulative.

	Desert	Forest	Hills	Jungle	Mountains	Plains
Temperature:						
Daytime high	+10	-5	-	+5	-3 / 1,000'	-
Nighttime low	-10	-5	-	+5	elevation	-
Precip. chance	-30%	-	-	+10%	-	-

	Ocean (cold)	Ocean (warm)	Seacoast (cold)	Seacoast (warm)	Swamp
Temperature:					
Daytime high	-10	+10	-5	+5	+5
Nighttime low	-10	+10	-5	+5	+5
Precip. Chance	+15%	+15%	+5%	+5%	+5%

Cold-current oceans include Grendep Bay, Icy Sea, etc. Warm-current oceans include the Drawmij Ocean, Solnor Ocean, Woolly Bay, etc.

GEOGRAPHIC ADJUSTMENT

The Flanaess is enormous, and by its very nature covers an enormous swath of latitude, which will necessarily impact climate. The following table should be used to adjust temperature, with effects for geography and terrain type being cumulative. Where applicable, the temperature adjustment is for the capital city; if more precision is needed, simply add 1 degree of temperature for every 60 miles traveled south, and vice versa. Note that because of the warm currents of the Drawmij Ocean, the lands around its coast are a special case and do not follow the pattern for the Flanaess.

Locale	Adj.	Locale	Adj.
Almor	+7	Pale	-7
Arn	-17	Paynims	+0
Bandit Kingdoms	-8	Perrenland	-7
Bissel	+1	Pomarj	+10
Bone March	-4	Ratik	-7
Celene	+5	Rel Astra	+10
Chakyik	-13	Rovers	-12
Cruskii	-18	Schnai	-11

Locale	Adj.	Locale	Adj.
Dullstrand	+15	Sea Barons	+4
Ekbir	+0	Sea Princes	+10
Fruztii	-11	Shar	+23
Furyondy	-3	Shield Lands	-1
Geoff	+5	South Province	+13
Gran March	+4	Spindrift I.	+14
Great Kingdom	+7	Sterich	+10
Greyhawk	+0	Stonefist	-13
Hardby	+4	Sunndi	+15
Highfolk	-2	Tenh	-10
Horned Society	-5	Tusmit	+0
Idee	+17	Ulek (County)	+11
Irongate	+13	Ulek (Duchy)	+8
Iuz	-8	Ull	+2
Keoland	+7	Urnst (County)	-2
Ket	-3	Urnst (Duchy)	+2
Lendore I.	+18	Urnst (Princ.)	+4
Lordship of the Isles	+22	Veluna	+0
Medegia	+13	Verbobonc	+3
North Province	-7	Wegwuir	-13
Nyrond	+3	Yeomanry	+15
Onnwal	+12	Zeif	+0

INHABITANTS OF THE FLANAESS

As a rule, humans of various types are predominantly found throughout the Flanaess, and can be said to be the most widespread and dominant among intelligent creatures. Non-humans, including both demi-humans (elves, dwarves, halflings, and gnomes) can be found as well, especially in more cosmopolitan settings, as well as in those regions that are hospitable to their kind (dwarves and gnomes in hills and mountains, elves in woodlands, etc.), and a few nation-states that are dominated by one or more demi-human types.

Humanoids, including orcs, are largely relegated to wildernesses, but in a few places (such as the Great Kingdom), they are somewhat integrated into society. In a few lands, they have conquered the human and demi-human inhabitants and established their own cruel kingdoms.

As discussed in the Players Guide to Greyhawk, other species, such as tieflings and dragonborn, are much rarer in the Flanaess. Such would be considered novelties at best, and sometimes even mistaken for other creatures not generally seen as deserving of the protections of the law. They are certainly not found in positions of authority in the broader regions of the Flanaess, except in the most exceptional of cases.

HUMANS

There are four major human strains to be found in the Flanaess. The Baklunish, Flan,

Oeridian, and Suel races, and their various admixtures, form the overwhelming majority of humanity in the eastern portion of Oerik. The Rhennee are concentrated in the central Flanaess around the lands of the Nyr Dyv, while the Olman peoples are rare in the extreme and hail from exotic lands far to the south. Details on these human types can be found in the accompanying Players Guide to Greyhawk (also published by BRW Games™).

NON-HUMANS

Demi-humans (elves, dwarves, etc.) and humanoids (orcs, goblins, etc.) are referred to herein by their Flan (or in the case of norkers, gnomish) names, which are commonly used throughout the Flanaess by speakers of all languages. For those unfamiliar with this nomenclature, a listing of the most common such terms is provided below.

Aasimar = Eismeer	Halfling = Hobniz
Bugbear = Buchveer	Hobgoblin = Hoch-jebline
Dragonborn = Drakbur	Kobold = Kelbit
Dwarf = Dwur	Norker= Noblink
Elf = Olve	Ogre = Eiger
Gnoll = Kell	Orc = Euroz
Gnome = Noniz	Tiefling = Tivniz
Goblin = Jebli	Troll = Trulent
Goliath = Jelad	Xvart = Xivort

LANDS AND WILDERNESSES OF THE FLANAESS

The Flanaess is the center of enlightened civilization on Oerth, as its residents will readily assure all questioners. The kingdoms, duchies, and other nation-states and free cities are numerous, as are its many woodlands, mountain ranges, and waterways, and the most significant of these are described below.

It should be noted that the accompanying map (found at the back of this book) does not list many of the natural features described in this book. This is due to practical matters of space, and the reader is urged to consult more detailed geographical treatments of the Flanaess, such as the map included with the Dungeon Master's Guide, or the terrifically detailed maps found at www.annabmeyer.com.



NATION-STATES

ALMOR, PRELACY OF

Glass eyes are considered very rude in Almor. Those missing an eye should wear an eye patch.

Ruler: His Venerable Mercy Kevont (12th level cleric)

Capital: Chathold (pop. 4,789)

Population: 150,000+ humans, few demi-humans, few humanoids

Resources: Foodstuffs, cloth, copper

Racial composition: Oeridian with strong Suel strain

Alignment: CN, N, NG

History

The Prelacy of Almor was originally a clerical fiefdom of the Great Kingdom (comparable to the See of Medegia, where the worship of Heironeous' hated brother Hextor predominates). However, as the power and righteousness of Aerdy waned, Almor broke away and became an independent state during the Turmoil Between Crowns, in CY 448.

Politics and Society

The prelacy is but loosely governed and is, in general, a peaceful and pastoral land. The people are mostly farmers and fishermen, with a few foresters in the northern reaches. The local lords and nobles, as well as the powerful Lord Mayor of Innspa, all swear fealty to the prelate.

Almor is a faithful ally of the kingdom of Nyronnd to the west, which sees it not only as a fellow force for good in the region, but also as

a useful buffer against the Great Kingdom to the east.

Almor maintains a highly effective spy network within the Great Kingdom.

Religion

Worship of Heironeous is the state religion of Almor, and the prelate is head of state. However, the worship of other certain other good-aligned deities is tolerated, such as Pelor. The capital city of Chathold contains the great Cathedral of Chivalry, with its famed stained glass panels; a very popular place of pilgrimage. There are smaller, but still quite impressive, temples and shrines throughout Almor, including that of Heironeous-by-the-Sea on the coast of the Sea of Gearnat, famed for its powers of healing beyond those of normal priests. Many followers of Lirr attend the biannual contests of poetry, song, and art sponsored by the Seven Shrines of Lirr as a religious festival (sacred to them but open to all) held in Innspa to mark Growfest and Needfest. It is said that Lirr Herself appears there at irregular intervals, and that Her presence is known by the supernaturally excellent performances.

Military

Nyrond makes regular payments to support the maintenance of the Almorian army, which consists of some 5,000 horse and foot, plus the personal forces of the nobility and petty lords. In addition to this core force, local nobles and clerics maintain their own smaller forces, and a militia armed with crossbow, spear, fauchard or glaive in the south, or longbow or battleaxe in the north. The Prelate realizes he is not a military man by any means, and would appoint one more skilled in

such worldly matters as overall commander if needed.

Notable Locales

Innspa has famous hot springs and baths, some with purported healing properties. Over the years, the entire economy has taken to revolving around the springs and their associated inns and spas. It is a vacation spot for the well-heeled of the entire north-eastern Flanaess.

ARN, ARCHBARONY OF (THE BLACK MOORS)

Orange cats are considered bad luck in Arn.

Ruler: His Luminous Preponderancy Bestmo, Archbaron of Arn (15th level fighter)

Capital: Dantredun (pop. 666)

Population: 20,000 – 30,000 humans, few demi-humans (if any), many humanoids

Resources: Copper, gems (100-500 gp), ivory

Racial composition: Oeridian with strong Baklunish influence

Alignment: CN

History

The settlers of this ancient and forgotten land originally fled the Suel-Baklunish wars a millennium ago, opting for a northern route that would take them away from the powerful Suloise. This proved a catastrophe, as they were harried from one land of nomadic barbarians to the next; first the Tiger Nomads, then the Wolf Nomads, and finally they were turned back by the Rovers of the Barrens. Unable to go back into the lands of the Wolves, the ragged refugees went further north still, through the frozen wetlands of the Cold Marshes. There, in the relative safety of

the marshes, they settled and founded Arn. The original capital was sacked many years ago, and extensive ruins with dungeons beneath are said to endure, as is an ancient and mysterious “City of the Gods” somewhere within the borders of the Barony.

Politics and Society

Tucked away between the Land of Black Ice, Cold Marshes, Burneal Forest, and the Wolf Nomads is the barony of Arn. This sparsely-populated land is constantly harried by both nomads and monsters, and is said to only be habitable because of volcanic springs and other geothermal sources in the region. The marshy swampland that comprises much of the territory is sometimes referred to as the Black Moors.

Religion

Both Oeridian and Baklunish gods are worshiped in Arn, but there are also rumors of strange cults that semi-openly worship gods and other entities from far beyond the bounds of Oerth.

Military

The ordinary soldiery employs slings, short bows, and spear; cavalry is only found in the personal guard of the Archbaron himself.

Notable Locales

The City of the Gods lies between Arn and the weird Land of Black Ice to the north. Its towers are made of iron, and the summer is never-ending, despite the weather beyond its walls. What lies within is largely unknown, for few who have ever ventured within, have ever returned.

BANDIT KINGDOMS

Natives of the Bandit Kingdoms are taught as children to swing a sling counter-clockwise, regardless of what hand the sling is in.

Ruler: None

Capital: None (Rookroost is the largest city, pop. 17,310)

Population: 95,000+ humans, few demi-humans, many humanoids

Resources: Silver (Riftcanyon)

Racial composition: Oeridian with strong Flan and Suel strains, with weak Baklunish mix

Alignment: CE, CN, NE

History

The current loose collection of petty states and independent freeholds that make up the Bandit Kingdoms began to take shape between 300 and 350 CY, part of a conglomeration of such tiny and fiercely independent states that stretched far to the west, into what is now Iuz.

Politics and Society

Each lord styles himself a Boss, Plar, General, Prince, etc., with even a few Kings thrown into the mix, but borders, alliances, and even the existence of various “kingdoms” is constantly in flux. There are currently some 17 states in the region, led by a half-dozen of the most powerful, with the rest scheming and plotting to put themselves into that august circle. Their instinct towards independence is strong, however, so it’s unlikely that any of their number could come to dominate the whole. That same instinct allows them to band

together temporarily to resist foreign invaders, such as Tenh or the Horned Society.

There are some seventeen independent lords, princes, dukes, etc. that claim dominion over part of the Bandit Kingdoms. As the borders of these states are constantly changing, the geographical lines are of necessity vague:

- Warfields (around the eastmost bend of the Ritensa River), ruled by Guardian General Hok (11th level fighter).
- Wormhall (north of Warfields, into the southwestern Fellreev Forest east of the Ritensa), ruled by Baron Oltagg (4th level fighter / 9th level thief).
- Freehold (in the “crook” of the Fellreev forest, including up to the bend of the Atonsamay River), ruled by Master Eab Huldor (9th level wizard).
- Kor (northwest of the Tangles), ruled by Rhelt Abbarra (10th level rogue, assassin archetype).
- Tangles (in and around the Tangles), ruled by Earl Reynard (8th level bard).
- Rift (in and around the Rift Canyon), ruled by Plar of the Rift Lintoff (13th level rogue).
- Reyhu (south of the Rift Canyon, from the Artonsamay River to the border with the Shield Lands), ruled by Tyrant Celdro (10th level fighter).
- Redhand (western bank of the Artonsamay where it reaches the Nyr Dyv), ruled by Prince Zeech (5th level cleric / 8th level fighter).
- Artonsamay (east of the Rift Canyon, ironically hardly any territory along the river itself), Duke Nebon Gellor (9th level fighter).
- Stoinck (in and around the town of Stoinck), ruled by Boss Dhaelhy (8th level fighter / 5th level rogue).
- Dimre (west of the Phostwood), ruled by Szek Winvid (10th level cleric).
- Johrase (northeast of the Tangles), ruled by King Selnon (11th level fighter).
- Midlands (north of the Tangles), ruled by Graf Venholtee (3rd level cleric / 7th level fighter).
- Greenkeep (southeastern Fellreev Forest and surrounding area), ruled by Lord Yanboli (half-elf, 5th level fighter / 5th level wizard / 5th level rogue).
- Rookroost (in and around the town of Rookroost), ruled by Plar Teuod Fent (9th level wizard, illusionist school).
- Fellands (northeast Fellreev Forest into southwest Bluff Hills), ruled by Lord Avaerd (10th level fighter).
- Groskopf (eastern Bluff Hills to the Zumker River), ruled by Baron Skiven (11th level fighter).

Religion

Commonly-worshiped deities in the Bandit Kingdoms include Olidammara, Erythnul, Norebo, Hextor, Nerull, Ralishaz, Kurell, Fharlanghn, Pholtus, Trithereon, and Rudd.

Military

Together, the various states of the Bandit Kingdoms can field more than 10,000 troops. After recruitment within their own territories, and supplemented by mercenaries, it is estimated that potential troop strengths are distributed among the various free lords as follows:

1. Warfields has 300 cavalry and 500 infantry.
2. Wormhall has 150 cavalry, 400 infantry, and 100 kells as shock troops.
3. Freehold has 350 cavalry and 800 infantry.
4. Kor has 400 cavalry and 600 infantry.
5. Tangles has 200 cavalry and 550 infantry.
6. Rift has 150 cavalry and 350 infantry, but is recruiting humanoid troops from the Rift Canyon as well, fielding 200 kells, 50 buchveers, and 10 eigers.
7. Reyhu has 300 cavalry and 700 infantry.
8. Redhand has 100 cavalry and 300 infantry. Prince Zeech also maintains a fairly strong force of ships and galleys on the Nyr Dyv.
9. Artonsamay has 250 cavalry and 250 infantry.
10. Stoink has 200 cavalry and 650 infantry.
11. Dimre has 300 cavalry and 550 infantry.
12. Johrase has 350 cavalry and 550 infantry.
13. Midlands has 200 cavalry and 450 infantry.
14. Greenkeep has 150 cavalry and 600 infantry.
15. Rookroost has 250 cavalry and 450 infantry.
16. Fellands has 300 cavalry, 850 infantry, and 100 eurozs that serve as the personal guard of the Lord.
17. Groskopf has 150 cavalry, 300 infantry, and 50 eirozs (eiger-euroz hybrids).

Notable Locales

The famed White Plume Mountain, detailed in adventure modules S2 *White Plume Mountain* (redone in *Tales from the Yawning Portal*) and *Return to White Plume Mountain*, is just south of the Riftcanyon, which itself is a natural wonder and full of dangers. The city of Rookroost is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

BISSEL, MARCH OF

Brides in Bissel traditionally wear gowns of red with a veil.

Ruler: His Lofty Grace, Margrave Walgar (15th level fighter)

Capital: Thornward (pop. 3,430)

Population: 35,000+ humans, some demi-humans, some humanoids

Resources: cloth, foodstuffs, gems (10 gp), and gold

Racial composition: Oeridian with strong Suel and Baklunish influence

Alignment: LG, LN

History

The March of Bissel, also known as the Littlemarch, was originally the northernmost region of Keoland, having been established around 400 CY. In the Small War between Keoland and Furyondy, the former was pushed back to within the boundaries of the Sheldomar Valley proper, and Furyondy annexed Bissel as its own. Some decades later, the Littlemarch was granted independence after the then-Margrave saved the life of the Furyondian king from ambush

by a horde of goblins. King Hugh III was traveling through the March with a small escort and about to ride into ambush by a horde of jebli, when the humanoid were set upon by Margrave Rollo and routed. Hugh III granted the March palatinate status, and it has been an independent, but friendly, neighbor since.

Politics and Society

Today, the March is on good terms with both Furyondy and Keoland, and is a bulwark against any aggressive Baklunish moves through Ket. Bissel has traditionally warm relations with the Gran March.

Religion

Commonly-worshiped deities in Bissel include Heironeous, Zilchus, Fharlanghn, Geshtai, Rao, and Istus.

Military

Four Border Companies are maintained, plus four reserve companies, each consisting of 1,000 troops; foot, horse, and bowmen, armed with lance, crossbow, pike, fauchard-fork, flail, and sword. All are very well-equipped, and those Border Companies on duty are supplemented by a scout unit of 30-50 men. Many mercenaries and adventurers from across the Flanaess see service in the Border Companies at one time or another.

Notable Locales

The Deepingdelve, a gold mine in the Lorridges, is the deepest known gold mine in the Flanaess.

BONE MARCH

Native humans of the Bone March will say "white pine" upon waking, as a good luck charm.

Ruler: None

Capital: Spinecastle (pop. 6,300)

Population: 30,000 humans, few demi-humans, many humanoids

Resources: Gems (10-50 gp), silver

Racial composition: Oeridian and Suel mix

Alignment: CE, CN, N

History

The Bone March was originally founded as part of the Great Kingdom's northward expansion to try to break the power of the barbarians on the Thillonian Peninsula. Pressing their advantage as land warriors rather than a naval power, Aerdy sent a series of raiding parties northward to push back the barbarians. After several inconclusive skirmishes, a large Imperial force was destroyed by the barbarians, and the Overking decided full-scale war was in order. The Fruztii barbarians played a game of attack and retreat, but once the Aeradians were seen to send in a full-fledged army, they sent out a call for their fellow barbarian cousins to resist the southern invaders, and they responded in droves, both overland and by ship.

Some ten thousand Suel barbarians massed on the still-under-construction fortress at Spinecastle. While they hurled themselves against the incomplete defenses, a relief force from North Province surprised them in what is called Caldni Vir's Charge, and wiped out almost the entire barbarian horde, taking thousands of casualties themselves in return.

It was at this Battle of the Shamblefield that the March got its name, from the field of bones gleaming in the mud after the battle.

However, in 560 CY the humanoid tribes from the southern Rakers began probing into the March. The following year this turned into a full-on invasion, and within two years the whole had fallen, as the Herzog of North Province watched ineffectively. The Marquis, Clement, and his family were slain, his army destroyed, and most of the population was either killed or enslaved.

Politics and Society

The whole of the Bone March is now completely ruled by bands of humanoids, and the few humans that remain are either enslaved by or in league with them. The humanoid rulers of the March send raiding parties through the same ranges of the southern Rakers that they used to invade in the first place, striking into Nyrond, the Pale, and Ratik.

Religion

As the land is mostly under the sway of humanoid tribes, so too has its religious life reflected that change. Among those humans who remain free, those of Oeridian stock mostly worship the Oeridian deities Hextor and Erythnul, while those of Suel extraction (whose ancestors most often hail from the north) call upon Kord and Beltar, as a rule.

Military

The various humanoids who rule the Bone March are outfitted as described in the Monster Manual. The tribes of kell, eiger, and euroz war continuously with the forces of the

Great Kingdom across the Tessar Torrent. Given the temperament and history of the Overking, however, it is commonly held that he would rather have the Bone March as an ally, and its humanoids enlisted in his armies.

Notable Locales

Rumors persist of deep caves running beneath the hills from Johnsport to Bellport, through which many thousands of refugees escaped when the March fell to the humanoid hordes. The humanoid rulers of the Bone March are reported to be frantically searching for these caves, through which they hope to launch a sneak attack against North Province. Their failure, and the general amnesia the survivors suffered regarding their journey, have prompted much speculation about the nature of these caves, and their inhabitants.

CELENE, KINGDOM OF

When both moons are full at Midsummer, the entire country of Celene is given to revels and feasting.

Ruler: Her Fey Majesty Yolande, Queen of Celene and Lady Rhalta of all Elvenkind (7th level fighter, 11th level wizard)

Capital: Enstad (pop. 6,950)

Population: 15,000 humans, 9,500 gray olve, 8,000 sylvan olve, 3,500 noniz, some hobniz

Resources: Cloth, foodstuffs, silver

Racial composition: Suel with weak Flan influence

Alignment: LN, N, NG

History

The lands between the Lortmils and the Suss Forest has been ruled by the olvenfolk for

more than a century. Together with the Ulek states, they drove out the humanoids infesting the Lortmil Mountains during the Hateful Wars (498-510 CY).

Politics and Society

Celene maintains an isolationist policy, although they are on friendly terms with all three of the demi-human ruled Ulek states. Very little is known about Celene or its internal politics, although there is some trade with its neighbors. It is known that humans form a minority in the country, although there is a sizeable half-olven population. The kingdom tends towards isolationism.

Religion

Shrines to the olven deities are many and scattered; typically they are small and honor an aspect of one of their Gods associated with a particular natural feature such as a waterfall, spring, or idyllic glade. As such, olven pilgrimages tend to be of shorter length than those of others. Those humans within the realm tend to worship forest and nature-related deities such as Ehlonna, Phaulkon, and Phyton.

Military

Many humans and half-olve serve in Celene's military, under the command of the Luminous Elf-Commander Jevrail. Although it is at peace with its neighbors, continuous raids are carried out in the Suss Forest beyond the Jewel River, against the many humanoids that attempt to use it as a highway to slink northwards from the Pomarj to wreak havoc. Occasional forays into the Pomarj itself are also conducted.

Notable Locales

Enstad is famed for its public gardens, which are specifically designed so that the scents vary with the passing of each hour, as different flower species' pollen alights on the air and mixes with the others.

CHAKYIK (TIGER NOMADS)

The Tiger Nomads consider opals to be unlucky, except for those born in the month of the snake, for whom they are a lucky sign.

Ruler: The Unvanquishable Tiger Lord Cligit, Ilkhan of the Chakyik Hordes (3rd level wizard, 11th level fighter)

Capital: Yecha (pop. 3,800)

Population: 70,000 humans, few demi-humans, few humanoids

Resources: Furs, gems (10 gp), silver

Racial composition: Flan

Alignment: CE, CN

History

The Chakyik Horde has dwelt in its hereditary lands for longer than recorded history. Dwelling as they do in something of a backwater, the only real disruption in their idyllic life of raiding the fat Baklunish lands to the southwest, and fighting against their ancient foemen the Wolf Nomads to the east, was the invasion by the more civilized Baklunish and Oeridian tribes in the wake of the Suel-Baklunish Wars a millennium ago. Those who did choose the northern route were savagely attacked by the Tiger Nomads and driven into the lands of the Wolves. After that, they disappear from the oral histories of the Chakyik, but ultimately went on to found Arn far in the north. The Tiger Nomads were part



of the Relentless Horde under Kha-Khan Ogobanuk, but regained their independence after his death in 345 CY.

Politics and Society

The Chakyik are divided into nomadic and more stationary sorts, as they have established some villages for trade, and mine silver and gems from the hills under their domain. Most are still at home on the open steppe, however, and are equally at home raiding Ekbir and Perrenland as they are trading with them. Low-level war with their neighboring tribesmen in the Boreal Forest and the Wolf Nomads to the east is constant, however. The nomads move about on horseback (they do not ride tigers, despite wild legends in the south to the contrary), and carry their possessions with them in carts.

The iconography of the tiger is seen everywhere. Military and clan standards are tiger skins, heads, tails, and representations of tigers, the robe of state of the Ilkhan is a saber-tooth tiger pelt, while lesser khans wear ordinary tiger skins.

Religion

The nomad religion is a mix of Flan and animistic beliefs, with a few Baklunish ideas having penetrated over the years as well.

Military

The vast majority of the nomad army is light cavalry armed with horn bow and lance. A small force of medium cavalry exists, and infantry is limited to town and mine garrisons and security when the entire nomad horde is moving.

CRUSKI, KINGDOM OF (ICE BARBARIANS)

Wine is considered a delicacy amongst the Ice Barbarians, often worth ten times its value in warmer climes.

Ruler: His Most Ferocious Majesty Loggoff Bearhair, King of Cruski, Casstal of all the Suelii (14th level fighter)

Capital: Glot (pop. 5,100)

Population: 60,000, some dwarves, some halflings (stout)

Resources: Copper, furs, gems (10 gp)

Racial composition: Suel

Alignment: CN

History

The nation that is now known as the Ice Barbarians was, like much of the Thillronian Peninsula, a collection of petty rulers

constantly squabbling and fighting with one another, up until about a century ago, when one Thorvik Ironheart, jarl of a hitherto-unremarkable patch of hardscrabble known as Glot, undertook to conquer all of the surrounding jarls and declare himself king.

Since that time, the kingship has remained hereditary within his expansive family, although not strictly from father to son; anyone who is descended from Thorvik (who himself claimed the god Vatun as his ancestor) is eligible to be elected king at the great Cruskthing.

Politics and Society

The Ice Barbarians do not discriminate when it comes to raiding for loot and blood. They are happy to raid their Frost and Snow Barbarian cousins one season, and then join them to raid Ratik, Stonefist, or North Province. Raids into Stonefist are common during High Summer, and the Fists are seen as hated, but respected, foes. Ships of the Sea Barons, on the other hand, are attacked on sight, as there is a long-standing hatred between them, but the Sea Barons usually inflict high losses against the Ice Barbarians in turn.

Those kings who would remain on their throne for a long and happy reign tend to exercise their authority but little, and give their jarls much latitude. Exceptions are made when making treaties with neighbors and others, and in the face of invasion from foreign lands, such as the Frost and Snow barbarians, and occasionally when mounting a major foray into southern lands. As noted above, the kingship is not hereditary, and when the throne is vacant, the Cruskthing elects a new king from the pool of eligible candidates, all of

whom claim Thorvik Ironheart as their ancestor.

Religion

The Cruski worship the Suel gods, although Vatun is counted as their leader.

Military

The bulk of the warriors are infantry, armed with axe, bow, sword, or spear. Cavalry have spears or scything axes (treat as a battleaxe, but it has the reach property and does 1d8 slashing damage). Since troops can be transported very quickly by ship, they rarely stray too far inland.

Notable Locomes

Every spring, the northern coast of the land is struck by a series of icebergs, whose origin remains unknown, all of which are home to a strain of trolls specially inured to the cold. They arrive in great icebergs which are hollowed out with the twisting and turning caverns carved by these trolls, who spill out



onto the land as their ice-homes melt and crack, causing no end of chaos. The meeting of these bergs on the beaches is considered a welcome break from the tedium of a winter on the northernmost coast of the Flanaess.

DULLSTRAND, INDEPENDENT TOWN OF

It is considered good luck to have someone of Olman extraction be the first to enter your home on New Year's Day.

Ruler: Their Honors the Masters of Dullstrand, Kroden Bahl (9th level fighter), Wurton Mistveil (10th level rogue), and Poten Gwael (10th level bard)

Capital: Dullstrand (pop. 5,500)

Population: 6,700 humans, few demi-humans, no humanoids

Resources: Few

Racial composition: Suel-Oeridian mix

Alignment: CN

History

The strip of coast known today as the Dullstrand was originally settled some 800 years ago by fleeing Suel refugees, hard pressed by Oeridian tribes and orc warbands that drove them ever onward. With the establishment of the Great Kingdom, this place was seen as a likely place for smuggling and similar activities, taking illicit goods into the County of Sunndi through secret passes in the Hestmark Highlands. It was formally claimed by Medegia in 199 CY, in an attempt to bring in some much-needed revenue and stamp out the smuggling, banditry, and piracy that flourished here. The place draws its name from a Medegian map made in CY 211, naming it the Dull Strand ("strand" meaning beach). These efforts only lasted until 245 CY,

when the Censor deemed the place more trouble and cost than it was worth, and withdrew to leave it to its own devices. While the district remains officially Medegian territory to this day, neither Medegia nor the inhabitants recognize it in practice, and many don't even realize the historical connection. Occasional forays by mercenaries to root out the worst of the bandits and smugglers, and sporadic patrols of the coast by Medegian galleys to deter piracy, met with mixed results.

With the withdrawal of Medegian authority the region flourished. A settlement was established at a well-used pirate and smuggler base on an inlet, with the town taking its name from the region as a whole; Dullstrand. The town quickly became much more diverse than its surrounding territory, welcoming newcomers from all the lands surrounding the Aerdi Sea, Spindrift Sound, and beyond.

In CY 356, when Nyronnd seceded from the Great Kingdom and the reaction in Medegia and South Province was ever-increased oppression, a new wave of Oeridian refugees from those lands made their way here. Later, after Sunndi seceded from the Great Kingdom and joined the Iron League in CY 455, a number of humanoid refugees from the now-routed Imperial armies found themselves in Dullstrand and the Hestmark Highlands. Most were exterminated, but some managed to lay low enough to find homes in caves and the like in the hills. They are forced to remain in hiding, as the Dullstrandians have a great loathing of humanoids of every sort. With the shaking of the Imperial yoke, ties have grown friendlier and stronger between Dullstrand and Sunndi, especially as many Dullstrandians are originally of Sunnd stock.

Politics and Society

Dullstrand is a haven for disaffected, and provides aid to the rebels against Aeridian and Medegian rule in the Hestmark Highlands to the north, despite its official policy of neutrality. It is a known pirate haven, and has little love for the Great Kingdom, and especially Medegia.

The town is ruled by the three Masters of Dullstrand, who elect their own members, and who are regarded as corrupt, but not outside the bounds of reasonableness. The families of the Masters are very interconnected by this point. Humanoids are not tolerated within the town or its environs, and the inhabitants have a shared distaste for any intrusion into “their” land. Settlers are welcome, however, especially those who are outcast from other lands, and the intermarriage within the place gives the whole a feel of a great extended family. Newcomers usually adopt new names and obtain papers confirming their new identity.

There are no actual laws in the town; everything functions pretty well by common sense. Intolerable acts are dealt with by summary execution, usually by drowning. Lesser offenses are handled through beatings and fines, as there is no jail or constabulary. Since it is the victims of said crimes or their families that usually administer these punishments, long-standing feuds have developed. Open violence is not tolerated by the majority however, and that serves to keep everything in the town running smoothly.

The many wild dogs that roam the coastal region are held in high regard by the fisherfolk

and farmers that populate the area. This is because they have become a first beacon of warning and line of defense against incursions from the Vast Swamp of giant frogs, trolls, and worse. The Dullstrandians have learned to trust and even care for the wild dogs because of their usefulness, and as a result they have become semi-domesticated over time.

Over the last century or so, Dullstrand has achieved prominence as an important (legitimate) port, with goods being taken into Sunndi from the Lordship of the Isles, Lendore Isle, and further far afield.

Religion

Nearly every god in the Flanaess has some sort of worshiper here, owing to Dullstrand’s varied populace. Actual shrines are few and far between, however, and are always privately maintained. Shrines to Zilchus and Xerbo are most prominent.

Military

There is no organized military or militia in Dullstrand. At need, the populace would rise as one to repel any outward invasion.

Notable Locales

Because of its nature as a haven for pirates, Dullstrand has a full-time “ransom broker”, whose sole business is in managing the exchange of ransom money for goods and individuals who have been captured.

DYVERS, FREE AND INDEPENDENT CITY OF

The lord mayor of Dyvers wears three crowns on formal State occasions, hence the three crowns on the city's arms.

Ruler: His Excellency Margus, Magister of Dyvers (17th level rogue)

Capital: Dyvers (pop. 36,000+)

Population: 44,000 humans, some demi-humans, few humanoids

Resources: Shipbuilding supplies

Racial composition: Baklunish

Alignment: LG, NG

History

The city at the mouth of the Volverdyva, where it empties into the Nyr Dyv (Lake of Unknown Depths) was originally part of the Viceroyalty of Ferrond, and was instrumental in the foundation of the Kingdom of Furyondy. Once the kingdom began to have close ties with the Archclericy of Veluna (whose religious policies were deemed restrictive by the leaders of the city), it declared its independence in 526 CY, and King Thrommel II did not gainsay their decision. Even so, Dyvers continues to pay tithes and some taxes to their former Furyondian lords.

Politics and Society

Dyvers is an important trading port, drawing in vessels from diverse lands such as Perrenland, Bissel, Nyron, Urnst, the Pale, Tenh, and even Iuz. It claims some 2,000 square miles south of the Volverdyva as its own, and remains on good terms with Furyondy. It has a great rivalry with the free city of Greyhawk to the east, but this has rarely escalated to open war.

Religion

While a wide variety of religions are practiced in Dyvers, the worship of Zilchus, god of merchants, predominates.

Military

Dyvers maintains a force of some 2,000 soldiers and 1,000 marines, all of whom are well-equipped. Its marines in particular are noted as superior warriors.

Notable Locales

The second half of adventure module WG11 *Puppets* takes place in Dyvers.

EKBIR, CALIPHATE OF

In Ekbir, the letter "s" is pronounced as "sh", and this habit can identify them unless great pains have been taken to correct it.

Ruler: His Sublime Magnificence Xargun, Caliph of Ekbir (16th level cleric)

Capital: Ekbir (pop. 29,400)

Population: 100,000+ humans, no demi-humans, few humanoids

Resources: Cloth, foodstuffs

Racial composition: Baklunish

Alignment: LG, NG

History

Founded in the years immediately following the Invoked Devastation, this former nomad trading village has grown over the centuries into the strongest Baklunish city in the Flanaess. Approximately 100 years ago, there was a vicious struggle for the succession, as the previous Caliph died without an heir. This struggle lasted for 9 years, during which time

the lands of Tusmit declared and were able to keep their independence. That has not been forgotten, and since then the Caliphs have made it their policy to try to re-acquire Tusmit by any means necessary.

Politics and Society

The Caliph is an absolute ruler, and the court is a hive of intrigue and political infighting, as various factions vie for influence with the Caliph and those who can influence him. Traditionally, Ekbir's ruler claims suzerainty over all of the Baklunish lands, although as a practical matter that has never really been the case. Ekbir prides itself on being the most civilized of the Baklunish states, and as such the art of assassination has been developed to a high art.

Religion

Only the Baklunish religion is practiced here, and visitors are forbidden from carrying on worship of foreign deities, or even wearing their holy symbols, in public. Lawful good pilgrims will invariably be heading to one of the many small shrines of the Lost Imam Al'Akbar, whose reputation for miraculous healing powers is famed throughout the Flanaess and beyond; such shrines may be found in all of the cities and most of the villages of the region, including Zeif and Tusmit, each specializing in some particular ailment. Caravans of pilgrims will spend years visiting each and every one in an effort to heal the afflictions of all the seekers present among their ranks.

Military

Ekbir maintains an army of some 5,000, including 1,000 heavy foot with the rest being

mostly light and medium cavalry. It maintains a strong war fleet in the Dramidj Ocean, as well.

Notable Locales

In the heart of the Udgru Forest is the fabled Tower of Melesh Tur, with its djinn-powered machines and its efreet-driven weapons. The place is said to date back to the Invoked Devastation, and is rumored to be the source of the true power of the Caliphs of Ekbir, whence their claim to authority over all Bakluni derives.

FRUZZII, KINGDOM OF (FROST BARBARIANS)

It is considered unlucky to strike a new fire during the day with flint and tinder; one should either use a bow or take fire from an already-existing source.

Ruler: His Most Warlike Majesty Ralff, the King of the Fruzzii (15th level fighter)

Capital: Krakenheim (pop. 3,300)

Population: 50,000 humans, few demi-humans, some humanoids

Resources: Foodstuffs, furs, gold, silver

Racial composition: Suel

Alignment: CN

History

Fruzzii has always been the weakest of the three Suel kingdoms on the Thillonrian Peninsula (also known as Rhizia). They took enormous losses at the battle of Shamblefield in the Bone March, and have been under the rule of the Schnai for the past twenty years, with a figurehead king. Ralff has proven himself more than a mere figurehead, however, and has cleverly strengthened the

Frost Barbarians until now they are sovereign in all but name. Most recently they allied with Ratik in a foray into the Bone March, followed by a campaign to clear the mountain passes of the Fists from Stonefist.

Politics and Society

The Frost Barbarians and the Barony of Ratik recently concluded a pact, which was symbolized by a consecrated parchment that is currently held in the baronial vaults.

Religion

The Fruztii worship the Suel deities, although Vatun is reckoned as their leader.

Military

The bulk of the warriors are infantry, armed with axe, bow, sword, or spear. Cavalry have spears or scything axes (treat as a battleaxe, but it has the reach property and does 1d8 slashing damage). Since troops can be transported very quickly by ship, they rarely stray too far inland.

Notable Locales

Krakenheim boasts the largest graveyard in all of Rhizia. Consisting of innumerable grave mounds and ship burials, it has been the repository for kings, jarls, and ordinary folk for generations.

It is rumored that some of the graves are actually portals to the Feywild. If true, this would mark one of the few instances where the Feywild touches on Oerth.

FURYONDY, KINGDOM OF

It is customary for the inns and taverns in Furyondy to serve watercress with meals as a garnish or small salad.

Ruler: His Pious Majesty Belvor IV, King of Furyondy (14th level paladin)

Capital: Chendl (pop. 15,600)

Population: 350,000 humans, some demi-humans, no humanoids

Resources: Cloth, foodstuffs, gold

Racial composition: Oeridian with weak Suel influence

Alignment: LG

History

Around 100 CY, the Viceroyalty of Ferrond was formed with the intention of giving the Great Kingdom of Aerdy a western center of power, and which could serve as a base for further conquest. At its beginning, Ferrond's borders were defined by the Lortmils in the south, the Clatspur Mountains to the west, Whyestil Lake in the north, and the Nyr Dyv in the east. Within a century, the Viceroyalty had become hereditary and its rulers more and more independent of an ever-weaker Overking in the distant East. In 254 CY, Viceroy Stinvri of Ferrond was crowned Thrommel I of Furyondy in the great city of Dyvers (whose leaders had strongly supported the bid for independence from the Malachite Throne). At the time, Thrommel I bore a number of titles in addition to King of Furyondy; he was Prince of Voll (modern-day Veluna), Provost of the Northern Marches, Warden General of the Vesse Forest, Marshall of the Shield Lands, and Lord of Dyvers. Most of those surrounding lands would soon become independent themselves.

It speaks to the good nature of the leaders of Furyondy, and their self-confidence and trust in their excellent army and fleet in Whyestil Lake, that losing these lands did not create a panic. Indeed, these developments were seen as a positive event; after all, if Furyondy could shake off the distant rulership of Rauxes, why shouldn't its own client states be free to pursue their own destiny? Better a friendly neighbor than a resentful vassal, it was reasoned. In turn, Furyondy enjoys a reputation as a most enlightened land.

Although Iuz began his seizure of power in CY 479, Furyondy only became aware of the growing threat starting around 490 CY, as the cambion aggressively grew his own realm between Whitestyl Lake and the Howling Hills. By 505, then-king Avras III was forced to shift his attention from an attempt to annex the Shield Lands to the northern border to check the growing menace. This move was unpopular with the powerful Great Lords of the south of the country, who used the opportunity to press for concessions, fewer taxes, and greater independence. In response, the northern lords on the borders turned the Order of the Hart to their cause. The realm was thus split into three competing factions; the Great Lords of the south, the Marcher Lords of the north with the Order of the Hart as their ally, and King Avras III the least of the three, caught between the two competing factions of nobles.

It was precisely at this point that Furyondy was saved by the sudden disappearance of Iuz himself. With the cambion-master of the lands gone, the humanoid troops left the border with Furyondy to fight each other and the human lords scrambling for power, and the threat from the north evaporated. Unfortunately, the

divisions within Furyondy persisted, and so Avras was unable to launch an invasion to quiet the threat forever. His son, Prince Belvor III, was adept at politicking, and brought the Order of the Hart into the king's faction, and once he assumed the throne, was able to press the Great Lords back into line and firmly under the royal wing. When Belvor III died in CY 537 (of natural causes, but the Hierarchs claim credit for his death to this day), his son, Belvor IV, was too young to assume the throne, and rule temporarily passed to the regent, Lord Throstin, until the king came of age five years later. During this time, however, the southern lords balked at paying for extensive fortifications on the northern border, believing the threat from Iuz to be gone forever.

The belief that the true threat comes from the south was reinforced when Furyondy marched against the Temple of Elemental Evil at the Battle of Emridy Meadows in 569 CY. Soon thereafter, the heir to the Furyondian throne, Prince Thrommel, disappeared. His fate remains unknown, but there is no shortage of suspects to blame for the presumed kidnapping. The fact that Iuz returned but a year later is seen by many as too much of a coincidence.

Politics and Society

Six major noble families dominate Furyondian politics. As the king has no lands of his own outside the capital, and the provinces have grown used to ruling themselves, this balance of power has caused some instability of late. The provinces of the kingdom are (not including Chendl, which is ruled directly by the king):

- Barony of Kalinstren
- County of Crystalreach
- Viscounty of the March
- Barony of Littleberg
- Duchy of the Reach
- The Gold County
- Barony of Willip

The chief nobles and others meet in the Knightly Conclave, an assemblage of lords who can and often do offer their opinions on a variety of subjects, and who in turn must support the king's decisions for them to be implemented. The Knights of the Hart have a strong voice in the Conclave, as do some of the most influential guilds and priesthoods. The Conclave is run with great formality and pomp; for instance, it is chaired by a berobed official called the Cerise Pursuivant Dragon, who takes his duties with the utmost seriousness.

Belvor IV faces many challenges. Although the regent maintained the coalition that Belvor III crafted, Belvor IV has undone much of that work with his aggressive plans to destroy both Iuz and the Horned Society. The old factions (together known as the Seven Families) are weakened but still endure, and the crafty and capable Lord Throstin has become ever-more ensconced within the leadership of the Order of the Hart, leaving the running of the kingdom to others. This has had the effect of removing the Order as a political instrument of the royal house, thus weakening the king's position among the nobles. Iuz is now as much a threat, if not more, than he ever was before, and the aging king sorely misses the presence of his young and energetic son.

Furyondy is closely allied with the clerical state of Veluna, and there is perennial talk of

a reunion between the two states. Both Iuz and the Horned Society are seen as deadly enemies, and skirmishes along the frontier on that quarter are frequent, and the kingdom strongly supports the Shield Lands against the Bandit Kingdoms as well. Relations with the Shield Lands are cool, despite the kingdom's support for their cause, as the knights believe Furyondy aims to annex their lands into his own realm, as they were aiming to do in the past. Perrenland has long distrusted Furyondy, but needs the trade routes that traverse the kingdom.

Civil offenses are settled by dueling; a class of professional champions has emerged to fight for either side in such a dispute. Heironeous is said to watch over such cases, ensuring the guilty party loses. While serious injury does sometimes occur in such duels, it is uncommon. Criminal cases are judged by magistrates, or a trio of such in the case of Grievous Crimes such as murder, sedition, and treason. Magical truth-finding is used only in the case of such Grievous Crimes.

Furyondy is also noted for its mail riders, who bear letters across the country. For a few silver coins, letters can be reliably sent from town to town, and even to remote villages. The distance traveled determines the fee – 1 sp per hex traveled, plus 5 cp for each hex traveled by river. They are especially prevalent between Chendl, Libernen, and Willip.

Religion

Good and strong faiths predominate in Furyondy; Heironeous, Rao, and St. Cuthbert being prominent examples. Others, such as Trithereon and Zilchus also have some influence. One prominent religious locale is the temple of the beautiful Myhriss, whose

temple at Willip has seen the weddings of nobility from across the Flanaess for many years (25% chance the pilgrims encountered are specifically on their way to attend such a wedding as a holy obligation).

Military

Furyondy's standing army is only a six thousand strong, but when the militia is called up and the troops of the nobility are summoned, that number grows to more than 20,000 troops. However, legally the king can only demand troops from the nobles for two months, after which time he must pay for them out of the royal treasury. Each province provides its own contingent of troops, and many provinces are specialized in the type of troops they provide:

- **Barony of Kalinstren:** Produces heavy missile infantry armed with bows and crossbows.
- **County of Crystalreach:** Fine archers form the core of this province's army.
- **Viscounty of the March:** Known for its knights, armed with lance, sword, and axe if mounted, and swords, axes, and pole-arms when afoot.
- **Barony of Littleberg:** The light infantry of Littleberg are noted as being excellent.
- **Duchy of the Reach:** Also known for its light infantry, specifically the Bootmen, who are famed for being able to march long distances without tiring.
- **The Gold County:** Not particularly known for its soldiery, the Gold County does boast the Greenjerkins, a force of several dozen ranger-archers who patrol the northern Gnarley forest.

- **Barony of Willip:** Most of the military power of the Barony is focused in Willip, to support the squadron of ships that patrols the Nyr Dyv.
- **Chendl:** The king's own House Regiment in Chendl is but 150 strong, but they are excellent heavy cavalry, while the town Watch-militia can also function as light infantry.

Furyondy is noted in general for its heavy cavalry and light infantry woodsmen. In addition, Whyestil Lake remains a Furyondian pond, thanks to the strong war fleet based out of Crockport, and another squadron sails the Nyr Dyv, based out of Willip.

Notable Locales

The city of Chendl is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576. Chendl is famed for its sculpture gardens, including masterpieces by Yvin Patro, Jerrold Chargas, and Rogar. The above-mentioned temple of Myhriss in Willip is also widely renowned.



GEOFF, GRAND DUCHY OF

In Gorna, street food vendors must wear a green sash, which indicates that they have paid for a license. Patronizing a vendor without a sash is punishable by imprisonment.

Ruler: His High Radiance Owen I, Grand Duke of Geoff (13th level fighter, 15th level wizard)

Capital: Gorna (pop. 4,800)

Population: 30,000 humans, 6,000 high olve, some other demi-humans, some humanoids

Resources: Cloth, copper, gems (10 gp), gold, silver

Racial composition: Suel with a strong Oeridian strain, and a weak Flan influence

Alignment: CG, N, NG

History

Geoff has benefited from its geographical isolation since its inception, although it did fight a brief war with neighboring Keoland around 450 CY. Its history has largely been shaped by the threat from the omnipresent giant clans in the mountains to the north and west. To date, they have been mostly kept under control, but raids have been constant.

Politics and Society

Although Geoff is isolated from most human politics and conflict, it more than makes up for this through the perils it faces due to constant incursions of giants and ogres from the nearby Crystalmist Mountains. The human and olven populations are friendly, and cooperate to protect the duchy from these threats. Geoff is otherwise on good terms with its neighbors Keoland and Sterich.

Religion

The Grand Duchy of Geoff is host to a large number of followers of Lirr, Goddess of poetry and art. The great Theater in Gorna is host to a never-ending series of productions, readings, and exhibitions, to which the faithful make pilgrimage at least once in their lives. Caravans of such worshipers are lively and beautiful things, almost pageants in their own right. Pilgrims of either chaotic or lawful good alignment will be of such sort, and can originate from as far away as Medegia or the Thillronian Peninsula. Neutral or evil pilgrims within the Grand Duke's lands are usually en route to smallish countryside shrines dedicated to Ralishaz or Erythnul. The Grand Dukes have, over the years, persecuted these shrines with greater or lesser verve (physical harassment or greater taxes, respectively); their worshipers, however, are no small source of revenue for the Ducal coffers, and economics has won out over righteous zeal over the years.

Military

The army of Geoff consists of cavalry, archers, and pikemen from the mountain villages. There is a song, "The Archers of Geoff" which extols the prowess of the bowmen of this land, which has spread throughout the western and central Flanaess.

Notable Locales

Three cloud giant clans – Azeil, Miress, and Tageer – have castles established in the nearby Barrier Peaks. Mount Rungnirheim is a peak in the northern Crystalmists, and is primarily known for the whistling sounds it makes from the winds whipping through its many caves and caverns. Multi-headed true

frost giants are said to inhabit the place. The town of Pregmere, located in the heart of the Duchy, is noted for its many hot springs, which bring tourists and health-seekers, looking for healing from the waters.

GRAN MARCH

Those in the Gran March have an affinity for rats as pets, but only if they're white.

Ruler: His Most Resolute Magnitude Petros, Commandant of Gran March (15th level fighter)

Capital: Hookhill (pop. 4,500)

Population: 40,000 humans, some demi-humans, few humanoids

Resources: Cloth, copper, gems (100-500 gp), foodstuffs

Racial composition: Suel with strong Oeridian strain, and a weak Flan influence

Alignment: LN, N

History

The Gran March was established by Keoland to subdue the fractious peoples living between the Lortmils and the Dim forest, north of the Sheldomar river. A military-religious knightly order was established which quickly established order by forming the whole male populace into worker and military “battles” (units of organization similar to regiments), but their rule was harsh and discipline demanding.

During the Small War between Keoland and Veluna in 438 CY, then-Commandant Berlikyn was slain in battle, and the populace rose in celebration, which the rulers in Keoland took as a cue to reconsider their policies in the March. From then on, the Commandant was elected from among the nobility in the March, and discipline was relaxed overall (but the regimented nature of society still remains).

Politics and Society

The whole male population is divided into worker and military “battles.” The Knights of the Watch and the leadership of the Gran March work closely together. The March has traditionally warm relations with Bissel.

Religion

Militaristic deities predominate here, such as Heironeous, St. Cuthbert, and Pholtus. Others, such as Fharlanghn, Zilchus, and the nature/agricultural gods such as Phyton, Obad-Hai, and the Oeridian gods of the winds and seasons, are also widely honored.

Military

The forces of the March are made up mostly of medium cavalry armed with lance, crossbow, and sword. Levies from the “battles” provide screening troops. Military service is compulsory for all males at age 15, while females serve at their own option.

GREAT KINGDOM (KINGDOM OF AERDY)

Farmers in the Great Kingdom always yoke their oxen four abreast.

Ruler: His Celestial Transcendency Ivid V; Overking of Aerdy; Grand Prince 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. (7th level cleric, 12th level sorcerer)

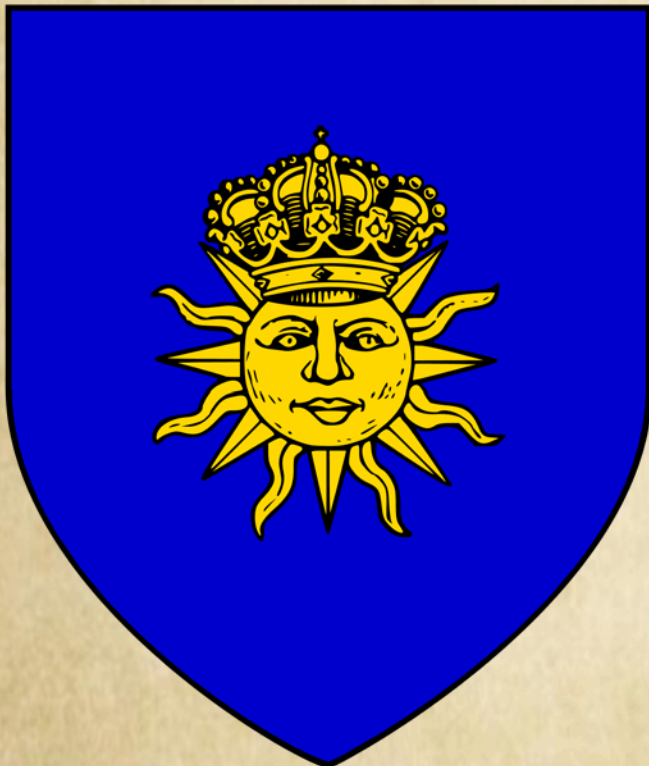
Capital: Rauxes (pop. 41,000)

Population: 5,000,000 humans (inc. North and South Province and Medegia), some demi-humans (on the periphery of the kingdom), some humanoids

Resources: cloth, copper, foodstuffs, gems (1,000-5,000 gp), gold, silver

Racial composition: Oeridian with strong Suel influence

Alignment: CN (with evil tendencies)



History

The Kingdom of Aerdy was founded in -216 CY by Oeridian tribes fleeing the catastrophic wars in the West, and became the Great Kingdom in 1 CY, when the first Overking, Nasran of House Cranden, was crowned and its borders reached the city of Greyhawk. At its height, the Great Kingdom stretched from the Sea Barons to Perrenland. After many centuries as a bastion of good and order across much of the Flanaess, the Great Kingdom has declined over the last century or so into a den of debauchery and evil, with its nobility caring more for its own pleasures and power than the well-being of their people.

The ruling dynasties of the Great Kingdom (or “celestial houses” as they style themselves) drive its history. Nasran’s grandson, Tenmeris, died in CY 75, and was succeeded by the only Overqueen in the history of the Great Kingdom, Yalranda. It was during her reign that the wizard Schandor established the Court of Essence in Rauxes and initiated the legal reforms that endured until very recently. The death of the Overqueen at the young age of 40 marked the end of House Cranden and the ascension of House Rax-Nyrond, as Yalranda’s son styled his new house, breaking with previous tradition that those who were socially inferior to their spouse would take the name of their betters in a marriage, regardless of sex. The Great Kingdom had already seen its high-water mark, however, and the realm began a long, slow, decline.

The first sign of this decline was the declaration of independence by the Kingdom of Furyondy in CY 254, followed quickly by Veluna, Tenh, and Perrenland. These losses,

and the ones that followed, demonstrated the general weakness of the ruling dynasty.

The weakened state of the Imperial House contributed to the ability of Nyronnd (the cadet branch of the house of Rax-Nyronnd) to wrest its independence on the very doorstep of the ancestral lands of Aerdy in CY 356. Just as Overking Portillan had massed a great army to bring the truculent Nyronndese to heel, a great army of northern barbarians attacked, and the army was forced to swing to the northwest. The barbarians were laid low, but the moment was lost, and Nyronnd remained independent forevermore, despite constant low-level warfare consisting of skirmishes and raids along the border. The Pale and the Urnst states followed suit soon thereafter, and the decline of the Great Kingdom proceeded apace.

The House of Rax itself suffered as greatly as the realm. Portillan's son Galren was dim-witted, and his son Sonnend was a sot who cared not a whit for the administration of the kingdom, and none of their descendants were any better rulers. Weakness of the Imperial house meant that the other houses in the Great Kingdom felt freer to press their own advantages; the title "prince" was used with more vigor, local rulers began to assume more and more authority as the Overking grew ever-more distant and uninterested in the goings-on of the realm, and open warfare erupted in some cases. Even at this late date in the decline of Aerdy, it was a tolerant and cosmopolitan place, with the churches of deities such as Heironeous and Pholtus commanding power and respect.

Eventually the House of Rax became so weak that a civil war erupted to see which powerful

prince would snatch the title of Overking from its then-current holder. Thus began the Turmoil Between Crowns. The last scion of House Rax, one Nalif, fell victim to the assassin's art after the rest of his kin had been slaughtered by House Naelax. Numerous claimants to the throne quickly arose, but were ultimately overcome by Prince Ivid Naelax of North Province through a combination of war, assassination, bribery, and diplomacy.

Ivid I of the Celestial House of Naelax declared himself Overking in 447 CY. With that event the whole of the southern portion of the kingdom rose in revolt against the Malachite Throne. Only the central core of South Province, Ahlissa, remained loyal; almost all of the rest of the territories it once encompassed – Onnwal, Irongate, Sunndi, and Idee – eventually joined in a pact known as the Iron League. The League is supported by the enemies of the Overking, Almor and Nyronnd, and others. A new round of civil war erupted, but the newly-minted Overking found himself unable to bring the rebellious province back in line, as his armies and lands had been thoroughly degraded during the Turmoil Between Crowns. Things were so bad that Rauxes itself was attacked and the University burned in 449 CY.

Reputable histories of the period are rare, not only because of the destruction of the university library, but also that of Duke Astrin in Eastfair. Only Medegian sources remain, and those are known to be very biased. What is known for certain is that the steward of North Province, Ivid's nephew, rebelled and declared his charge independent. Medegia and Almor similarly declared their own independence, as did the Sea Barons, but the

latter were forced to capitulate when all mainland ports were closed, and they had nowhere to ply their goods. A retributive strike into rebellious Almor, complete with diabolical aid and the Overking's Companion Guard, could only be fended off by the intervention of Nyronnd on the field; the two sides fought to a standstill thereafter. With the support of House Darmen in 449, Prince Ivid was able to finally solidify his hold on the throne by the following year, with the remaining princes of the Great Kingdom acknowledging him as their Overking.

Since the assumption of House Naelax to the throne it is generally agreed that all of the Overkings have been insane, possessed by demons, or both; "fiend-seeing" is a phrase often heard to describe them (albeit not very loudly, lest an informant be within earshot). Ivid I ruled for 48 years, his son Ivid II taking the throne in CY 495. Ivid II fell to madness as soon as the Imperial regalia was his*, and a mere three years later he was assassinated by

* It should also be noted that the imperial regalia, usually reserved for state occasions, are magic items. The Crown of Aerdy is a *helm of brilliance*, the Staff of Naelax is a *staff of thunder and lightning*, the Orb of Rax is detailed below. The Malachite Throne itself is a minor artifact, granting the one who sits upon it an impenetrable orb of protection, *truesight*, and the ability to open a *gate* to the Nine Hells once per week. It does take a toll, however, and each use has a 5% chance of causing insanity. It was carved from a great crystal found in the Cauldron of Night between CY 443 and 446, and great enchantments were laid upon it.

his son, Ivid III. The new Overking quickly secured his own position by having all of his relatives slain, thus ensuring no rival claimants to the throne would emerge. His own children were imprisoned (albeit in a gilded cage) and left to want for nothing save their liberty. Tutors, luxuries, and every debauchery imaginable were made available to them, until he declared that the sole survivor among them would inherit his throne. A brief but bloody struggle took place in the children's palace, and Ivid IV was declared the heir apparent.

It was Ivid III that created the Web, a network of informers and spies who serve the Overking, even if they aren't directly aware of it because of the nature of its independent cells. Indeed, the Web has gotten somewhat out of control, and sometimes two cells will even work at cross purposes! Members are often well-equipped with magical protections against detection. It's all the current spymaster, Remaelak, can do to keep the network even somewhat on-point; mostly the cells merely run on their own initiative.

Ivid IV emulated his father and imprisoned all of his 124 children in the same prison-palace where he and his siblings grew up. The children, knowing their likely ultimate fate, not only plotted against one another, but practiced their arts of seduction, torture, and assassination on the many nursemaids, handmaidens, grooms, and so forth that staff the palace. Ivid's second son ended up the victor in the vicious game of duplicity and murder that ruled in the prison-palace, and ultimately had his father killed by his then-favorite, with a vial of acid in his ear. The Malachite Throne itself was weak during his rule, and Ivid's word extended no further than

the Royal Demesne around the capital Rauxes and the Grandwood. Beyond that, his word must be backed either by threats, cajoling, or bribery of the nobles and peers who make up the bulk of the realm. The outlying provinces; North and South Province, Medegia, and the Sea Barons were nearly independent, but still owed fealty to the Overking in name. Ivid was a poor administrator, and a worse strategist. He sent his armies against the old rebellious provinces like clockwork, and succeeded in little except moving a border a league or so in either direction, and providing a spectacle for him and his summer court to enjoy from afar while thousands of his troops die for their amusement. The less said about Ivid's private life, and the fate of his many concubines, the better.

In 554 CY Ivid the V assumed the Malachite Throne. Unlike his predecessors, he was capable as well as insane, and not only brought the wayward provinces of North Province and Medegia back under the Imperial yoke, but has made firm strides in retaking the Bone March from the humanoids who infest it. His political skill is unrivaled among the Overkings of the last century, although the Imperial armies have still not proven invincible in the field. His designs on Almor and Nyronnd are plain, and success has even emboldened the Herzog of South Province and the Censor of Medegia to greater action against the Iron League to the south.

For the last twenty years, a secret society known as Midnight Darkness has been slaying prominent non-evil folk within the kingdom. Although their membership is small, they are greatly feared as they primarily target priests of Pholtus and St. Cuthbert. It is thought they are cultists dedicated to Nerull, and priests of

the god of death make up the second echelon of the society.

Politics and Society

There are a number of Celestial Houses that form the highest levels of the aristocracy within the Great Kingdom. Many hundreds of people are entitled to call themselves prince or princess, but it is the scions of these houses that truly wield power. Of course, the fortunes of each have waxed and waned over the years, but these are the most notable:

- **House Cranden.** A former royal house. Centered in Ahlissa and Almor, their fortunes have suffered with the secession of the latter. They are a moderating force within the kingdom, and some of its lesser princes even have ties to the Iron League.
- **House Darmen.** The wealthiest of the Celestial Houses, House Darmen has extensive landholdings spanning from eastern Ahlissa to North Province. They specialize in trade and commerce, and lead the Royal Guild of Merchants.
- **House Garasteth.** Known for its long line of skilled wizards and sorcerers, and proud of their great learning, they see themselves as the guardians of Oeridian culture.
- **House Naelax.** Currently the royal house. They are large landowners and builders of great castles and other works, and known for their vanity.
- **House Rax-Nyronnd.** Officially extinct. The cadet branch, Nyronnd, forms the royal house in the neighboring kingdom of the same name.
- **House Torquann.** Their power is centered in the eastern coastal region,

and they dominate commerce in that region and beyond.

The Royal Guild of Merchants is also a powerful force within the Great Kingdom. Allied with the church of Zilchus, they are dominated by the House of Darmen, and licenses all other trade and craft guilds within the Great Kingdom.

Ivid V of House Naelax is said to be mad like his line, but vested with a deep cunning, nonetheless. Although Medegia and North and South Provinces have been brought back under the Imperial authority, they still chafe at their status and push as far as they dare. Recent reverses in both North and South Province have caused their inclinations to independence to weaken, as they both suffer from loss of prestige and require military aid from the throne. The Overking has also made overtures to the humanoid and human rulers of the Bone March, thusfar without much success.

A veritable civil war is also brewing within the capital, as the Secret League of Pholtus tries desperately to turn Aerdy away from the path of evil that it has embraced, and which is opposed by the Midnight's Darkness Clan, led by the fanatically loyal Demonic Knights of Doom who form the Overking's elite officer corps. Things have not yet come to a head, but it is said that the agents of the Overking are closely watching the activities of the sage-patriarch of Pholtus, Emasstus Carcosa, whose displeasure with Ivid's excesses is becoming more and more known.

It would be impossible to discuss the current state of the Great Kingdom without at least acknowledging one of the central players in the spider's nest that is the politics of the

capital; Xaene the Accursed. This immensely powerful wizard is court mage to Ivid (himself a wizard of no little power), who has long been at odds with the Mages's Guild at Rauxes, and who has seen both exile and the heights of power more than once. What his real plans remain unknown, but his shadow looms large over the Overking's court.

Religion

Although it presently enjoys a great reputation for wickedness, the Great Kingdom was not always so, and it remains to this day a very cosmopolitan and relatively tolerant land. Pholtus is well-represented in the Great Kingdom, as is Zilchus. Peasants overwhelmingly honor Beory the Oerth Mother. There is a large cathedral dedicated to Hextor in Rauxes that serves as a place of pilgrimage for devotees of that grim deity, although it is not as famous as the Blood Chapel in Medegia, which chafes the Overking no end. Oeridian gods are found here, as a rule. The Censor of Medegia is a high advisor to the Overking, and thus the cult of Hextor has great favor within the realm, although certainly not to the exclusion of all others.

Military

Notable units include the Overking's Companion Guard, which consists of ten elite companies; one each of heavy, medium, and light cavalry, one of crossbowmen, one of archers, and five of infantry armed with polearms. Also of note is the Overking's Heavy Guard, consisting of cavalry armed with lance, axe, and sword; and infantry armed with polearm, sword, spears, axe, and blow-pipe. The Imperial armies can call on militia contingents from his vassals, but actually getting such troops can be somewhat

unreliable. More and more, humanoid troops are being used to augment the regular army.

Several churches of militant bent (Heironeous, Hextor, etc.) maintain their own armies. That of Hextor is the largest, especially owing to the power of the Censor of Medegia.

Finally, the Demonic Knights of Doom must also be noted, a group of powerful warriors who are said to have been created by Xaene and Ivid, and who are under their command. The Knights form the core of the officer corps, and their true nature is unknown. The armies of the Overking are ultimately commanded by two Marshalls, each of whom has powerful magical attributes at his command.

Notable Locales

The city of Rauxes is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576. Rauxes has, in addition to its fabulous and famous Oeridian architecture, exemplified by its soaring cathedrals and palaces, its famous Night Gardens, filled with plants that bloom only at night.

GREYHAWK, FREE CITY OF

Magic cannot be used to solve capital crimes within the city limits.

Ruler: His Solemn Authority Nerof Gasgol, Lord Mayor of Greyhawk (10th level rogue)

Capital: Greyhawk (pop. 53,000)

Population: 70,000 humans, some demi-humans, some humanoids

Resources: Electrum, gems (10-1,000 gp), gold, platinum, silver

Racial composition: Oeridian with strong Suel influence, plus weak Flan and Baklunish strains

Alignment: LG, LN

History

In the earliest period after the Baklunish-Suloise wars, Greyhawk was established as a trading post on the Selintan River, where it took advantage not only of the river traffic, but also the east-west land routes along the southern coast of the Nyr Dyv as well. The trading post soon grew into a village, growing fat on taxes on merchants passing through, as well as the ingots of silver constantly being recovered from tombs in the nearby Cairn Hills. A castle was built, and a petty noble declared himself Landgraf of Selintan. The Landgraf's son, Ganz, was wed to the female heir to Hardby (herself a powerful sorceress), and the combined realm flourished.

Eventually, their domain passed to their descendant Zagyg Yragerne (the so-called “Mad Archmage”) around 375 CY, who was determined to turn the thriving trading town into the “Gem of the Flanaess,” and who also caused the massive Castle Greyhawk to be built, along with its seemingly-endless dungeons and labyrinths. After a long reign in which he seemed not to age, Zagyg disappeared mysteriously, and his castle, thought to be cursed, was abandoned and left to ruin.

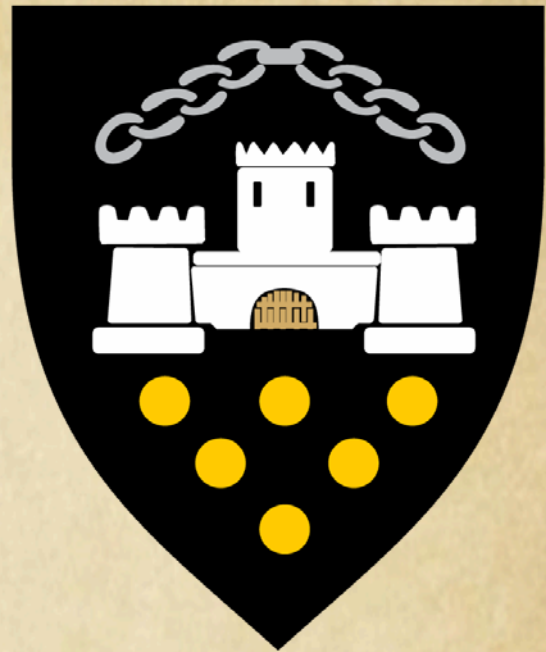
In 498 CY the city declared its independence, but in the intervening years has lost many of its outlying lands; Hardby is once again an independent state, the Gnarley Forest is ruled by its woodsmen, and its former lands in the northern Wild Coast are once again independent.

Several years ago, treasure both monetary and magical began to be discovered in the ruins of Castle Greyhawk, and the influx of wealth once again turned around the city’s fortunes.

Politics and Society

Greyhawk is ruled by a Directing Oligarchy, who chooses the Lord Mayor. The Oligarchy’s size ranges from 12-18, depending on the vicissitudes of politics, but generally consists of the Captain-General of the Watch; the Constable; the Master of the Thieves Guild; the Master of the Assassins Guild; representatives from the Society of Magi, the Merchant and Trader’s Union, the Artisans League; and clerics from the leading temples in the city.

Greyhawk today claims all the land from the Nyr Dyv to the Neen River, including the valuable Cairn Hills with their many mines



whence come gems and precious metals of all descriptions. The Despotrix of Hardby pays a tribute to maintain her city’s independence.

Religion

Greyhawk is extremely religiously diverse, and temples and shrines of deities of all sorts can be found within its walls. The Free City of Greyhawk is, of course, one of the most cosmopolitan places in the Flanaess. Faiths of every description can be found there openly, with the exception of the foulest sects of demon- and devil-worshipers. Despite this, there exist within the lands claimed by the City no destinations for pilgrimage save those sacred to the demigod Zagyg, and those on such journeys are not often found within its domains. Those that are encountered there will be passing through, with a 50% chance of being destined for nearby Verbobonc.

Military

The city maintains several different military forces. There is a modest garrison in the Cairn Hills, consisting of 180 halberdiers and

pikemen, 100 longbowmen, and 55 medium cavalry; the force is small because the city hasn't been threatened from this quarter in many years. The city itself has a City Watch, headquartered in the Grand Citadel and with Watch Houses in every quarter of the city. These are armed with club, longsword, and light crossbow. There is also an independent force of Nightwatchmen, privately funded, which supplements the city watch's forces. Together these provide most of the standing military force available to the city, which relies on mercenary troops in case of more active war.

Notable Locales

The number of adventure locations inside the city of Greyhawk and in its immediate environs is too large to fully list. The ruins of Castle Greyhawk are quite near the city walls, and still attract adventurers seeking fame and wealth. They have been detailed in the published adventures WGR1 *Greyhawk Ruins*, EX1 *Dungeonland*, EX2 *Land Beyond the Magic Mirror*, WG6 *Isle of the Ape*, and *Expedition to the Ruins of Greyhawk*. Many adventures take place within the city itself, as detailed in the *City of Greyhawk* boxed set.

HARDBY, GYNARCHY OF

Women in Hardby always lead when dancing (and in just about everything else!).

Ruler: Her Most Gracious Femininity, Despotrix Illena Norbelos (13th level sorcerer)

Capital: Harby (pop. 5,100)

Population: 6,800 humans, few demi-humans

Resources: Gems (10-500 gp), silver

Racial composition: Suel with weak Oeridian and Flan strains

Alignment: LN

History

The city was founded in -278 CY by Ena Norbe, who intended that women should rule there in perpetuity. Originally the city was under the control of the Six Families (Norbelos, Gerneskir, Jonnosh, Havelos, Maynem, and Yragerne), who formed a council known as the Gynarchy, the eldest woman of which would become Despotrix. Hardby became part of the territory of the Landgraf of Selintan in 33 CY, which spanned the length of the river and which was the result of the joining of Hardby with Greyhawk.

Starting in CY 254, the title of Despotrix became the sole right of the Yragerne family, thanks in part to the presence of Aerdi troops at the invitation of Despotrix Varasia Yragerne. The last of that line to rule (and the only male in the city's history), Zagig Yragerne, renounced the title in 351 CY, and the custom of female rule returned, with the Longland family replacing the Yragernes when that family died out in 421 CY with the disappearance of Zagig.

The city achieved independence once more in 498 CY with the dissolution of the Landstadt of Selintan. A mere 19 years later, however, the Hardby Merchants' Alliance staged a coup and the Trade Council of the Alliance became the true rulers of the city. The Despotrix remains as a figurehead to this day.

Politics and Society

Hardby is a completely female-dominated society. In politics, religion, commerce, and the military, all important posts are filled by women, with men being naturally subservient. Hardby pays tribute to Greyhawk in order to maintain its independence, but is keenly watching to see if its rich northern neighbor stumbles, for the Despotrix would like nothing more than to see that arrangement ended or reversed. Much of the city's wealth comes from its position at the mouth of the Selintan, making it an ideal port to pass goods from the lands around the Azure Sea into the north and central Flanaess, via the Nyr Dyv.

The city is also home to the Order of the Throne of Wood, and boasts that order's Chapterhouse. The order is dedicated to the furtherance of the cause of womankind in general, and to spread the (to their minds, natural) idea that woman are the superior sex. Originally known as the Order of True Womanhood, the name was changed after the Merchants' Coup to seem less provocative. The



Order is dedicated to Ehlonna, but has strong ties to Wee Jas as well (that faction being known as the Coven of the Stern Lady). Membership is by invitation only, and is not restricted to citizens of Hardby. The Order is a powerful force in Hardby's politics, behind the scenes.

Religion

Many female deities are worshiped here, especially those of Suel extraction. There are temples to Ehlonna, Joramy, Lirr, Myrhiss, Pelor, and Wee Jas, along with smaller shrines to Norebo, Osprem, St. Cuthbert, Procan, Xerbo, and Zilchus.

Military

The military is made up exclusively of women, as men are not trusted with such an important task as the defense of the city. Infantry will be armed with swords, battleaxes, flails, bows, or pole-arms. Cavalry has spears, bows, swords, or axes. The Hardby Marines are a famed group of elite warriors that form the core of the city's standing defense force. There is also a force of 150 infantry and 100 cavalry who guard the northern approaches to the city.

Notable Locales

The Palace of the Gynarchs sits in the middle of the Northend district of the city. It houses the Throne of Wood, an artifact that is said to have come from Ehlonna herself, and which serves as the traditional throne of the Despotrices.

HIGHFOLK

Most of the homes in Highfolk are of timber-frame construction, with intricate patterns of dark brown beams against whitewashed walls of wattle and daub.

Ruler: The Worthy Sir Loftin Graystand, Mayor of Highfolk (12th level druid)

Capital: Highfolk (pop. 2,000)

Population: 3,170 humans, 14,000 high olve, 17,000 sylvan olve, some other demi-humans, no humanoids

Resources: Gold

Racial composition: Oeridian with weak Suel mix

Alignment: CG

History

Nestled between the southernmost Yatil mountains and the immensity of the Vesve Forest, Highfolk more properly consists of the town of Highfolk itself and the narrow strip of land that follows the path of the Volverdyva river between the Yatils and the Vesve forest. The High Vale, which includes the narrow strip north of the river that runs between the forest and the Clatspur Range, is also included within the general definition of Highfolk. Elves of various sorts had established themselves here long before the coming of men, but welcomed the newcomers, who were especially tolerant and embracing of liberty for individuals.

The land was formally part of the Viceroyalty of Ferrond, and when that district declared independence from the Great Kingdom, Highfolk went along with it. Technically, both the town and the High Vale are part of the territory of Furyondy, but no Furyondian king

would think of exercising his authority there, even though the kings of Furyondy remain its *de jure* rulers.

Politics and Society

The quasi-independent town of Highfolk guards the Quagflow Valley (the Fairdells in the olven tongue), which is quite idyllic and home to many small olven settlements. The high olven lord dwells here, and some 10,000 of the high olve pay him direct homage, while their sylvan cousins dwell under the leafy protection of the Vesve on the east bank of the river. They are peaceful, and on friendly terms with their neighbors to both the north and south. Sometimes adventurers from Highfolk can be found in Perrenlander mercenary companies.

The Lord Mayor of Highfolk is elected by the citizenry of the town itself. Other villages and areas of the vale have their own leaders, of whom the mayor is only first among equals. It is only after much arguing, politicking, and debate that the mayor is authorized to speak for the district as a whole on any matter.

The region is rich in metals, which are mined by gnomes, as well as livestock who graze in the valleys and dales of the Yatils. Timber and game from the edges of the Vesve also form profitable exports, and there is a large tanning industry as well. Coins minted here from the gold veins in the mountains never bear the face of a ruler, for that would be too close to the monarchical ways of their neighbors to the south, not to mention the tyrannical ways of the enemy to the northeast. Cloth, fruit, grain, and tools of iron and steel are imported.

Religion

Worship of Ehlonna, the Oeridian wind gods, Phyton, and Fharlangn predominate, although the gods of the Seldarine are also worshiped by the olven folk in great numbers.

Military

Since there is no central authority, and the people hereabouts have a distinct mistrust of organization as a whole, there is no standing military force. Militias abound, however, with every village and thorp having a well-trained body of men they can throw into the defense of the whole of the district, should it be threatened. Their woodsmen and hill fighters especially are very effective fighters. The town of Highfolk itself does maintain a standing body of soldiers, mostly elite veterans from Veluna, consisting of 150 heavy infantry and 50 heavy cavalry.

Notable Locales

The Carnalion Mines are in the southernmost

tip of the Yatils. The mines are worked by gnomes and carefully guarded by Highfolk and Nyronnd, who also split the revenues in a very complex way.

HORNED SOCIETY

None of the houses in the Horned Society have access to their attic from the interior rooms; evil spirits would be able to enter the home.

Ruler: Their Dread and Awful Presences, the Hierarchs (true identities unknown)

Capital: Molag (pop. 16,200)

Population: 45,000 humans, 12,000 hobgoblins, many other humanoids

Resources: None

Racial composition: Oeridian with strong Flan mix, plus weak Suel and Baklunish influence

Alignment: LE

History

The lands between the Veng and Ritensa rivers used to be ruled by humanoid tribes



and petty nobles, the same as most of the other lands in the region. But in 513 CY, a group of evil humans took over, possibly with the aid of one or more of the Bandit Kings, and now the sinister Horned Society rules over the area with an iron fist.

Politics and Society

The Society combines the best of humanoid manpower with human intelligence and organization, presenting a formidable enemy to the good lands around. The Society is known to worship the infernal rulers of Hell, and their agents can be found throughout the central Flanaess region. The Society is on good terms with both Iuz and the Bandit Kingdoms to its east, while Furyondy and the Shield Lands remain its implacable foes.

While their identities remain a closely-guarded secret, the Hierarchs are said to be led by an 18th level cleric, three other lesser clerics, and others of their number include a 12th level wizard, a 13th level rogue, and three 11th level fighters. They are always nine in number.

Religion

Devil-worship is the official religion of the Horned Society, although the cult of Nerull is also powerful within its boundaries.

Military

The most feared unit of the Horned Society's army is the Elite Death Guard Cavalry, who are heavily armored lancers.

Notable Locales

Molag has a Museum of Torture, in which, it is rumored, live demonstrations of the exhibits are a regular occurrence.

IDEE, COUNTY OF

It is illegal for anyone to sell oranges in Idee; the fruit is considered an exclusive franchise of the Count.

Ruler: His Brilliant Lordship Fedorik Eddri, Count of Idee (14th level fighter)

Capital: Naerie (pop. 4,900)

Population: 50,000 humans, some demi-humans, no humanoids

Resources: Copper, foodstuffs, gold

Racial composition: Oeridian with strong Suel influence

Alignment: CG, CN

History

When South province revolted against Aerdy in 447 CY and fractured, Idee was among the leaders of the movement.

Politics and Society

Idee is a member of the Iron League, along with Irongate, Sunndi, and Onnwal. It maintains a strong trading relationship with Onnwal and Nyronnd.

Religion

The Thin Vale in Idee is home to a miraculous shrine dedicated to the Goddess Wentia. Farmers visiting the shrine are said to have their next harvest blessed by supernatural abundance.

Military

Because of its long, exposed border with South Province, Idee maintains a string of fortifications along the northern frontier, manned by permanent garrisons. In addition,

large militia forces can be summoned on short notice to bolster those defenses in case of attack by the Herzog.

Thanks in large part to the years of prosperity and peace which have blessed Idee, most things military have been somewhat neglected of late. There is a series of fortifications on the northern border which are in disrepair, but not hopelessly so. Ideally, the Count would be able to field upwards of 14,000 troops, including levies. In reality, however, it is unlikely he could raise more than 6,000 as things currently stand. Of these only about a thousand would be horse, with the rest being infantry, and of those the majority being peasant levies.

IRONGATE, FREE CITY OF

A handshake accompanying an agreement is considered legally binding in Irongate, but only if both parties spit into their palms prior.

Ruler: His Resolute Honor Cobb Darg, Lord High Mayor of Irongate (class and level unknown)

Capital: Irongate (pop. 43,700)

Population: 55,000 humans, many demi-humans, no humanoids

Resources: Gems (50-500 gp)

Racial composition: Oeridian with weak Suel mix

Alignment: LN

History

Known as the City of Stairs, Irongate had its start as a major trading port in Onnwal, and developed a culture of tolerance and independence as a result of its many visitors. When Aerdy found itself sliding into

oppression, unease grew within the city, and an envoy headed by the Lord High Mayor traveled to the court of the Herzog of South Province to present their grievances in 446 CY. The deputation was arrested, given a perfunctory trial, and sentenced to death by ritual torture for the amusement of the Overking's court. This was the spark that caused all of South province to rise in revolt the following year, which saw the fracturing of the province, the formation of the Iron League, and the creation of yet another thorn in the side of the Overking. Independence was not certain by any means, however, as Irongate was soon besieged by the forces of the Great Kingdom. The invading force was driven off by a clever ruse, known as the Battle of a Thousand Banners, which panicked the besieging army, which was then cut to pieces by Iron League human and gray olve units as it retreated in disorder.

Politics and Society

Irongate retains the spirit of rebelliousness and tolerance that led it to revolt against the Great Kingdom in the first place. The city is a member of the Iron League, along with Idee, Sunndi, and Onnwal.

Religion

It is said that Zilchus Himself was present at the laying of the foundation for the great walls of Irongate, as a sign of the commercial success the city would enjoy in years to come. For that reason alone it has become a destination for those who seek the favor of the God of Business.

Military

Irongate maintains a large squadron of ships and a standing force of armored crossbowmen to bolster the defenses of any League member threatened by Aerdy. A militia of 2,000 heavy infantry can also be raised within a day if needed.

Notable Locales

There is a deep Undercity, said to extend twice as far beneath the ground as the towers and walls of the city extend above it. This is a place largely inhabited by dwarves, gnomes, and some halflings. However, the Deep Doors are something special, separating the city from what is reputed to be an entrance to the Underoerth* realm of drow, illithids, and worse. These doors are constantly guarded by a contingent of dwarven troops and human wizards and sorcerers, but a small village has sprung up in the 300 feet that separates the



* Sometimes called the Underdark.

doors, which acts as a sort of trade town between Irongate and its deeper neighbors. One notable establishment is Helkam's Pit, an inn of old provenance and weird reputation. Not only is it a haven for beings both of the surface world and the Underoerth, but even stranger beings from other worlds are whispered to be among its clientele.

Iuz

Saying the name of Saint Cuthbert in public is punishable by imprisonment within the lands of Iuz.

Ruler: Iuz, Lord of Evil (demigod)

Capital: Dorakka (pop. 10,000)

Population: 40,000 humans, no demi-humans, many humanoids

Resources: Electrum, furs

Racial composition: Oeridian with strong Flan mix, plus weak Suel and Baklunish influence

Alignment: CE

History

Iuz (pronounced "EYE-ooze") is the name both of the realm and of its fell leader, a half-demon, half-human cambion who started as ruler of but one petty kingdom among dozens in that area of the Flanaess. All the lands in the area were ruled by petty lords and robber barons, one of whom died soon after recognizing a "son" as his heir to his lands in the Howling Hills. That son was Iuz. By 479 CY Iuz had grown his realm to encompass the lands from the Howling Hills to Whyestil Lake through clever playing of his neighbors off one another, militarization of his own lands, and his use of humanoid troops. His might grew, and he began to be seen as a great threat to

Furyondy to the south, fueled by tales of his cruelty and power.

In CY 505, the demigod-cambion was imprisoned for some years in a secret chamber beneath the ruins of Castle Greyhawk by the droll and deranged Zagig, along with eight other powerful deities so imprisoned. During this period the good lands around breathed easy, for without their fell leader Iuz' minions worked but little mischief. In 570 CY all of those deities released by a group of adventurers, and Iuz returned to his throne of bone, where he gathers his forces and dreams of conquest and vengeance.

Politics and Society

The land of Iuz is evil in the extreme, to the point that the nomads to the north refuse to step upon its fell soil, traveling through the Cold Marshes rather than risk its miasma. A road of skulls goes from Dorakka to the Howling Hills, humanoids roam freely, and human peasants are reduced to slavery or worse. Iuz feigns friendship towards the Horned Society, but secretly covets their lands, which he deems were once his, and has nothing but contempt and hostility for the good nations to the south.

Much of the land is still ruled by human vassals of Iuz, some still descended from the petty nobles that ruled before the coming of Iuz, some renegades from Furyondy or further afield. Others are firmly under the grip of humanoid tribes who delight in bringing pain and suffering to the human serfs who still work the land to feed the Lord of Evil's armies.

Religion

The worship of the ruler of this land is the only permitted religion, although certain orc and goblin tribes are said to have backslid to the worship of their own deities.

Military

Many humanoid tribes have grown in strength under the leadership of Iuz and his lieutenants, which includes evil clerics, rogues, fighters, sorcerers, and wizards. Losels (ape-orc hybrids) are known to be used as scouts for the Orcish units in and around the Fellreev Forest. These are in addition to his human and undead troops, which are numerous and rumored to be supported by demonic forces. Iuz also maintains an elite force of Woodsrunners; brigands and outlaw woodsmen from the Vesve, who serve as his scouts and light infantry forces in that vast forest.

Notable Locales

The various prisons and dungeons of Dorakaa are well-known and infamous, but several other locations within this dread realm are worth noting. Kendragund, on the southern edge of the Howling Hills, was the site of Iuz's first conquest, impressing the Urzun orcs enough with his display of power to serve him. The Groaning Mines, also in the Howling Hills, are an ancient dwarven mine noted for the weird moaning sounds that come from their depths. The Soul Husk Caverns are said (by those very few who even suspect such a thing) to contain the secret of Iuz's ascension from mere cambion to demigod. The published supplement WGR5 *Iuz the Evil*, and the adventure WGR6 *City of Skulls*, can be of use,

although they are set in a later period and some corrective changes will have to be made by the DM.

KEOLAND, KINGDOM OF

Someone from Keoland will always enter a house on his left foot, and will always leave it on his right.

Ruler: His Peerless Majesty Kimbertos Skotti, King of Keoland, Lord of Gran March, Plar of Sterich, Protector of the South, etc. (14th level ranger)

Capital: Niole Dra (pop. 21,600)

Population: 300,000 humans, many sylvan olve, noniz, hobniz, no humanoids

Resources: cloth, foodstuffs, gems (100-500 gp), gold

Racial composition: Suel with strong Oeridian strain, plus weak Flan influence

Alignment: LG, N, NG

History

The first major kingdom founded in the wake of the destruction of the Suloise Imperium, Keoland was in its infancy a tolerant and peaceful realm, noted for its cosmopolitan nature and inclusion of non-humans. After several centuries, however, Keoland veered onto a path of imperial conquest which led it to rule over the entire Sheldomar Valley and into the Pomarj. By 450 CY Keoish armies were marching into Ket, Verbobonc, and Veluna. This expansion was halted in Ket at the battles of Lopolla and Molvar, while the Short War against the new Veluna-Furyondian alliance halted expansion in that quarter. At this time as well, the olvenfolk rose up against the warlike expansionist policies of Niole Dra and drove out the royal garrisons from the

towns in the shadow of the Lortmils. At the same time, the freedom-loving folk in the valleys of the Crystalmists asserted their rights, and raiders from the Sea Princes took advantage of the situation to harry the Keoish coast.

It was in 453 CY that the Keoish king, Tavish III, was slain in the Siege of Westkeep, and succeeded by his son, Tavish IV. He immediately reversed Keoland's expansionist policies, and entered into talks with the breakaway states to the east and west. These negotiations led to the independence of Celene and the Ulek states as well as the Yeomanry, while recognizing Keoish suzerainty over Gran March and Sterich, which remain semi-independent to this day.

Politics and Society

Keoland is once again a tolerant and peaceful society, one of the leading lights on the side of Good in the Flanaess.

Niole Dra is a center of sculpture, with no fewer than three distinct "schools" of sculpture being represented. Proponents of each constantly strive to outdo the others, with the backing of important patrons from amongst the aristocracy of Keoland.

Gradsul has, according to the whims of fashion, become the center of a new style of dress that entails wide ruffs at the neck. To have such a ruff made in Gryrax itself is counted as a coup among the fashion mavens of the south-central Flanaess.



Religion

While the kingdom as a whole is on the side of good, diverse religious worship is tolerated. Holy sites within the once-imperial and still-grand kingdom of Keoland and its neighbors are many and splendid. Lawful Good pilgrims in Keoland will either be devotees of St. Cuthbert (40% chance) bound for the great healing shrine in Shibolet, followers of Heironeous (50% chance) en route to the Temple of Heironeous Triumphant in Niole Dra, or followers of Delleb (10%) bound for Niole Dra and the great library-cathedral the church maintains there as a holy duty.

Chaotic good pilgrims in these lands will almost always be followers of Kord, who travel to the various temples to that deity in the Sheldomar Valley to participate in the sacred contests of strength and combat that are held throughout the year. The most famous of these are held in Hookhill and Gradsul, with more modest affairs in Flen, Cryllor, and Niole Dra as well. Victory in the contests is said to

be a sign of the God's favor for the coming year.

Neutral pilgrims will of a certainty be devotees of Olidammara, bound for that God's temple in Gradsul. Touching the marble statue within is said to grant good fortune and on occasion the gift of glibness of speech to professional musicians, bards, etc.

Evil pilgrims will maintain a low profile in Keoland, which has little tolerance for such cults. Those of lawful bent will be on their way to visit the pair of shrines to Hextor which are tolerated in Flen and Cryllor, neutral evil will patronize the temple of Syrul in the thieves' quarter in Niole Dra, while those of chaotic demeanor will be bound for the hidden shrine to Erythnul said to exist hidden deep beneath Niole Dra.

Military

Keoland is known for its light cavalry with javelin, crossbow, and lance, while the main body of the army consists of infantry with pole arms and long spears. Contingents of troops supplied by the nobility round out the force with heavy cavalry. Both Gran March and Sterich supply troops as well, and demi-human units can be found throughout. Keoland maintains a small but capable fleet which mostly sees action against the Sea Princes to the southwest.

Notable Locomes

The village of Saltmarsh is located in the southernmost tip of Keoland, between the Dreadwood and the Hool Marshes. It is detailed in adventure module U1 *The Sinister Secret of Saltmarsh* (later revised as *Ghosts of Saltmarsh*). Some of the events of module U2

Danger at Dunwater, and U3 The Final Enemy, take place here as well.

KET

There are no barbers in Ket. One must go to a masseuse to get a haircut or a beard trim.

Ruler: His Illustrious Glory Zoltan, Beygraf of Ket, Shield of the True Faith (3rd level cleric / 14th level fighter)

Capital: Lopolla (pop. 23,400)

Population: 50,000 humans, few demi-humans, few humanoids

Resources: Gems (10 gp and 1,000-5,000 gp), silver

Racial composition: Baklunish with Oeridian strains

Alignment: LE, LN, N

History

At the eastern edge of Baklunish territory, Ket has been both menace and target of the Oeridian and Suloise nations on the western end of the Flanaess. In CY 450 Ket drove out an invading army from Keoland at the battles of Lopolla and Molvar.

Politics and Society

While the people of Ket are of mixed stock racially, Ketite culture is, for the most part, Baklunish. One exception to this is the court of the Beygraf himself, which displays a curious mixture of eastern and western styles (the title of the Beygraf not least among them).

Despite its often antagonistic relationship with its neighbors, Ket is a thriving transit point for trade between the east and the west, with products from as far afield as the Pale and Zeif being transported on caravans passing

through the country. Ket is also threatened constantly by raiders from the Paynims, who consider the frontier lands west of the Tuflik river fair game for raiding.

Religion

The Baklunish religion is the official religion of Ket, although other faiths are tolerated, as Eastern faiths have made inroads over the centuries. There is, for instance, a holy shrine of Beory in the northeastern tip of the Bramblewood forest.

Military

The army of Ket is another example of a mixture between east and west. While the bulk of the troops are the same sort of light cavalry (archers and lancers) seen in most Baklunish armies, they also field considerable numbers of well-drilled pikemen and crossbowmen.

LENDORE ISLE

The color green is considered especially lucky on Lendore Island.

Ruler: The Council of Seven

Capital: Lo Reltarma (pop. 10,000)

Population: 30,000 humans, 1,500+ high elves, some dwarves, some humanoids (mostly orcs and kobolds)

Resources: Rare wood, mithril (in small quantities)

Racial composition: Oeridian with Flan strain, plus weak Suel influence

Alignment: CG, N, NG

History

Lendore Island was first settled by the Suel, following the legendary Suloise archmage Lendore, who gave the island its name and ruled it for many years, beyond the span of a normal life. Technically, the island is part of the Spindrift Isles chain, but as it is the only island in the chain that is under human rule, it is treated as a separate state.

Politics and Society

The island is ruled by the Council of Seven, but much latitude is given to the local villages and towns to run their own affairs.

Religion

Suel gods are worshiped here exclusively, especially Lydia, Norebo, Phaulkon, Wee Jas, and the creator-god Lendor. It is unknown whether the Suel wizard who founded this land was named after the god, or whether there is some more intimate connection between the two, but the similarity in names (not counting the extra “e” in the name of the wizard) is certainly no accident. The current high priest of the church of Fortubo, Dobfur, dwells in the enclave of Dwarfhaven on the island. Among the olvenfolk, the worship of the elven moon goddess Sehanine predominates.

Military

There is no overall military force on the island. Each settlement has its own small militia contingent, usually consisting of spearmen or swordsmen.

Notable Locales

The town of Restenford, as detailed in adventure module L1 *The Secret of Bone Hill*, is on Lendore Isle, some 60 miles east of the capital Lo Reltarma, as is the village of Garrotten, detailed in module L2 *The Assassin’s Knot*. The lost dwarven mind near Restenford is detailed in module L3 *Deep Dwarven Delve*. There is also an ancient legend of a city of glass that will be used to save the population in a time of great peril.

LORDSHIP OF THE ISLES

The cuisine of the Lordship of the Isles features hot and spicy food; especially that made with the hottest pepper known in the Flanaess, the morto chili.

Ruler: His Exalted Highness Latmac Ranold, prince of Duxchan, Lord of the Isles, Scourge of the Waves (16th level fighter)

Capital: Sulward (pop. 5,500)

Population: 80,000 humans, few demi-humans, no humanoids

Resources: Rare woods, spices

Racial composition: Suel with weak Oeridian influence

Alignment: CN, N

History

The Lordship of the Isles started as a group of pirates, preying on shipping through the Tilva Straight, but who later settled down and engaged in the more legalized piracy of taxation and imposing tariffs and duties on goods.

The Lordship recently lost the Battle of Medegia against the Sea Barons in 572 CY,

when the Sea Barons sank four warships and seized two merchantmen filled with goods.

Politics and Society

The Lordship is a thriving transit point for goods coming up from Hepmonaland, as well as those coming through the Tilva Straights. It is a member of the Iron League.

There is great animosity between the Lordship and the Sea Barons.

Religion

Worship of the Suel deities predominates here.

Military

The Lordship of the Isles maintains a strong navy to both protect its own shipping interests, and collect the many tariffs and tolls imposed by the rulers.

MEDEGIA, SEE OF

Long mustachios are currently in style in the See, amongst the upper classes and those of the middle class who seek to emulate them.

Ruler: His Equitable Nemesis Spidasa, Holy Censor of Medegia (15th level cleric)

Capital: Mentrey (pop. 39,800)

Population: 200,000 humans, many sylvan olve, some humanoids

Resources: Cloth, foodstuffs

Racial composition: Oeridian with strong Suel influence

Alignment: NE

History

Medegia was originally the clerical fief of the spiritual head of the Great Kingdom, including a swath of the Grandwood Forest (where many sylvan olve lived and live today). With the establishment of the Kingdom of Nyronnd in CY 356, the reaction in the remaining lands loyal to the Malachite Throne was one of repression and coercion. The Herzog in particular made use of humanoid and mercenary armies to force the peasantry to participate in the rites and rituals of Hextor, which was the state religion, as well as to collect the ruinous taxes that were demanded by the Overking to both make up for the lost revenues to the west, as well as to raise armies to bring the rebellious states to heel. This did little but to make the human populace resentful, and cause the elves, dwarves, and gnomes retreat to the woods and hills.

As the central authority of the Overking waned, the Holy See became more and more independent, until today it is an independent state in all but oath.

Politics and Society

Although the See has grown in independence in recent years, the Holy Censor retains his position as one of the chief advisors of the Overking in Rauxes. The See is an oppressive place, with the ruling nobles and clerics grinding the peasantry down without a thought and growing wealthy on their misery. The Censor's troops harass the olvenfolk in the Grandwood as well as the dwur and noniz in the Glorioles and Hestmark Highlands, into which the See has expanded its reach.

Mentrey is home to the three most acclaimed painters of the age. Portraits by them hang in

capitals across the Flanaess. Works by their apprentices go for astronomical sums; works by the masters themselves are literally priceless. This has made Mentrey something of a hub among the artistic world of the eastern Flanaess.

Religion

The worship of Hextor is the official faith of the See, and the church is the state, although faiths of other similarly-aligned deities are tolerated. Worshipers of Hextor will most likely be making for the capital of Mentrey with its maleficently magnificent Blood Chapel, supposedly the first place the God was seen after His re-appearance around 570 CY. A no less imposing (but, much to the chagrin of the Overking, less revered by the faithful) Cathedral of Hextor exists in Rauxes as well. The fact that this fattens the coffers of the Censor rather than those of the Overking is something that has not gone unnoticed by either.

Military

The See relies heavily on mercenary troops, although the nobles and clerics maintain their own personal forces as well. The Censor's forces are fairly evenly divided between heavy and light cavalry and infantry (including levies), with thousands of orcs, goblins, and the like which can be called up for service. These would be supplemented by mercenary troops.

Notable Locales

A major temple and scriptorium dedicated to the goddess Wee Jas can be found in Pontylver.

NORTH PROVINCE

Clowns and jesters in North Province traditionally dress in motley of gray and green.

Ruler: His Radiant Grace Grenell, Herzog of the North Province (15th level rogue)

Capital: Eastfair (pop. 29,100)

Population: 750,000

Resources: cloth, electrum, foodstuffs

Racial composition: Oeridian with weak Suel influence

Alignment: NE

History

Until the ascension of Ivid V to the Malachite Throne, North Province enjoyed a status as a quasi-independent state that began during the Turmoil Between Crowns, when the regent appointed by Ivid I betrayed him and declared the province would go its own way. Ivid V has brought the province back in line as a staunch, if somewhat unwilling, supporter of the Overking in Rauxes.

Recently the Herzog sent a force of mercenaries into the lower reaches of the Bone March in order to punish the humanoids who were raiding into the province from across the Teesar Torrent, but they were annihilated in the hills above Belport.

Politics and Society

The Herzog, who happens to be a cousin of the Overking in Rauxes, is as debauched and evil as his cousin, but is quite sane by comparison. His court in Eastfair is said to rival that of Rauxes in its depravity and wickedness.

The Herzog's troubles are many. Not only do the humanoids from the Bone March continue to raid into his territory, and Nyronnd recently captured Knurl from them, but his own defeat at their hands, and the loss of so many mercenaries has led him to admit weakness (unthinkable!) and ask for a large Imperial army to do the job. The situation is especially vexing, as it is rumored that Grenell would much rather have those humanoids in the Bone March on his side and in his armies.

Religion

Worship of the Oeridian gods is most common here, but those with northern blood will honor Suel deities as well. Hextor's faith is strong here, and indeed is the official church, such pre-eminence having been granted by Ivid I, but this is more ceremonial than anything else. Procan, god of the sea, is widely worshiped in the east, while Fharlanghn and Zilchus are honored by travelers. Peasants and farmers worship a combination of Berei, Zodal, and Beory.

Kurell, god of jealousy and thieves, is particularly honored in the city of Atirr, where the College of Endings and Beginnings, the formal name of the Assassin's Guild there, operates openly. The temple and the College are closely linked. Its members are known either as Black Shirts or Dark Blades.

Military

North Province relies heavily on mercenaries for its military strength, but there are some regular units of note. The Army of the North is 35% heavy infantry and 55% light infantry, with only 5% each of cavalry and bowmen. They are armed with longsword, dagger, and mace, and wear chainmail to improve their

mobility. They fight much better on flat terrain than hills or wooded areas. They are not an elite unit, and take a certain pride in their "common foot soldier" reputation.

The Rakersmen are recruited from the hillmen of the Blemu Hills, the hills north of Bellport, and the Rakers themselves. Troops wear studded leather and chainmail, and are armed with short bow or sling, flail or mace, spear, and short sword. As might be imagined, they specialize in hill and mountain warfare.

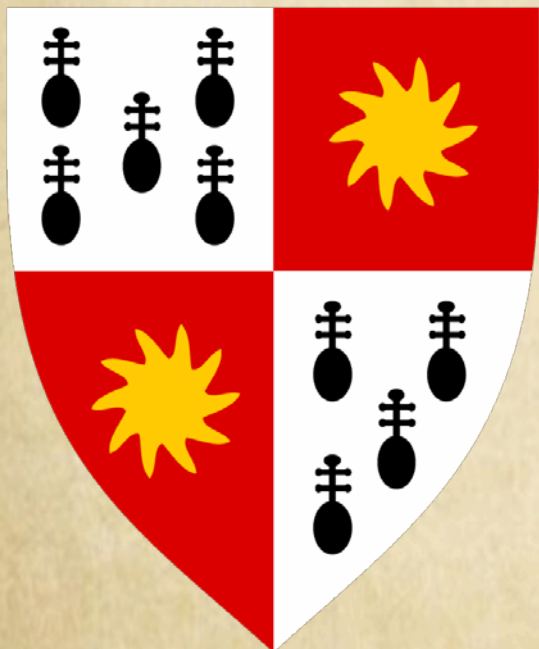
Finally, the Imperial Highlanders are adept at fighting in both hills and woods. Fully 80% of the unit is light infantry with studded leather armor, pikes or spears, and short swords, excellently suited for such close-in fighting, with 10% light cavalry (chainmail, lance, longsword, and mace) and 10% longbowmen to support them. The longbowmen in particular are notable, as their weapons can be murderous even at very long ranges. Among the infantry, 20% are also trained in the crossbow, and this can come as a great surprise to an unprepared enemy. The Imperial Highlanders have an excellent *esprit de corps*, and their loyalty to the unit is beyond question.

The Herzog has made overtures to the local humanoid tribes, and orcs under the banner of North Province have begun to be seen in large numbers. The officers in the regular army hold their ranks and positions based on birthright; command of regiments and other units is hereditary. This does not always produce the most effective commanders, as might be imagined.

Notable Locomes

The Isle of Cursed Souls is not far off the coast, connected by the Causeway of Fiends. The Causeway is made of ancient stone that has evil and magical properties, and can be used for the creation of magic items. Some believe they are connected to the Ur-Flan. On nights when Celene is full, the Causeway will be filled with fiends of all sorts; demons and devils will tear into one another as well as any mortal foolish enough to get within a half-mile of the place. Both are described in *Ivid the Undying*, as are some other local places of bizarre nature.

Eastfair features a fabulous market fair every spring, said to attract merchants from all over North Province and even the Thillronian Peninsula. The Brewfest Great Fair, also in the capital city of Eastfair, is a week-long celebration that attracts visitors from the entire province.



NYROND, KINGDOM OF

Bacon is never served in Nyrond without honey as a condiment.

Ruler: His August Supremacy Archbold III, King of Nyrond, Duke of Flinthill, Altmeister of All the Aerdi, etc. (16th level fighter)

Capital: Rel Mord (pop. 46,500)

Population: 1,375,000 humans, sylvan olve, noniz, hobniz

Resources: cloth, copper, foodstuffs, gems (10-50 gp), silver

Racial composition: Oeridian with weak Suel influence

Alignment: LN

History

After breaking away from the ever-waning Great Kingdom of Aerdi in CY 356, Nyrond went into a period of aggressive expansion, conquering the Pale, Almor, and Urnst. King Dustan I ("the crafty") saw the folly of such policies, however, and convened the Great Council of Rel Mord, at which Urnst, Almor, and the Pale were given their independence, and firm treaties were made with them and the Iron League. This has helped cement its reputation as an outpost of good, and provided Nyrond with a network of friendly allies, rather than resentful foes, on its western and northern frontiers.

Recently Nyrond sent a force into the southwest portion of the Bone March and captured Knurl.

Politics and Society

Nyrond stands as a bulwark against the evil of the Great Kingdom, enjoys trade and mutual

defense agreements with its neighbors, and underwrites their militaries with monetary aid. It is renowned as a haven for artists, a bastion of good and fairness, and for the wealth and tasteful wealth of its court. It is also known as a home of many wizards and sorcerers of great power.

The royal power is nearly absolute, in large part because of the king's authority to strip nobles of their lands. Thus, rebellion is nearly unheard-of, especially with the ever-present threat from Aerdy to the east. The king sets maximum rates of taxation, and has a veto power over any nominations to his advisory council. To date, these powers have not been used corruptly, but they have served to keep the royal family firmly on top in the kingdom.

The Sagacious Society is a network of sages, scholars, and the like, dedicated to the spread of knowledge for its own sake.

Religion

Oeridian deities are most-often worshiped in Nyronnd, and while Heironeous has a following, more peaceful gods such as Beory, Rao, and Pelor are quite strong here. Pholtus also has a large following, as does Zilchus.

Military

Nyronnd maintains units of demi-human scouts in addition to their formidable human heavy cavalry and armored foot regiments. Bowmen and light infantry made up of hillmen make up the remainder of the army. Garrisons are maintained strategically so forces can be sent to aid Almor or the Pale swiftly. Nyronnd has its army divided into two; the main body is commanded by King Belvor himself, based in Rel Mord, consisting of 10,000 cavalry,

12,000 infantry, 3,500 light bowmen, and can be reinforced by up to 9,000 peasant levies. There is also a more mobile strike force, under the command of Earl Harhing, based in Innspa (with the permission of the Prelate of Almor) to deter any aggression from the Great Kingdom to the east. It consists of 2,000 heavy cavalry, 7,000 infantry, and 2,000 light bowmen, and can be reinforced by as many as 4,500 levies. These are, of course, in addition to the regular garrisons of forts and castles throughout the realm and along the border.

Nyronnd's fleet, based in Oldred and Mithat, is similarly powerful, patrolling and controlling Relmor Bay and the Sea of Gearnat, much to the consternation of the Herzog of South Province, who finds his own desire to raid Onnwal often thwarted by the Nyronndese fleet. Skirmishes between the two forces are not uncommon.

Notable Locomes

Rel Mord is noted for two separate museums; the Brick Palace, noted for its collection of Oeridian full-body friezes; and the Royal Museum, which features the largest collection of paintings east of the Nyr Dyv. Rel Mord's Royal Library is also one of the finest in the Flanaess, hosting over fifty thousand volumes.

Troubled Darkshelf Quarry, on the southern coast of Nyronnd, is detailed in the adventure book *Against the Slave Lords*.

The city of Rel Mord is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

ONN WAL, FREE STATE OF

Nodding one's head up and down in Onnwal means "no". Shaking it side-to-side means "yes".

Ruler: His Noble Authority Elverd Destran, Szek of Onnwal (12th level fighter)

Capital: Scant (pop. 3,800)

Population: 25,000 humans, 2,000 dwur, no humanoids

Resources: Gems (100-500 gp), platinum

Racial composition: Oeridian with weak Suel influence

Alignment: LG, LN

History

Originally Onnwal was a vassal of South Province, being a reward passed around by the Herzog's loyal retainers. Once the oppression of the Great Kingdom could be born no longer, and the whole of South Province rose in revolt, Onnwal gained its independence and joined the Iron league in 447 CY.

Politics and Society

Onnwal is a member of the Iron League, along with Idee, Sunndi, and Irongate, supplying much of the sea power under the League's command. Although it has never been invaded overland (due in large part to the Free City of Irongate acting as a defensive shield), Onnwal is raided constantly from the sea by ships loyal to South Province. Pirates and buccaneers on the Sea of Gearnat and the Azure Sea are also a constant hazard.

Religion

The people of Onnwal worship mostly Oeridian deities.

Military

The port of Scant is heavily fortified against attack, and serves as the home base for Onnwal's considerable fleet. However, Onnwal maintains few land troops, having only 1,600 men in its regular army, relying mostly on peasant levies in time of war. Onnwal does maintain an excellent force of marines, however.

PALE, THEOCRACY OF THE

If a man swears in front of a woman or child of the Pale, they will say "Light!" to expunge the transgression.

Ruler: His Worshipful Mercy Ogon Tillit, Supreme Prelate of the Pale (14th level cleric)

Capital: Wintershiven (pop. 21,500)

Population: 200,000 humans, some demi-humans, few humanoids

Resources: copper, foodstuffs, gems (1,000-5,000 gp)

Racial composition: Suel with strong Oeridian influence

Alignment: LN

History

The Pale escaped the yoke of the Great Kingdom at the same time Nyronnd and Urnst did, in 356 CY. It was quickly brought under the control of Nyronnd until the Great Council of Rel Mord, where it gained its independence and signed treaties of friendship, trade, and support with its former master.

Politics and Society

The Pale is completely ruled by the Church of the Blinding Light, which holds Pholtus above all other deities. The folk are extremely religious and conservative, but industrious and peaceful. The Supreme Prelate is elected for life from among the clerical leadership, on the death of the previous holder of the office.

While the Pale is constantly threatened by raids and skirmishes with barbarians from the north, bandits from the west, and humanoids from the east, it does have a treaty of mutual protection with Nyrond, and can call upon its strong neighbor in times of peril.

They distrust the Tenhas as heretics, and rivals for power in the area.

Religion

The Church of the Blinding Light is the only religion allowed within the Pale. Visitors may not practice their own faiths, or display holy symbols of gods other than Pholtus, in public. Various shrines to Pholtus are to be found in the Pale.

There are a number of smaller shrines to which pilgrimages are often made by the faithful, including the shrine of the Heavenly Courses (in the headlands of the Rakers), where some believe Pholtus Himself commanded the sun and moons in their orbits, as well as the Temple of Doubting Folly a few days' ride northwest of Ogburg, where those who have doubts concerning the iron-clad certainty of the faith are often found to seek the removal of such stains from their souls.

Military

The Pale maintains a standing force of 2,000 horse and 2,000 foot, but can raise 10,000 peasant levies within a week if needed.

Notable Lcales

The city of Wintershiven is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576. The greatest of Pholtus' temples is the Grand Cathedral of the Light in Wintershiven, a fantastic amalgamation of glass and stone whose sheen can be seen for miles from the walls of the city.

PERRENLAND, CONCATENATED CANTONS OF

Dogs with eyes of different colors are considered extremely lucky in Perrenland.

Ruler: His Gravity Franz, Voormann of All Perrenland (15th level ranger)

Capital: Schwartzenbruin (pop. 25,000)

Population: 200,000 humans, some demi-humans, some humanoids

Resources: copper

Racial composition: Flan with strong Oeridian and Suel strain and weak Baklunish influence

Alignment: LN, N

History

The original Flan tribes dwelling in the peaks and valleys of the Yatil Mountains suffered far less from the invasion of the Oeridian and Suel following the Invoked Devastation, owing to their warlike nature and fiercely independent spirit. Invaders were simply absorbed into the Flan tribes, creating a

hearty folk still true to their independent natures. Originally part of the Viceroyalty of Ferrond, after Furyondy declared its independence from Aerdy, Perrenland became governed by it in name only. Invasions by Furyondy and Ket were both repulsed, and convinced the tribes to come to a loose association around the year 400 CY, under the leadership of the strongest tribal leader, Perren. The land was under the thumb of the witch-queen, Iggwily, for several decades, but has since regained its independence.

Politics and Society

Each of the traditional clan's traditional land was declared an independent canton, and each leader (titled hetmen, voormenn, etc.) serves to elect one of their number as voormann for the whole land for an eight-year term. The head voormann's powers are limited, however, according to law.

Perrenland serves as an important trading center between the northern nomad tribes, the Baklunish lands, and Furyondy, using the Quagflow river as a vital trade artery. Much money is generated through the hiring out of its excellent mercenary companies (see below). High olve and adventurous humans from Highfolk and the Quagflow valley are often found in such companies, even though those lands are not, strictly speaking under Perrenland's control. The reputation of Perrenlander mercenaries is such that even Ket has been known to use them in war against its neighbor, Tusmit. Perrenland strictly controls and patrols its borders against incursion.

Schwartzzenbruin is noted for its singular style of music, which is rarely performed outside of Perrenland, and which is seen as a great

tourist attraction. It is a type of vocal performance done a capella, based on the cattle calls of the herdsmen in the hills and mountains called "jodeln."

Religion

Schwartzzenbruin sports an enormous market-shrine dedicated to the god Zilchus, but the cantons are religiously diverse.



Military

Aside from its mercenary companies, which are extensive (but all too often abroad and thus unable to defend Perrenland itself), small garrisons of troops are stationed throughout the frontiers. These can be supported by excellent militia units, however, which can be raised in but a single day. Perrenland does maintain a squadron of warships on Lake Quag, and claims that body of water as its own. The squadron is also used to escort merchant cogs and barges heading south.

The mercenary units Perrenland hires out to all comers is typically half mountaineers (30% pikemen and 20% other pole arms) and nearly half lowlanders (30% crossbowmen, 10% other infantry), with the remaining 10% being cavalry; 5% heavy horse from Schwanzenbrunn and 5% medium horse archers from the Clatspurs. Such units are often supported by an additional 10% of light infantry from the high olvenfolk, which are used as scouts and armed with bows).

Notable Locales

The ruins of Iggwilf's empire can be found in the Yatil mountains. Especially coveted are the lost caverns of Tsojcanth (detailed in adventure module S4 *Lost Caverns of Tsojcanth* and redone in *Quests from the Infinite Staircase*), which were a vital location in her rule and magical experiments. A ruined temple of the god Tharizdun is also found within its borders, as detailed in WG4 *The Forgotten Temple of Tharizdun*.

POMARJ, THE

Throwing food at one's host is a sign of gratitude and an indication that the food is appreciated and well-liked.

Ruler: None

Capital: None

Population: 20,000 humans, no demi-humans, 15,000 euroz, 10,000 jebli, many other humanoids

Resources: electrum, gems (10-50 gp), gold, silver

Racial composition: Suel-Oeridian mixture

Alignment: CE

History

This rich province was originally a collection of small nobles under Keoland, and later under the Principality of Ulek, but finally the rulers made a play for complete independence and expelled the Ulek garrisons, taking the series of royal castles and forswearing their oaths to the Prince. This proved beneficial for several decades, with mining and sea trade bringing prosperity to the whole peninsula.

However, in the wake of the Hateful Wars (498-510 CY), where Celene and the Ulek states combined with Veluna and the dwarves and gnomes of the Kron Hills to drive the humanoid tribes from the Lortmil Mountains, all this changed. While some of the defeated jebli and euroz made their way north to the Yatil Mountains, most made their way southeast, through the Suss forest and into the rich and slothful Pomarj. The castles were overrun, the towns captured, and the population enslaved by the new humanoid masters of the Pomarj. The invaders were aided by renegade humans and mercenaries. In the aftermath of the invasion, the Prince of Ulek sent a force of dwur and humans across the Jewel River, but these were turned back at a fierce battle below the Hilly Pastures. Numerous attempts to retake at least part of the Pomarj have occurred since, with little success.

Politics and Society

The Pomarj remains rich in mineral wealth, although the mines are worked by slaves rather than freeholders as in the past. Raiders from the Pomarj are cowed from entering into Ulek, but they raid deep into the Wild Coast, using the Suss Forest as a highway, despite the best efforts of woodsmen and olvenfolk

from Celene. The whole can best be said to be in a state of anarchy, with petty lords, humanoid tribes, and various others claiming suzerainty over various bits and pieces. A well-organized slaver ring is said to operate from the Pomarj, and the pirate king Blidg Fanger is based in the city of Blue.

Prominent humanoid tribes in the region are as follows:

Tribal name	Species	Warriors
Black Tongue	Gnolls	600
Bleeding Moon	Gnolls	850
Bloody Axe	Gnolls	700
Bluebottle	Hobgoblins	500
Blue Eye	Gnolls	900
Cracked Skull	Orcs	800
Crooked Claw	Orcs	700
Dead Rat	Kobolds	650
Dripping Eye	Hobgoblins	700
Fell Ichor	Kobolds	800
Flaming Skull	Orcs	900
Green Meat	Kobolds	350
Hill Beater	Goblins	850
Jagged Blade	Orcs	750
Meat Eater	Hobgoblins	550
Ochre Tooth	Kobolds	600
Purple Squid	Hobgoblins	700
Puss Dropper	Hobgoblins	750
Red Fang (aka Nedla)	Orcs	950
Red Nails	Gnolls	800
Rotting Kraken	Hobgoblins	700
Saltburner	Orcs	500
Shadowdoom	Orcs	250
Victorious	Flinds	800
Vile Epithet	Gnolls	650
Wicked Eye	Goblins	400
Wolfbrother	Goblins	700
Wormridden Tree	Goblins	600

Religion

The worship of humanoid deities such as the euroz-god Gruumsh predominate, but evil deities, demons, and other powerful evil creatures can all find adherents to their various cults.



Military

There is no single organized military. Each tribe and warlord maintains a separate force of soldiers, with their own arms and armor.

Notable Locales

Adventure module A1 *Slave Pits of the Undercity* takes place in Highport, A2 *Secret of the Slavers' Stockade* takes place a few miles south of Highport, and A3 *Assault on the Aerie of the Slave Lords* and A4 *In the Dungeons of the Slave Lords* both take place in the hidden city of Suderham, in the Drachensgrab mountains.

RATIK, ARCHBARONY OF

It is illegal to put tomatoes into fish stew in Ratik; the national dish is a cream-based stew.

Ruler: His Valorous Prominence Lexnol, Lord Baron of Ratik (13th level ranger)

Capital: Marner (pop. 3,240)

Population: 30,000 humans, 8,000 mountain dwur, 3,000 noniz

Resources: furs, gems (1,000 gp), gold, shipbuilding supplies

Racial composition: Suel with weak Oeridian and Flan strains

Alignment: CN, N

History

Ratik forms the northernmost boundary of Aerdian expansion into the barbarian lands in the northwest Flanaess, formed after the successful establishment of the Bone March. The commanding general of the Aerdian force was both a wise leader and able tactician, and quickly made allies of the local dwur and noniz in the mountains and hills. Not only did he begin to send southward large pines from the Timberway for use in shipbuilding, but also glowing reports of military actions against the Fruztii barbarians. The steady successes, and in particular a spectacular defeat of a barbarian raiding fleet, were noticed by the Malachite Throne, the general was created the first Baron Ratik, and his descendants have held the title since.

When the Bone March was overrun by humanoids, the Barony was spared through its fierce resistance, made possible by the early warnings the Ratik forces received from the friendly dwur and noniz in the mountains. Ratik was bypassed, but the Bone March

could not be saved, even though a force from Ratik did attempt to help its southern neighbor.

Politics and Society

With the barony cut off from the rest of the Great Kingdom, it has been ruled as a sovereign territory since, although the archbaron technically owes a feudal oath to the Overking. It has undertaken a policy of diplomacy with its fierce barbarian neighbors, and the Fruztii have joined with Ratik in two expeditions; one against the Bone March, and another to clear the mountain passes of the hated Fists. It is rumored that the Baron has sent envoys to the barbarian nations with a grand scheme to give Glot and Krakenheim to the Schnai, divide the Hold of Stonefist between the Fruztii and Cruski, give the Fruztii back part of the Timberway, and conquer the Bone March to be ruled by Ratik. Responses to this proposal cannot be guessed. What is certain is that the Fruztii and Ratik have concluded a pact that was consecrated with a Seal held in the Baronial vaults. The humanoids of the Bone March would love nothing more than to see that pact dissolved.

Religion

The Suel gods are mostly worshiped in Ratik, but the worship of Vatun is relatively unknown (although that is starting to change as relations with the northern barbarians begin to improve).

Military

The regular army consists of men-at-arms, crossbowmen, and mounted sergeants, but the baron can raise levies consisting of spearmen organized into tight units known as

schilltrons and a small unit of light cavalry. The friendly dwur and noniz can be counted on at need, and woodsmen bowmen patrol the northern forests, while sling-armed hillmen do the same in the south.

REL ASTRA, CITY OF

Schools in Rel Astra follow a “trimester” schedule, rather than four semesters.

Ruler: His Most Lordly Nobility Drax, the Constable Mayor of Rel Astra (6th level rogue, 9th level wizard)

Capital: Rel Astra (pop. 58,700)

Population: 90,000 humans, very few demi-humans, some humanoids

Resources: None

Racial composition: Flan

Alignment: LE

History

The city of Rel Astra has long been ruled as a fiefdom under an Aerdian noble house with a long history of rivalry with the House of Naelax that currently sits on the Malachite Throne in Rauxes.

Politics and Society

The city of Rel Astra itself is divided by thick walls into three parts; the Old City, Common City (named after the copper coin), and Barbarian Quarter. Visitors are restricted to the Barbarian Quarter, which also includes the docks and wharves.

The territory of Rel Astra extends far beyond the city itself, as far north as the banks of the Mikar River where it flows through the Lone Heath. The town of Ountsy is also part of its domain. The current rulers of Rel Astra

conspire against the hated House Naelax in Rauxes, seeking allies among the Sea Barons and Medegia to counterbalance the power of North and South provinces, whose herzogs are cousins to the Overking. Meanwhile, the Constable Mayor seeks to check the power of Medegia even as he seeks alliance, and rumors continue to swirl of plotting between Rel Astra, South Province, and the woodsmen of the Grandwood. This tangled political intrigue delights the Overking, who sees it as an effective way to keep his potential rivals conspiring and plotting against one another, rather than him directly. For all his demon-haunted insanity, Ivid is a consummate political schemer.

Rel Astra is home to a queer form of fighting which uses only short sticks, which, with training, can be used to disarm and even cripple opponents. The fighting masters of this art can be persuaded to teach students, for a price.

Religion

As Rel Astra is an outpost of Flannae folk, so too is it a bastion of Flan religion, although shrines to Oeridian deities have a pro forma presence, in deference to their Aerdian overlords. The faiths of Hextor, Nerull, and Wee Jas predominate, although the nearby village of Farlen boasts an enormous cathedral dedicated to Pholtus. There is also a strong presence of the church of Hextor, with Patriarch Krennden in charge. The worship of Syrul is forbidden.

Military

The city boasts a stronger military than might seem warranted on the surface. There are 100 knights (the Iron Nation Knights) and other

heavy cavalry, plus some 400 medium horse (squires and sergeants) drawn from the local lords, plus a further 1,000 light horse. 800 infantry round out the standing forces in and around the city, and double as a city watch. A further 1,000 horse and 6,000 infantry can be called up from the city and surrounding territory as levies and militia very quickly. These forces are rounded out by mixed scouting units of men and orcs, used both on the Lone Heath and in the Grandwood.

The city also has a full squadron of warships which patrol the seas nearby and escort merchants sailing to and from the city.

Notable Locales

The guildhall of the Sorcerer's Nexus is a sight to behold. It is a sprawling, twisting collection of towers and lower buildings of odd design and uncertain angles, interconnected by flying bridges and underground tunnels, dominating Stannic Hill in the city itself.

ROVERS OF THE BARRENS (HUNTING LANDS)

Three is considered an unlucky number among the Rovers of the Barrens.

Ruler: His Mighty Lordship Kishwa Dogteeth, Ataman of the Standards, Chief of the Wardogs (11th level fighter)

Capital: None

Population: 50,000 humans, few demi-humans, many humanoids

Resources: furs, gold

Racial composition: Flan

Alignment: CN

History

Once the Rovers of the Barrens were numerous and mighty, largely staying within their own lands, with only occasional raids into the lands to the south. While they were sorely pressed by the Relentless Horde that combined the Wolf and Tiger Nomads under the rulership of Kha-Khan Ogobanuk from 320-345 CY, they were never conquered by them. The Great Horde was, in fact, ultimately beaten off by the fast-learning Rovers, who adjusted their own battle tactics to match those of the more powerful Horde. The threat ended with the Kha-Khan's death in 345 CY.

At their height, the numerous and powerful Rovers went where they willed between White Fang Bay and the Dulsi, Veng, and Zumker rivers, the sound of their approach alone being enough to send Wolf and Tiger nomads into retreat. While the growing strength of the Bandit Kingdoms and ever-increasing numbers of humanoids contributed and accelerated their decline, it was the bloody Battle of the Opicm River in 515 CY that broke the once-mighty dog warriors. A vast host of the Rovers came together to war against Iuz and the young Horned Society, but were massacred. Only a handful of clans, and those consisting only of a few tribes each, survived to slink back across the river to their greatly-reduced homeland. Since then, however, their numbers have once again been on the increase, and their power is once again growing sufficiently to challenge their emboldened neighbors. They still fear the might of Iuz, however.

Politics and Society

The people that the world calls the Rovers of the Barrens call themselves the People of the Plentiful Huntinglands. They are completely nomadic, and have no permanent settlements. There are eight clans, each broken into a number of sub-tribes:

1. Great Stags (east), 11 tribes, 5,200 warriors
2. Bear Paws (southeast), 4 tribes, 1,100 warriors
3. Red Horses (northwest), 6 tribes, 2,700 warriors
4. Black Horses (northwest), 8 tribes, 3,300 warriors
5. Gray Lynx (north, in the woods), 5 tribes, 1,400 warriors
6. Wolverines (north-central), 7 tribes, 700 warriors
7. Horn Bows (west-central), 4 tribes, 1,800 warriors
8. Sly Foxes (south, in the woods), 4 tribes, 800 warriors

In addition, there are two elite fighting societies. The war dogs number 3,100 and are drawn from among all the clans and tribes. The white war dogs hold themselves to be the superior fighting society, and are drawn from among the northern tribes only. They number 950 at this time.

Religion

The Rovers religion is a simplified worship of the Flan deities, mixed in with animistic beliefs.

Military

Light cavalry is armed with lance and javelin, with many also carrying short bows. Traditionally some tribes train medium horsemen to use as shock troops in battle. Some are chosen to use the lariat to yank enemies from their saddles. Special infantry, known as war dogs, can keep up with the cavalry simply by running, and are used to hamstring enemy horses and otherwise disrupt their formations.

SCHNAI, KINGDOM OF THE (SNOW BARBARIANS)

It is considered a grave insult to start eating amongst the Snow Barbarians before one's host.

Ruler: His Bellicose Majesty Orvung, King of the Schnai (16th level fighter)

Capital: Soull (pop. 5,400)

Population: 90,000 humans, some demi-humans, many humanoids (in the mountains)

Resources: copper, gems (10-50 gp)

Racial composition: Suel

Alignment: CN

History

Several decades ago the Schnai managed to capture the eastern tip of the peninsula south of Glot from the Cruskii, and had conquered the Fruztii to their west. Recently, however, the Fruztii have grown strong enough to be free in all but word. The Great Kingdom and the Sea Barons have been traditional prey for Schnai raiders for centuries.

Politics and Society

The three barbarian nations of the Thillronian peninsula have traditionally been on friendly terms, and remain so despite occasional tugs of war between them. Although severely threatened by humanoid invasions from the Corusk Mountains, they still mount raids against the fat lands to the south every summer.

It is known that the king of the Schnai has been keeping a close eye on the cooperation between his nominal vassal the Fruzti and Ratik of late.

Religion

The Schnai honor the Suel deities, and count Vatun as their leader.

Military

The bulk of the warriors are infantry, armed with axe, bow, sword, or spear. Cavalry have spears or scything axes (treat as a battleaxe, but it has the reach property and does 1d8 slashing damage). Since troops can be transported very quickly by ship, they rarely stray too far inland.

SEA BARONS

Every ship of the Sea Barons has a small bag of silver pieces tied to the top of the tallest mast, as an offering to Procan, should the ship go down.

Ruler: His Noble Prominence Sencho Foy, Lord High Admiral of Asperdi, Commander of the Sea Barons (13th level fighter)

Capital: Asperdi (pop. 7,100)

Population: 40,000 humans, few demi-humans, few humanoids

Resources: None

Racial composition: Suel with weak Oeridian influence

Alignment: NE

History

The Great Kingdom projected its authority past the Gull Cliffs onto the four major islands just off the coast (Oakenisle, Fairisle, Asperdi, and Leastisle), and appointed four nobles to hereditary baronies. A contest was declared, with the four instructed to construct squadrons of ships and compete to see who excelled at sea warfare. The baron of Asperdi won the contest, and his descendants have held the position of Lord High Admiral ever since.

Politics and Society

With the decline of central authority in the Great Kingdom, the four baronies are nearly independent, although they maintain technical allegiance to the Malachite Throne. The Sea Barons pay a symbolic tribute to the Overking in Rauxes and get letters of marque in return, which they use to legalize their pirating. Their ships are used to protect the coast from northern barbarian raiders as well as to disrupt the shipping of the Lordship of the Isles.

Religion

Suel gods are mostly worshiped in the Sea Barons, but temples to Oeridian deities are not uncommon.

Military

There is no standing ground force, but each of the four barons maintains a squadron of ships.

Notable Locales

The Cauldron of Night can be found deep under Tar Hill on Asperdi Isle. It is a source of weird, corrupted metals that are used in the construction of some magic artifacts, and the stone that was eventually worked into the Malachite Throne itself was mined here. Few know of its actual location, and it is well-guarded. Tar Hill itself is an excellent source of adhesive and weatherproofing material, whence it gets its name.

SEA PRINCES, HOLD OF THE

The sailors of the Sea Princes believe that wearing an earring will prevent them from drowning.

Ruler: His Royal Highness Jeon II, Prince of Monmurg, Ruler of the Azure Sea, Captain of all Fleets, etc. (17th level fighter)

Capital: Monmurg (pop. 14,200)

Population: 100,000 humans, few demi-humans, some humanoids

Resources: Foodstuffs

Racial composition: Suel with strong Oeridian strain, plus weak Flan influence

Alignment: CN, N

History

The southwesternmost portion of the Flanaess was settled by pirates and privateers early on, who took advantage of the distraction of Keoland during its phase of imperial expansion to establish themselves as the pre-

eminent seagoing force. Setting up bastions on the islands and shores of the territory south of the Hool Marshes, they raided along the coast up to the Pomarj and even beyond into the Sea of Gearnat and across the Densac Gulf into the Tilva Straight.

Once Keoland turned away from its imperial ambitions, however, it set about setting its southern house in order, and rebuilt its fleet with an eye towards checking the “Sea Princes” as they were now called, after one of their early number who was in fact a member of the nobility of some far-off land now forgotten. The reavers were dealt a body blow at the Battle of Jetsom Island, and turned from piracy to trade and agriculture on great plantations. Where before they raided



shipping from the north, now they turned to the south to bring back rare woods, spices, ivory, and gold.

Politics and Society

The former sea-captains took broad estates inland, and these plantations are worked by legions of slaves, the institution of which is much hated and protested by the Yeomanry to the north. This, combined with robust trade over the seas, makes the Sea Princes an economic force to be reckoned with.

The Prince of Monmurg is more first-among-equals than absolute ruler. The other great nobles – the Prince of Toli, Plar of Hool, Grandee of Westkeep, and the Commodores of Jetsom, Fairwind, and Flotsam – all engage in a delicate political balance. It is said that Jeon II would prefer to end slavery, but cannot muster the political will to make it happen.

Religion

From far and wide, those who favor the Goddess Joramy visit Her great temple complex in the westernmost parts of the lands of the Sea Princes, at the very foothills of the Hellfurnaces. Vast volcanically-fed hot springs and subterranean lava flows are the centerpiece of the spectacle. Pilgrims of lawful evil alignment will be bound for the shrine of Syrul in Westkeep, or they will be among the devil-worshippers who bear the ruby tattoo on their persons and make for the great Infernal Temple that dominates the skyline of Hoka. Other Suel deities are the focus of worship throughout the hold.

Military

The Sea Princes remain the strongest sea power in the Flanaess. In addition, they have a small but effective land force.

Notable Locomes

The entire town of Westkeep is built entirely on stilts, with platforms surrounding each building connected by elaborate bridges, because of the intruding marshlands of the Hool Marshes. The island of Sybarate, about a mile off of Fairwind Isle, home of Propherio's Garden, is detailed in adventure module UK1 *Beyond the Crystal Cave* (redone in *Quests from the Infinite Staircase*). The region known as Berghof, around the headwaters of the Hool River, is described in module UK2 *The Sentinel* and UK3 *The Gauntlet*.

SHAR (SCARLET BROTHERHOOD)

Wearing the color red is forbidden to all who are not initiates of the Brotherhood itself.

Ruler: His Peerless Serenity Korenth Zan, the Father of Obedience (17th level monk)

Capital: Hesuel Ilshar (pop. 6,600)

Population: 20,000 humans, some humanoids

Resources: gems (10 gp and 100-1,000 gp), gold, rare woods, spices

Racial composition: Suel

Alignment: E

History

The full history of the Brotherhood is unknown to all but a few of their own leaders, and outsiders can only guess at its broadest strokes. It was founded in 5091 SR by Kevelli Mauk, three years before the ultimate fall of

the Suloise Imperium itself, in the Rain of Colorless Fire. Since then it has survived by stealth, finding their way to the remote Tilvanot Peninsula where they drew other Suloise colonists and refugees to their cause. Taking cover behind the name “Shar” as a realm behind several trading posts on the Azure Sea coast, they remained hidden in both their true size and mission. Spies crisscrossed the Flanaess for centuries, bringing intelligence back for the leaders of the Brotherhood to consume and use in their millennium-long plot for vengeance and ultimate supremacy. They finally revealed their existence publicly (but not their true mission) in 573 CY, when ambassadors and advisors presented themselves in the courts of the Iron League, bearing gifts, knowledge, and counsel.

Politics and Society

The Scarlet Brotherhood, also known as the Monks of the Scarlet Sign, control the lands from the Great Swamp to the westernmost tip of the peninsula on which their closed and rumor-laden plateau rests. The city of Kro Terlep is closed, and few who attempt to make port uninvited there return to tell the tale. The Scarlet Brotherhood has insinuated agents into many lands of the Flanaess as advisors, and steer the policies of many otherwise-good lands into unwittingly supporting the plans of the Brotherhood.

The ultimate goal of the Brotherhood is Suloise supremacy; they see themselves as fulfilling the racial mission of the Suel people to rule the world. Their society is threefold, with monks at the top of their social order, followed by a caste of assassins, and then a

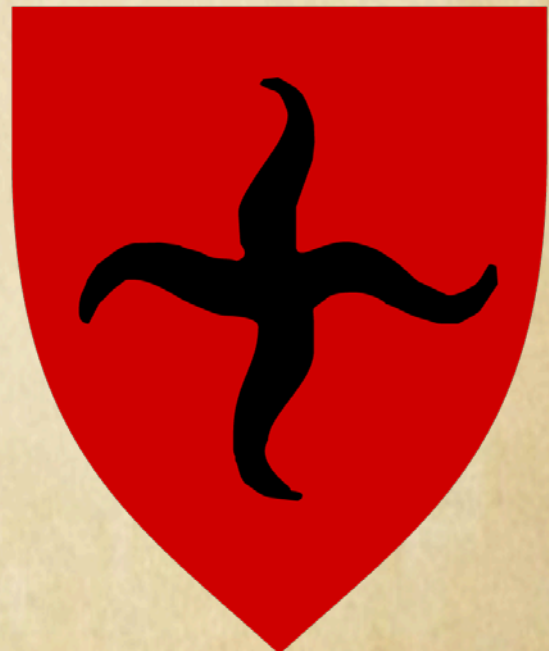
ring of rogues at the bottom. Rumors tell of secretive missions into the southern jungles.

Religion

Only the Suel deities are worshipped in the Brotherhood.

Military

All officers are of course dedicated members of the Brotherhood. Mass troops consist of slave conscripts from the Amedio Jungle and Hepmonaland, and even further south into the lands of the Touv people. These mostly consist of poorly-trained infantry of marginal quality. The Brotherhood relies on diplomacy and subtle arts such as assassination, extortion, and quiet whispers in the right ear in any case, rather than straight-up combat. Their forces are also bolstered, it is rumored, by bred monsters, apes, and specialized war-thralls bred as hybrids to provide shock troops for the Order's armies.



Notable Locales

The island of Lof Brosok is the site of the monster and hybrid breeding program; just in case something goes awry, it is felt that the island's isolation will provide a modicum of protection. The hidden city of Hesuel Ilshar itself is noteworthy, and is detailed in both WG9 *Fate of Istus* and TSR11374 *The Scarlet Brotherhood*, although that product is set in a later time period and adjustments will likely have to be made.

SHIELD LANDS

Peasants in the Shield Lands almost invariably wear a scally cap in colors representative of those of their liege lord.

Ruler: His Most Honorable Lordship Holmer, Earl of Walworth, Knight Commander of the Shield Lands (7th level cleric / 10th level fighter)

Capital: Admundfort (pop. 15,800)

Population: 60,000

Resources: Foodstuffs

Racial composition: Oeridian with strong Flan strain

Alignment: LG

History

As was the case with most of the lands north and west of the Nyr Dyv, the Shield lands were comprised of many petty nobles lacking a single leader. As the Bandit Kingdoms became

stronger, however, the need for mutual protection was obvious, and the lands brought together under the command of a holy order of knights; the Knights of Holy Shielding. Walworth was chosen as capital of the new land, and its lord appointed as Knight Commander of the order, by virtue of its strategic island possession, and the single large city in the area.

Politics and Society

The position of Knight Commander is hereditary, being passed down with the title Earl of Walworth. Although both Furyondy and Veluna provide support for its activities, and many good knights and warriors flock there to serve, the Shield Lands have recently been menaced by the rise of the Horned Society to its west. Relations with King Belvor of Furyondy in particular are rather strained, as the knights believe he aims to annex their lands into his own realm, as his ancestor Avras III intended to do.

Religion

Oeridian deities are mostly worshiped here, especially Heironeous and Pholtus.

Military

The Knights of Holy Shielding make up the bulk of the armies of the Shield Lands, although the individual freeholders still maintain levees and personal forces of their own that can be added in time of need.

SOUTH PROVINCE (AHLISSA)

Someone from South Province will invariably try to decline a gift the first time it is offered. Normal etiquette is to offer it a second time, at which time the recipient will reluctantly accept.

Ruler: His High and Radiant Grace Chelor, Herzog of the South Province, Fasstal of Ahlissa, Idee, and Sunndi; Overlord of Onnwal (5th level rogue / 11th level fighter)

Capital: Zelradton (pop. 7,000)

Population: 400,000 humans, no demi-humans, few humanoids

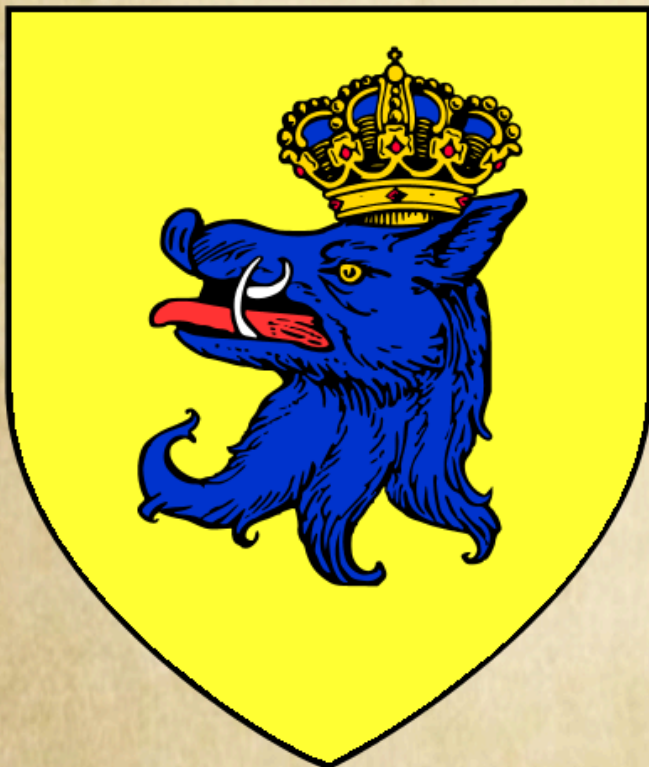
Resources: Foodstuffs, silver

Racial composition: Oeridian with strong Suel influence

Alignment: NE

History

The history of the South Province is bound



into the history of the lands of the Iron League, which have been presented elsewhere. Suffice to say that the cruelty and indolence of the rulers of South Province have led to their decline and loss of most of their territory through revolt, and they greedily eye their former possessions, and would do nearly anything to gain them back, as they were rich indeed and the loss of revenue has been sorely noted. Several attempts to do so by force have already been rebuffed, but there always seem to be more troops to raise for yet another attempt.

Politics and Society

Once ruler of all the southwestern Flanaess to the edges of the Vast Swamp, the Herzog now controls only the fiefdom of Ahlissa (whose capital is Kalstrand) and his personal lands around Hexpools. His lands around the Thelly River have been encroached by the Holy Censor of Medegia, sensing weakness, and indeed South Province has been too distracted to do more than protest.

Needless to say, the Herzog does not hold the favor of the Overking in Rauxes. His continual failures to bring the lands of the Iron League to heel have shown him to be incompetent in his cousin's eyes, as well as those of his rival lords in the Great Kingdom. To that end, the Herzog has sworn to risk all in a final attempt to reconquer the lost lands of the South Province, throwing his entire personal fortune into the campaign. It is a high-risk move, to be sure, but the rewards are astronomical; favor, power, and of course enormous wealth. Of course, the price of failure is equally high. Either way, Nyron and Almor would certainly intervene on behalf of their allies in the League, leading to a broader conflict.

Religion

Many followers of Trithereon make pilgrimages to the famed Free Falls marking the headwaters of the Gray Flood in Hexpools. The worship of Oeridian deities is the rule. The worship of Zilchus is the state religion of Ahlissa, which makes up the vast majority of South Province today. The Grand Cathedral of Zilchus in Kalstrand is a wondrous sight indeed.

Military

Traditionally, South Province's troops have been formed into two great armies. The Glorioles Army consists of excellent heavy and light cavalry (wearing plate and chainmail, respectively, and both wielding shortsword and either flail or mace), with regular infantry troops (wearing leather or chainmail, and armed with spears and short swords) to support them. A third of the infantry are either archers or pikemen, drilled to fight in close formation. A full quarter of the force is infantry levies, which are used to garrison rear areas, protect baggage trains, etc. The army's name comes from history, when South Province controlled the Glorioles, and many of its troops came from those rough hills. Today, 20% of the force is formed of orcish troops.

The Army of the South is the other great force fielded by the Herzog. Their composition is roughly the same as the Glorioles Army, but with considerably fewer humanoid troops among its ranks. It is based in Ahlissa, and is noted for its adeptness at skirmish-type attacks.

Local troops, being mostly peasant levies, are unreliable and ineffective, despite their great numbers. South Province mostly relies on

troops drawn from noble contingents, mercenaries, and the excellent heavy cavalry for which South province is noted.

Notable Locales

The Grand Cathedral of Zilchus in Kalstrand is a huge and beautiful structure, rumored to have cost a half million gold pieces to build and decorate. Its centerpiece is an enormous solid gold statue of the god, but rich ornamentation can be found throughout.

SPINDRIFT ISLES

Punctuality is highly prized in the Spindrift Isles. Those who are habitually tardy are considered social misfits.

Ruler: The Council of Five (real names unknown)

Capital: None

Population: 1,000 humans, 15,000 elves (all types), few halflings and gnomes, no dwarves or humanoids

Resources: None

Racial composition: Oeridian with Flan strain, plus weak Suel influence

Alignment: CG, N, NG

History

Technically, the Spindrift Isles include both the four smaller islands to the north as well as the large Lendore Isle to the south. However, the four islands have a very different society and government than Lendore Isle, and so are treated separately herein. The four northernmost Spindrift islands are believed to have been inhabited by elves for thousands of years.

It is known that both the Lordship of the Isles and the Sea Barons have designs on the Spindrift Isles for themselves. Each has, over the years, sent several expeditions to explore them. However, none has been successful, and most of them have never returned.

Politics and Society

The elven-controlled Spindrifts are an enigma, as they are closed to all visitors save the olvenfolk, and they are closed-lipped about what goes on here. Human sailors who venture too close or, even worse, attempt to land on any of the islands, are almost always never seen again.

Religion

The gods of the elves are worshiped exclusively here, with the faith of the moon goddess Sehanine predominating. The current high priest of Sehanine is the Most Radiant Bow of Sehanine, Orb of the Heavens, Anfaren Silverbrow,

Military

There are approximately 3,000 elven troops on the four islands. The majority are spearmen with fine mail coats, but the some 500 longbowmen are counted as among the finest in the world.

STERICH, EARLDOM OF

Owls are considered omens of death in Sterich.

Ruler: His Magnitude Querchard, Earl of Sterich (9th level bard, 7th level fighter, 8th level rogue)

Capital: Istivin (pop. 5,000)

Population: 35,000 humans, 4,000 mountain dwur, some noniz and hobniz

Resources: Electrum, gems (50-500 gp), gold, silver

Racial composition: Oeridian with Flan strain, plus weak Suel influence

Alignment: CG, N, NG

History

Sterich has been part of Keoland since its earliest days, although now it enjoys semi-autonomy.

Politics and Society

Much of Sterich's policies are defined by the constant threat of raid and invasion by humanoids and giants from the west, as they are wont to follow the Davish River towards what they regard as weaker targets for loot. Sterich maintains good relations with his cousin the Grand Duke of Geoff, and trade with the Yeomanry along the Javan River is regular. The loyalty of the Sterichers to Keoland is unquestioned.

Religion

As a rule, Oeridian deities are honored here, but the whole is religiously tolerant.

Military

Sterich is known for its light cavalry and light infantry armed with swords. In addition, the Earl is on good terms with the various dwurfolk in his lands, and companies of such bolster these forces, which can be sent to Keoland on short notice. Most of the army, consisting of medium cavalry and halberd-armed infantry, is deployed on the western

frontiers, however, to deal with the humanoid and giant threats.

Notable Locales

The first chapter of the combined mega-module GDQ1-7 *Queen of the Spiders* takes place in Sterich.

STONEFIST, HOLD OF

Refusing an offer of an alcoholic drink is considered to be very insulting in Stonefist.

Ruler: His Most Grim and Terrible Might Sevvord Redbeard, Master of the Hold (18th level fighter)

Capital: Vlekstaad (pop. 2,100)

Population: 60,000 humans, no demi-humans, some humanoids

Resources: Furs, gems (10 gp), ivory, silver

Racial composition: Flan and Suel strains

Alignment: CE, N

History

In 430 CY one Vlek Col Vlekzed was exiled from the Rovers of the Barrens for banditry and dishonesty, taking with him a small number of warriors and their families. Immediately thereafter, he raided the fringes of his former homeland indiscriminately, gaining repute and more followers as he did so, drawing bandits, brigands, and outcasts from across the north. A daring raid into Tenh, swinging through the Bandit Kingdoms, which resulted in the sacking of a bandit castle and the defeat of a Tenha army sent against him, only added to his renown and the number of his followers.

Eventually Vlekzed set his eye upon the small Coltens Feodality, on the eastern shore of

White Fang Bay. First establishing a small, fortified encampment, then tricking the Coltenders into negotiating, the whole of the Coltens envoy and its escort was slaughtered to a man, and the rest of the Coltens forces handily defeated. Vleksted then declared himself ruler of the whole territory, taking the name Stonefist to denote his personal ferocity and unbending nature. Once thus ensconced, his realm continued to attract criminals and outlaws, and does so to this day. He went on to have 219 wives and 351 male children survive into adulthood, whose descendants went on to be the candidates in the biannual Rite of Battle Fitness.

Politics and Society

Two-thirds of the population is semi-nomadic, moving from the relative warmth of the southern portion of the land towards the coastal tundra in the summer, and reversing the process in the fall.

Central to the political structure of the Hold is the biannual Rite of Battle Fitness, open to those who can trace their lineage back to Stonefist himself (and there are many thousands at this point). Those who do well become the leaders and chiefs of the raiding Fists (warbands), while the winner may challenge any of the Atamen who rule the three towns in the Hold, or lead a Fist of his own. The remainder go on to join various Fists, who raid into the Fruztii, Tenh, and the Rovers to the west.

Religion

What religion exists within the Hold is a jumble of Flan tribal beliefs, Suel barbarian worship, and other bits and pieces brought by the various inhabitants over the years.

Military

Most of the Fists are made up of horsemen, but light infantry are used as well.

SUNNDI, COUNTY OF

Farmers in Sunndi will never stack their hay higher than eye level.

Ruler: His Brilliant Lordship Hazendel, Count of Sunndi, Olvensteward of the South (5th level cleric, 8th level fighter, 8th level wizard)

Capital: Pitchfield (pop. 3,600)

Population: 50,000 humans, 7,000 gray olve, 3,000 mountain dwur, 2,000 noniz, some humanoids from the Vast Swamp

Resources: Electrum, gems (50 gp and 1,000-5,000 gp), platinum

Racial composition: Suel with Oeridian influence

Alignment: N, NG

History

Originally one of those fiefdoms that the Herzog of South Province handed out to his retainers as rewards for loyal service, Sunndi joined in the general revolt against the oppression of both the Herzog and the Overking in 447 CY. Eight years later, in the face of irascible hostility from its former lord, Sunndi joined the Iron League.

Politics and Society

Sunndi is a member of the Iron League, along with Idee, Irongate, and Onnwal. Although it enjoys natural defenses such as the Rieuwood and Glorioles to the north, and the Hestmark Highlands to the northeast, it is still under constant threat from both Medegia, South Province, and the Sea Barons. Having the Vast

Swamp covering its southern flank is a mixed blessing. While it does afford nearly complete protection from invasion or raids along that quarter, the swamp itself is home to a myriad of hostile monsters which plague the southern border area of the County.

Sunndi enjoys a thriving trade with both Idee and the Lordship of the Isles, and produces ample agricultural products.

Religion

Suel deities are the rule here. The great and tranquil Gardens of Chellester in the eastern side of the County, sacred to Delleb, attract a great many worshipers of that deity. It is said that, while walking through the peaceful and immaculately trimmed paths, even the most difficult problem of philosophy or logic will reveal its answer. Pilgrims of lawful good alignment will have that as their destination. Those of neutral or chaotic good alignment will surely be bound for the Four Airs Tor; a singular mesa northwest of Pitchfield which is sacred to the four Gods of the Winds of Oeridian religion; Atroa, Sotillion, Telchur, and Wenta. Particularly favored are those four days of the year when the winds change their direction around the tor, marking the official change of season. Those present for the event are considered to have the blessings of the winds and seasons for an entire season, until the winds once again change.

Military

Because of the constant threat, Sunndi's army is both alert and well-trained. Sunnd hillmen prefer slings and morning stars, while the men from the interior prefer crossbows and bardiches. Only noble contingents produce heavy cavalry, and but few light and medium

horse units are part of the regular army. These forces are reinforced by ample numbers of dwur and noniz from the surrounding hills and mountains, as well as elves from the Rieuwood.

TENH, DUCHY OF

You can always tell a horse that has been shod in Tenh; the shoe will have nine nails (six are most common elsewhere).

Ruler: His Radiance Ehyeh, Duke of Tenh (12th level fighter)

Capital: Nevond Nevnend (pop. 23,800)

Population: 200,000 humans, some demi-humans, numerous humanoids in the mountains

Resources: Foodstuffs, platinum

Racial composition: Flan

Alignment: LN

History

During the migrations of the Oeridians and Suel people into the Flanaess, some Flan tribesmen found themselves in the fertile lands at the headwaters of the Artonsmay River south of the Griff Mountains. This Flan enclave has never been conquered, and maintains a fierce tradition of independence. The state was formally invested at the same time the Great Kingdom began its own expansionist policies, with the strongest noble being made Duke.

Over the years, Tenh has been subject to raids from the Hold of Stonefist, often coming through Thunder Pass. These raids usually take the same pattern; after initial success, the barbarians fall to rancor as they loot towns and villages, giving the Duke sufficient

time to muster his forces and attack the barbarians in their camps.

In 575 CY, the Duke began a concerted effort to clear the Troll Fens and those lands west of the Yoll River of humanoids and other fell creatures, including the construction of a number of fortifications to reinforce the eastern border. That effort continues today, and has generally been successful thusfar.

Politics and Society

The Duke is absolute ruler, although there is a Council of Lords who advise him.

Tenh is continuously harassed by raiders from all quarters; the Bandit Kingdoms to the west, the Rovers and Stonefist to the north, humanoids coming down from the mountains to the east, and occasional border skirmishes with the Pale to the south. The Suel barbarians in the Thillronian peninsula, however, are the beneficiaries of the Duke's dislike of the Great Kingdom. The Duchy has long turned a blind eye to the caravans bearing weapons and armor from Rookroost to Krakenheim, knowing they will be put to good use in the barbarians' raids against Aerdy and its satellites.

Religion

Just as the people are overwhelmingly Flan in ancestry, so too do the Flan deities predominate here.

Military

Tenh fields medium cavalry, and infantry that favors short bow and pole arms. Both have excellent reputations on the field, and is known collectively as the Tenha Host. Militia

units can be raised in every hamlet and village as well.

Patrols guard the Thunder Pass that crosses into the land of the Hold of Stonefist, and raids from that quarter are either turned back or delayed to give sufficient time for reinforcements from the walled city of Calbut to arrive. No major incursions have occurred for more than twenty years, and the Tenha have become somewhat complacent. The garrison at Calbut is not at full strength, with troops drawn off to help with the effort in the Troll Fens.

Notable Locales

Rookroost has a museum that boasts the largest collection of coins and other instruments of currency in the Flanaess.

TUSMIT

One should never give flowers as a gift in Tusmit. Flowers are reserved for funerals, the ill, and weddings.

Ruler: His Exalted Splendor Jadhim Oremm, Pasha of Tusmit (15th level fighter)

Capital: Sefmur (pop. 18,500)

Population: 150,000 humans, few demi-humans, few humanoids

Resources: Foodstuffs, gold, silver

Racial composition: Baklunish

Alignment: LN

History

Tusmit was one of the original lands founded on the ruins of the Baklunish Empire. Until approximately a century ago, it was under the control of Ekbir, but the then-Pasha, Omar Nuunn, took advantage of the struggle for

control of the Caliphate and declared his lands to be independent. Since then there has been an uneasy truce between the two, punctuated by occasional outbreaks of open war.

Politics and Society

Tusmit is in a delicate position politically, being forced to play one powerful neighbor off the others to maintain its own independence. It is only in this way that the Pasha can hold onto the rich lands south of the Tuflik river short of open warfare, which none see in their best interests. Small border clashes with Ekbir, Ket, and the Paynims are constant, however. Above all, the Pasha knows that Ekbir would annex his state if it could, and this drives his policies. The Pasha is rumored to be hiring mercenaries from Perrenland and Ull to force a resolution to the issue of Ekbiri designs.

Religion

Only Baklunish deities are worshipped in Tusmit. See the entry under Ekbir for more



information on the great pilgrim caravans that travel through the region.

Military

The army numbers 1,000 heavy foot plus an additional 4,000 light and medium cavalry.

ULAKANDAR, PLAINS OF THE (PAYNIMS)

Among the Paynims, only those directly descended from Al'Akbar may wear a red turban.

Ruler: No single ruler

Capital: None

Population: 500,000 humans?

Resources: None

Racial composition: Baklunish

Alignment: All

History

It is speculated, based on language and the use of noble titles, that the nomads known as the Paynims are related to the more northerly Tiger and Wolf nomads (who also use the titles Khan, etc.), who were later separated by a migration of other nomads using titles such as Amir, etc.

Politics and Society

The territory known in the Flanaess as the Plains of the Paynims is part of the greater territory of a number of nomadic tribes, each of which is independent of the others. They will come to the plains in the summer season, and retreat into the Dry Steppes during and after the rainy season, when it becomes much more hospitable. Tribes from the northern and western areas favor titles such as Amir, Shah, Padishah, etc., while those from the Dry

Steppes prefer titles such as Khan, Il-Khan, etc.

They raid into the more civilized lands surrounding them, but are also used as mercenaries by neighboring Baklunish states such as Ket, Tusmit, and Ekbir, who employ the excellent Paynim light cavalry against one another or even against other nomads.

Religion

The Paynims practice the Baklunish religion. Pilgrims in this land will be *en route* to one of the great monasteries found on the edges of the Plains of the Paynims, in which are taught not only the arts of physical self-mastery but philosophical enlightenment under the tutelage of the famed mystics of the mysterious West.

Military

The Paynims are always mounted, and are but lightly armored, making them highly mobile. Three-quarters will be armed with short bows of horn and curved scimitars, while the remainder will be armed with lance and mace or flail.

ULEK, COUNTY OF

Cow milk is not used within the county of Ulek. They drink goat's milk instead.

Ruler: His Noble Majesty Lewenn, Count Palatine of Ulek (13th level druid)

Capital: Jurnre (pop. 10,900)

Population: 25,000 humans, 5,000 noniz, 4,000 hobniz, other demi-humans, no humanoids

Resources: Copper, gems (10-50 gp), silver
Racial composition: Oeridian with strong Flan influence, plus weak Suel strain
Alignment: LG, N, NG

History

The western foothills of the Lortmil Mountains have long been a haven to demi-humans of all sorts, and have born the name of Ulek for a considerable time. They were swept under the rule of Keoland during its period of imperial expansion, but with independence in 461 CY came strong ties of friendship and trade with all of its neighbors. The prince supplied many troops for the Hateful Wars (498-510 CY) and has enjoyed the fruits of prosperity that have come since the humanoids were driven out of the mountains.

Politics and Society

The County Palatine is on good terms with the other Ulek States and Celene, as well as Keoland.

Religion

While humans within the County tend to worship Oeridian or Flan deities, and demi-humans will worship those gods appropriate to their heritage, religious tolerance is the rule.

Military

Medium infantry of the County predominates, made up of mixed companies of humans and demi-humans, while humans make up the medium cavalry and heavy infantry. Light infantry and scouts are usually exclusively demi-human in composition.

Notable Locales

The city of Jurnre is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

ULEK, DUCHY OF

Fortifications in the Duchy of Urnst will almost always have seven sides; seven is a lucky number.

Ruler: His Noble Radiance Grenowin, Duke of Ulek (7th level fighter, 11th level wizard)

Capital: Tinglee (pop. 13,800)

Population: 15,000 humans, 12,000 high olve, 4,000 sylvan olve, some noniz, no humanoids

Resources: cloth, electrum, foodstuffs, gems (10-50 gp)

Racial composition: Suel-Oeridian mixture

Alignment: LG, N, NG

History

Almost immediately after gaining its independence from Keoland, the Duchy of Ulek made treaties of aid and friendship with not only the other Ulek States, but Celene as well.

Politics and Society

The Duchy is on amicable if not warm terms with Keoland and the Gran March. Most trade crosses the Lortmils into either the Kron Hills or Celene. Many of the humans in the Duchy have at least some olven blood in their veins, and all treat demi-humans as equals.

Religion

While humans within the Duchy tend to worship Oeridian or Suel deities, and demi-humans will worship their own gods, religious tolerance is the rule.

Deep in the heart of the Silver Wood there lies a large glade. On its surface, it does not appear special in any way, but to the followers of Ehlonna of the Forests, it is known to be a place of special holiness and magic. Pilgrims will often be headed there, to simply take in its quiet beauty and sacred energy in silence.

Military

The duke maintains an army of a thousand, consisting mostly of crossbowmen, infantry armed with bills, and olven archers. The remainder are three squadrons of cavalry; one heavy, one medium, and one light squadron manned entirely by the olvenfolk.

ULEK, PRINCIPALITY OF

Green Man motifs are found on most pottery, cups, etc. made in the Principality of Ulek.

Ruler: His Serene Highness Olinstaad Corond, Prince of Ulek, Lord of the Peaks of Haven (9th level fighter/12th level rogue)

Capital: Gryrax (pop. 17,200)

Population: 30,000 humans, 18,000 hill dwur, 9,000 mountain dwur, some noniz, some hobniz, no humanoids

Resources: foodstuffs, gems (50 gp and 1,000-5,000 gp), silver

Racial composition: Suel-Flan-Oeridian mixture

Alignment: LG, N, NG

History

After it gained its independence from Keoland, the Principality of Ulek controlled the lands from the Sheldomar river to the tip of the Pomarj. However, the human lords of that region revolted, unwilling to accept one of the dwurfolk as master, but any hard feelings were forgotten when, in the wake of the Hateful War, the surviving humanoids overran the Pomarj. Indeed, the Prince sent a relief force to try to assist the human lords, but to no avail. Since then, the Prince of Ulek has made several attempts to retake even a portion of the lands lost, but to no avail.

Politics and Society

This is one of the few nations of the Flanaess where demi-humans outnumber humans. Outside of the capital city (where humans outnumber their smaller cousins 2:1), the dwurfolk are most common, although hobniz and noniz enclaves are fairly well distributed as well. The principality is friendly towards the County of Ulek to the northwest, and trades



with both Keoland and the Sea Princes.

Religion

Just about any sort of worship, save that of humanoid or explicitly evil deities, can be found within the principality.

In the hills north of Havenhill, there is a temple built on the spot where, it is said, the God Fortubo taught the art of metalsmithing to both dwarves and men. Lawful good and neutral pilgrims will be bound for that sacred smithy. Those of chaotic good alignment will have as their destination the shrine of Llerg of the Hills, at the headwaters of the Old River. There, it is said, the God of Beasts gathered the Lords of all animals in special conclave at the beginning of the world. Those who hold the Beastmaster in reverence hold the spot in special regard.

Military

The bulk of the army is made up of dwur infantry, supplemented with companies of noniz. Hobniz scouts and human cavalry round out the army. Humans man the ships of the prince's navy, based out of Gryrax. The dwarven Lord Augustos Clinkerfire serves as Warden of the Jewel, in command of the easternmost forces of the principality.

Notable Locales

Gyrax has a pair of enormous statues flanking the entrance to its harbor; "Vigilance" and "Liberty."

ULL

It is considered rude to kiss in public in Ull.

Ruler: His Illustrious Ferocity Draske, Orakhan of Ull (13th level fighter)

Capital: Ulakand (pop. 6,000)

Population: 100,000 humans, no demi-humans, some humanoids

Resources: Gems (50 gp), silver

Racial composition: Baklunish

Alignment: CE, CN

History

The lands known today as Ull were originally the homeland of the Oeridian tribes, before they migrated eastwards during and after the Suel-Baklunish war. Their lands were invaded more than a thousand years ago when the tribe known as the Uli, who once numbered among the Paynims, split off to settle the fertile land between the Barrier Peaks and the Ullsprue Mountains. Eventually some of them gave up their nomadic lifestyle to found the caravan town of Ulakand and other villages throughout the territory.

Politics and Society

While the majority of the Uli retain their semi-nomadic lifestyle, a significant fraction have settled down in towns and villages that service caravans passing through the area, especially in the southern portion of the land. Their culture is otherwise much like that of their Paynim cousins; fierce, warlike, and difficult to predict.

Religion

The Uli practice the Baklunish religion.

Military

The majority of the Uli army is cavalry, but the towns and villages are protected by infantry armed with bows, two-handed maces, and pole arms of designs unknown in the East.

URNST, COUNTY OF

You can always tell someone from the County of Urnst; they put their forefinger along the dull side of the knife when cutting meat.

Ruler: Her Noble Brilliancy Belissica Gellor, Countess of Urnst (16th level fighter)

Capital: Radigast City (pop. 39,100)

Population: 200,000 humans, 3,000 hobniz, few other demi-humans, few humanoids

Resources: Cloth, foodstuffs, gold

Racial composition: Suel with strong Oeridian influence

Alignment: LG, NG

History

Originally under the control of the Kingdom of Nyrond after it broke away from the Great Kingdom, the County of Urnst itself broke away from Nyrond at the same time Urnst and the Pale did so, in 356 CY, encouraged and abetted by the Duchy to the south. Thereafter, the County was under the control of the Duchy until it gained true palatinate status in 498 CY.

Politics and Society

The County of Urnst is allied with the Duchy to its south, but not subservient to it.

Religion

Temples of both Suel and Oeridian deities can be found here.

Military

The County has a standing army of 2,000 infantry and cavalry stationed at various garrisons throughout the country, and can raise an additional 20,000 troops from noble levies within a fortnight. It also maintains a small squadron of warships on the Nyr Dyv.

Notable Locales

Radigast City has scores of brilliant mosaics set into the streets at odd intervals, depicting various scenes from mythology and history, originally designed by the famed artist Joru Thillpot, and maintained at the city's expense.

URNST, DUCHY OF

No one in the Duchy of Urnst will use a broom after dark. It sweeps away the luck of the house.

Ruler: His Most Lordly Grade Karll, Duke of Urnst, Warden of the Abbor-Alz (12th level ranger)

Capital: Leukish (pop. 20,900)

Population: 200,000 humans, 5,000 hobniz, 3,000 noniz, 3,000 dwur

Resources: Electrum, foodstuffs, gems (10-5,000 gp), gold, platinum, silver

Racial composition: Suel with strong Oeridian influence

Alignment: LG, NG

History

Urnst never fell under the sway of either the Great Kingdom or the Kingdom of Nyronnd, although after the latter gained its independence in 356 CY, the newly-minted kingdom attempted to add the mineral-rich duchy to its domains. A Nyronndel expedition attempted to cross the Nesser river, but was thwarted by the Duchy's river galleys, and no further attempts were made. After the County of Urnst gained its own independence from Nyronnd, the Duke managed to bring the Count under his feudal lordship. That state of affairs lasted until 498 CY, when the County gained real independence.

Politics and Society

The Duchy of Urnst is both wealthy and successful, with many mines in the Abbor-Alz, thriving trade, and friendly relations with its civilized neighbors. It does suffer from raids from the desert nomads in the hills to the south, and its relations with the Rhenee bargefolk have never been warm, however. Too, the Duke has an historic distrust of Nyronnd, and remains both suspicious and vigilant in that sector.

The Duke is presently trying to marry his son to the young Countess of Urnst, thus uniting the two states into a single powerful and wealthy nation.

Religion

The religious landscape follows that of the racial landscape; both Oeridian and Suel deities are worshiped in Urnst.

Military

The duchy has a standing army of infantry which is based in the many border fortifications it maintains, supported by a centrally-based cavalry force that can be sent out at need.

Notable Locales

The famed ruin Maure Castle is on the southwest frontier of the duchy. The module WG5 *Mordenkainen's Fantastic Adventure* is located within the ruins. The city of Leukish is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

VALLEY OF THE MAGE

Don't go into the Valley of the Mage, because no one comes out.

Ruler: His Most Magical Authority Jason Krimeah, the Black One, the Exalted Mage of the Valley and the Laird of the Domain (18th level wizard)

Capital: None (the mage's citadel is abandoned, and he rules from another plane)

Population: 10,000 humans, many valley olve, many noniz, some mountain dwur

Resources: Furs, gems (100-10,000 g.p.)

Racial composition: Oeridian, slight Flan mix

Alignment: Unknown (but tends towards evil)

History

For many centuries this place was simply called The Vale, and was known to trappers and hunters in the Dim Forest, Geoff, and Bissel for the fine furs that could be obtained there. Krimeah, an exile from the Great

Kingdom after a failed attempt to seize the Malachite Throne from his cousin the Overking, claimed the place in CY 549 and soon impressed the local gnomes, valley elves, and men with his magical prowess. The crowned him the Exalted One and made him their ruler, and now serve him enthusiastically, maintaining the borders of the Valley in return for his protection.



Politics and Society

Each community within the Valley – the elves, gnomes, and men – are allowed relative freedom to manage their own affairs, as long as they recognize the Exalted One's rulership. His policy of hands-off rulership has gained him the trust and love of his subjects, and he is careful never to abuse it. The Mage himself is completely uninterested in the goings-on in the Flanaess, except for his continual paranoia regarding supposed plots by the agents of the Overking to find and assassinate him. The Grand Duke of Geoff remains disinterested in the goings-on in the Valley,

although the Gran March sent an expedition several years ago, never to return.

Religion

There is no formal or official religion within the Valley. Each community worships those gods it prefers; olven, noniz, dwur, etc.

Military

The elves, humans, gnomes, and dwarves each provide patrols to ensure the security of the Valley and the privacy of the Mage. There are only a few hundred of these, and they serve more as a border patrol than a true army. It is certain that the Black One would lend his considerable magical prowess to repelling a full-fledged invasion.

Notable Locales

The Valley of the Mage was extensively detailed in module WG12 *Vale of the Mage*.

VELUNA, ARCHCLERIC OF

Hunting on Godsday is forbidden in Veluna.

Ruler: His Venerable Reverence Hazen, Canon of Veluna, Shepherd of the Faithful (19th level cleric)

Capital: Mitrik (pop. 12,600)

Population: 250,000 humans, 10,000 high olve, 7,000 noniz, other demi-humans, few humanoids

Resources: Copper, foodstuffs, gold, silver

Racial composition: Oeridian with weak Suel and Flan influence

Alignment: LG, LN

History

Originally part of the Viceroyalty of Ferrond and known as Voll, Veluna gained its independence shortly after the declaration of the Kingdom of Furyondy, and this religious state has been a shining example in the Flanaess since. It was involved in the Short War against Keoland around 450 CY, and sent forth its armies against the Temple of Elemental Evil at the Battle of Emridy Meadows in 569 CY, but other than that has had a relatively peaceful history.

Politics and Society

The Canon is advised by a council of seven nobles, plus the Viscount of Verbobonc, who is a willing semi-independent vassal of the Canon. The Archclericy is on good terms with its neighbors Bissel, Highfolk, and the noniz inhabiting the Kron Hills, and is formally allied with Furyondy (indeed, plans for a formal merger of the two states were put on hold after the disappearance of the Furyondian heir).

Religion

Canon Hazen is high priest of Rao, and thus the worship of Rao is the state religion. Other good-aligned faiths are tolerated within the borders of the archclericy, however.

Military

Veluna maintains a standing army consisting mostly of medium cavalry. There are heavy cavalry units, as well as light cavalry used for scouting purposes. The whole is supplemented by pikemen, units of noniz, and olven archers.

Notable Locales

Veluna City boasts the tallest tower in the entire Flanaess, graced with sculptures of angels and devas that wind around the outside into the clouds. It is currently used as the city mint.

VERBOBONC, VISCOUNTY AND TOWN OF

Giving a gift of anything sharp (including knives, swords, scissors, etc.) is considered a final good-bye gift, symbolic of cutting a relationship. If such a gift is presented, the recipient should "pay" for it symbolically with a copper coin.

Ruler: His Noble Lordship Wilfrick, Viscount of Verbobonc (10th level fighter)

Capital: Verbobonc (pop. 8,100)

Population: 30,000 humans, 4,000 noniz, 2,500 sylvan olve

Resources: Copper, gems (10-5,000 gp)

Racial composition: Flan

Alignment: CN

History

Originally settled by the elves, and later by humans, the Viscounty was officially brought into Veluna and the then-Viceroyalty of Ferrond in 119 CY. Since then it prospered in relative obscurity, before the rise of the Temple of Elemental Evil to the southeast. The Viscounty is noteworthy primarily for its role in helping put down the Temple in 569 CY, as many of its troops participated in the Battle of Emridy Meadows, and it was among the leaders among those tasked with keeping watch to ensure the Temple did not rise again.

Politics and Society

The Viscount is a willing vassal of the Archclericy of Veluna to the northwest, although on a practical level the land is ruled as if it was an independent state. The Viscount sits on the advising council of Veluna. Relations with both of those much more powerful states are excellent. The gnomes and elves are well-integrated into the society of Verbobonc, and the gnomes especially contribute greatly to the economic life of the city, bringing in raw goods and finished products for sale in its markets.

Religion

Verbobonc itself is a stronghold of the faith of St. Cuthbert, which is unsurprising given its strong ties to Veluna and Furyondy to the north. Several shrines to the Saint exist within the Viscounty, marking several minor events during Cuthbert's mortal life including the Church of the Holy Cudgel, marking the spot where Cuthbert first cut and hefted the wooden bludgeon for which he would become so famed. Other deities are found here as well, though, particularly Rao. The Old Faith of the druids is also strongly represented here.

Evil aligned pilgrims found in Verbobonc will sometimes (25% chance) be seeking the ruins of the Temple of Elemental Evil in the Kron Hills. Otherwise, they will simply be on their way to some other unholy shrine in the Flanaess, most probably one of the several well-hidden temples of Nerull in Furyondy and Veluna.

Military

The mayor of the town of Verbobonc proper maintains trained local levies, and the

Viscount has personal retainers and command of the militia. The Viscount has a standing force of 150 heavy cavalry, spearmen, and light crossbowmen, and can raise three times that many in but a week, if needed. Further, 1,200 militia can be raised in three weeks, at a rate of 400 per week. The militia is under the command of the Lord Mayor, Velysin.

Notable Locales

The city itself is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.

WEGWUIR (WOLF NOMADS)

If a Wolf Nomad is killed, his or her relations going out to the 7th degree can claim the right of vengeance, on a first-come, first-served basis.

Ruler: The Fearless Wolf Leader Bagru, Tarkhan of all the Wegwuir, Commander of the Relentless Horde (5th level wizard, 12th level fighter)

Capital: Eru-Rovar (pop. 4,000)

Population: 80,000 humans, few demi-humans, few humanoids

Resources: Copper, furs

Racial composition: Flan

Alignment: CN

History

Before the defeat of the Rovers of the Barrens, they were the preferred foeman of the Wolf Nomads for control of the Howling Hills and the surrounding lands. Lately, however, with their defeat and the resurgence of Iuz, the

Wolf Nomads have largely given up the hills to the humanoids and human armies of the Lord of Evil, and are themselves the targets of raiding forces. The Wolf Nomads were part of the Relentless Horde under Kha-Khan Ogobanuk, but regained their independence after his death in 345 CY.

Politics and Society

Like their cousins the Tiger Nomads, the Wolf Nomads have adopted some of the trappings of civilization, even founding a capital city and engaging in peaceful trade with Perrenland. They are still wild nomads at heart, however, and their banners and standards feature wolf heads and stream tails of gray fur. They are constantly at war, albeit on a low and steady level, with the Tiger Nomads and the tribes inhabiting the Burneal forest. The once-mighty Rovers of the Barrens are too few and weak to provide good sport any more.

Religion

The religion of the wolf nomads is a mix of Flan and animistic beliefs.

Military

The vast majority of the nomad army is light cavalry armed with horn bow and lance. A small force of medium cavalry exists, and infantry is limited to the towns and villages, as well as providing security when the entire nomad horde is on the move.

Notable Locales

The western half of the Howling Hills has long been sacred to the Wolf Nomads, who bury their dead in its many ravines and tors.

WILD COAST

Seeing a wyvern is considered good luck in the Wild Coast.

Ruler: None

Capital: None (Elredd is the largest town, population 8,400)

Population: 150,000 humans, many demi-humans, many humanoids

Resources: None

Racial composition: Suel with weak Oeridian and Flan strains

Alignment: All

History

The Wild Coast has long been a loosely governed land, carved up between dozens of petty rulers. It has a history of being a haven for lawless and masterless men, and parts of it over the course of time have been under the control of Celene, Greyhawk, and Hardby.

Politics and Society

The Wild Coast is not a unified polity, but rather a collection of independent towns and villages, petty nobles, lesser warlords, and the like. The whole is a haven for bandits, brigands, pirates, slavers, mercenaries, outlaws, and exiles. With no resources to speak of, and a not-particularly valuable location, few of its neighbors have been inclined to bother with the place, other than to control portions of it for the sake of maintaining their own borders and the safety of their own citizens. There are five major towns in the region:

- Narwell (pop. 2,900)
- Safeton (pop. 4,600)
- Fax (pop. 6,700)
- Badwall (pop. 5,200)
- Elredd (pop. 8,400)

Intrigues and petty plots between the rulers of this land are commonplace, and alliances come and go with the tides. If a foreign invader really did have designs on the Wild Coast, its rulers might well band together to deal with it, but short of some external threat it seems unlikely, and no such threat currently exists. Hardby and Greyhawk are not in any expansionist phase, Celene is isolationist, the Pomarj is in anarchy itself, and the Principality of Ulek has its hands full dealing with the humanoids in the Pomarj.

Religion

The Wild Coast is home to just about every religion in the Flanaess, good, evil, and in-between.

Military

Each petty lord and free town maintains its own military, but none has a truly formidable or effective army.

Notable Locales

The city of Elredd is detailed in WG8 *Fate of Istus*, although you might have to make some adjustments in the adventure itself, as it takes place a few years after CY 576.



YEOMANRY, THE

Men don't shake hands in the Yeomanry; they hug.

Ruler: His Steadfastness Crispin Redwell, Freeholder, Spokesman for the Yeomanry League (10th level fighter, 5th level cleric)

Capital: Loftwick (pop. 6,000)

Population: 100,000 humans, 2,000 high olve, some dwur and hobniz, few humanoids

Resources: Cloth, foodstuffs, gems (50 gp), silver

Racial composition: Suel with strong Oeridian influence, plus weak Flan strain

Alignment: LG, LN

History

The Yeomanry has a strong democratic tradition that goes back far beyond its founding, to the days when mixed tribes of

Flan and Suel stock mingled with newer Oeridian travelers. Early on meetings of all the tribes were held to resolve disputes and make deals between the groups, with groups of twelve warriors electing one of their number as spokesman. Eventually sheer population demanded that this be increased to one per dozen dozen, and the tradition was strong enough to last into the era when Keoland conquered the region. Even then, the freeholders of the Yeomanry were recognized as gentlemen within the Kingdom, and the spokesmen as lesser nobility.

With the end of Keoish imperial ambitions came the shedding of its possessions along the periphery, and the Yeomanry shook off its overlords once and for all in 453 CY.

Politics and Society

The Yeomanry retains its strong democratic tradition, although the franchise to vote has been extended from the warriors exclusively to anyone who has borne arms as well as artisans and craftsmen, as do the demi-humans within its borders. There is a Freeholder who acts as head of state, who is elected from the ranks of greater landowners numbering some 60 or so, but his power is greatly curtailed by the Council of Common Grosspokesmen, who themselves are elected by the populace.

The Yeomanry is displeased in the extreme with the institution of slavery in the Sea Princes to the south, and regularly makes protests to no avail. They are on good terms with Keoland, however, and a good amount of trade between the two takes place.

Religion

Temples and shrines to both Suel and Oeridian gods can be found here, and the people are generally religiously tolerant.

Military

Most of the Yeomanry soldiery is spearmen and crossbowmen, but those in the mountainous regions provide heavy pole arm infantry and light slingers. The greater landowners provide cavalry, albeit in small quantities. Demi-humans also round out the military forces available to the Free Captains of the Battles, who act as leaders of the army; mailed infantry from the dwur, light skirmishers and scouts from the hobniz, and spearmen and archers from the olvenfolk.

Notable Locales

In the central square of Loftwick there is an enormous meteor the size of a small house. It is said to have mystical properties, but this is a local superstition unsupported by magical investigation. There is also Kendall Keep in the southwestern portion of the land, on the edge of the mountains where the Crystalmists and Hellfurnaces meet, established to protect from incursions of monsters, such as those who have set up in the nearby Caves of Chaos. See the adventures *Keep on the Borderlands* and *Return to the Keep on the Borderlands* for details. The adventure *The House of the Brothers*, from *Dungeon* magazine #6, is located 60 miles north of Loftwick, on the edge of the Jotens.

ZEIF, SULTANATE OF

Those in Zeif have a distinctive method of wrapping a turban which is immediately identifiable by any other Bakluni.

Ruler: His Omnipotence Murad, Glory of the West, the Sultan of Zeif (4th level rogue, 13th level fighter)

Capital: Zeif (pop. 40,300)

Population: 200,000 humans, no demi-humans, no humanoids

Resources: Foodstuffs, gems (100-500 gp)

Racial composition: Baklunish

Alignment: LN

History

An ancient realm founded in the wake of the fall of the Baklunish Empire, Zeif at one point ruled over all of the eastern Baklunish nations; Ekbir, Ket, and Tusmit. Over the centuries that power was lost, especially with the ongoing threat of the Paynim raiders to the south, and continuous pressure from rival states on the Drawmij Ocean to the west.

Politics and Society

Although it is technically in the Flanaess, at least partially, Zeif remains little-known outside of the Baklunish basin. The warm currents of the Dramidj Ocean give the Sultanate an excellent climate, but it is known for its spectacular chrysoberyl and period gemstones which are highly sought-after in the western portions of the Flanaess and even further.

Religion

The Baklunish religion is the only faith permitted within the Sultanate, except for

visitors (who must not worship their deities, or even display their holy symbols, in public). See also the entry on Ekbir for more information on pilgrim caravans.

Military

The army of the Sultan contains mostly mailed cavalry, supported by infantry bearing two-handed swords. These forces are supplemented by Paynim mercenaries, who are happy to fight on all sides in any conflict.

HILLS AND MOUNTAINS

ABBOR-ALZ

The extensive range of hills and peaks varies greatly in character at its geographical extremes. In the north and west, where the hills are claimed and mined by the Duchy of Urnst (including those portions within the Celadon forest), they are relatively gentle, lacking hostile natives and producing rich deposits of gems and precious metals. As the hills go southward, however, they not only become more physically impassable; so rough in fact that troops and even single mounts are completely unable to pass, and arid to the point of inhospitality, but also become more and more inhabited by fierce Flan dervishes who are insular and fierce to the point of xenophobia. It is rumored they are also implacable foes of the Suel tribesmen in the Bright Desert to their south.

The haunted Tower of Inverness, described in the adventure module C2 *The Ghost Tower of Inverness* is situated in the Abbor-Alz, on a rocky promontory overlooking Woolly Bay. Too, the Pits of Azak-Zil ("Pureheart" in the dwur tongue), cursed mines at the site of a

fallen star, are detailed in both the *Greyhawk Adventures* book and the *TSR Jam 1999 compilation*, in the adventure *The Return of the Pick-axe*. A number of tombs can be found in the place, including the Star Cairns and the Crypt of Lyzandred the Mad, both detailed in the two adventure modules of the same names.

BARRIER PEAKS

These mountains are inhabited by scattered dwur communities, who mine the many precious gems and metals found within. They are noted, however, for the particularly fierce and strange monsters which inhabit the region, many of which are not found elsewhere.

Part of a strange, wrecked spaceship is buried under the mountains, and is detailed in adventure module S3 *Expedition to the Barrier Peaks* (redone in *Quests from the Infinite Staircase*). There is also a site holy to the god Celestian, to which his followers sometimes make pilgrimages.

BLEMU HILLS

There used to be large populations of dwur, hobniz, and noniz in these hills, but with the coming of the humanoid invasion that overran the Bone March in 563 CY, they are now home to kelbit, jebli, and euroz tribes.

BLUFF HILLS

Formerly the sporting grounds of the Rovers of the Barrens, the Bluff Hills are now firmly under the control of the Bandit Kingdoms. They contain some gold and copper, but the many monsters in the region, including a large number of eiger clans, make mining difficult.

Near where the hills meet the Griff Mountains is a lost temple of Hextor known as the Shadow Caverns. This dungeon is detailed in adventure module WGS1 *Five Shall be One*.

CAIRN HILLS

This stretch of hills rims the Midbay, and goes down to meet the Abbor-Alz where the two meet in actual mountains. It is home to hobniz along its northern strip, dwur in the mountainous southernmost region, and noniz throughout. The Cairn Hills form the border territory between Urnst and Greyhawk, but in practical terms is under the control of neither. The hills are named for the many ancient burial sites found within its range, many of which contained both deadly peril and wondrous treasures when discovered. The origin of these burial mounds remains a mystery, however; not even the demi-humans who dwell here know of the people who created them.

The famed Maure Castle can be found in the southern portion of this rough range. Details of one level of the deadly dungeon can be found in the adventure module *Mordenkainen's Fantastic Adventure*. In addition, the castle of the famed wizard Tenser can be found on the shores of the Midbay of the Nyr Dyv, which is described (in a state a few years after 576 CY) in the adventure *Return of the Eight*. Finally, at this point in history, the Doomgrinder, a magical engine of destruction long forgotten, would be lying in a cave system beneath the hills, perhaps already discovered by the Derro who will examine and eventually repair it to return it to its destructive mission, as described in the adventure *The Doomgrinder*.

CLATSPUR RANGE

This small group of mountains is inhabited by humans from Perrenland in its lower valleys. There are some valuable mineral deposits here, but few demi-humans.

CORUSK MOUNTAINS

This range of mountains is poor in precious gems and metals, but is inhabited by Suel barbarians from the Fruztii, Cruskii, and Schnai in its lower reaches. In the interior, many bands of humanoids and other hostile creatures dwell.

CRYSTALMIST MOUNTAINS

This is the highest mountain range in the Flanaess. Within its reaches many humanoids, monsters, and giants dwell, but also a high number of mountain dwur, for the range is rich with gems and precious metals. A vast glacier caps the middle of the range, whose runoff gives rise to the Davish River.

Legend tells that the last Mage of Power of the Suloise, one Slerotin, created a passage through the mountains to allow the Suel tribes to flee into the Flanaess more easily. What is not widely known is that one tribe, the Lerara, were caught in the tunnel when it was magically sealed a thousand years ago. Now, however, those seals are gone, and it is possible to encounter the Lerara and their weird subterranean culture and ecology. The Lerara themselves have evolved into albinos, degenerate and inbred, using phosphorescent fungi for both light and food, and having tamed giant millipedes to use as draft animals. They have some contact with other subterranean peoples such as the drow, but

their culture is centered on the worship of the Mother, a vast protoplasmic creature of ineffable evil that they worship as a deity.

Adventure module *G2 Glacial Rift of the Frost Giant Jarl* (redone in *Tales from the Yawning Portal*) takes place in the Crystalmists.



DRACHENSGRABS

This group of hills which build to mountains in their middle are rich in gems and precious metals, as well as being home to many monsters. When the Pomarj was under the control of human petty states, those monsters were harried, but now that the Pomarj is under humanoid control, those self-same monsters are enlisted as allies. Tribes of

euroz, hoch-jebline, eiger, and bugbears can be found throughout. Legends tell of one or more sleeping figures that will come to life again, ready for vengeance for disturbing their slumber. Almost all of the dragonnels in the world are to be found here, as they have been brought to near-extinction everywhere else.

Adventure modules A3 *Assault on the Aerie of the Slave Lords* and A4 *In the Dungeons of the Slave Lords* both take place in the hidden city of Suderham, in the Drachensgrab mountains.

FLINTY HILLS

Many hobniz dwell in the southern arm of these hills, while Noniz dwell in the north. Many refugees from the Blemu Hills dwell here as well, and it is said that a demi-human state that would include the Gamboge Forest may be in the offing, although Nyronnd claims the hills today. The whole is home to many deposits of precious metals.

GLORIOLES

As many as 10,000 mountain dwur reside within this small range of mountains. They distrust elves, but have allied themselves with the Iron League against South Province.

GOOD HILLS

These hills are well-endowed with precious metals, and are also home to many noniz and hobniz communities.

GRIFF MOUNTAINS

This mountain range is home to many monsters, including the magnificent griffons and hippogriffs which give it its name. There are some small scattered human settlements

in this rich group of mountains, but the imagination of many is captured by the legend of a small valley within the heart of the mountains that is ruled by a prince, guarded by magical wards against invasion, and so rich that the roads are cobbled with gems and roof tiles are made of copper and silver.

Beneath the mountains in the western portion of the range lies an enormous subterranean orc city, Garel Enkdal, as detailed in adventure module WGS1 *Five Shall be One*.

GULL CLIFFS

The Gull Cliffs take their name from the many thousands of sea gulls that nest along the hills and the steep cliffs overlooking the sea. Roland is a major trading port for Rauxes, with goods traveling along the Imeda River.

HELLFURNACES

This volcanically-active branch of the Crystalmist Mountains is riddled with monsters, humanoids, and giants, especially fire giants who enjoy the warmer clime. The range is riddled with a veritable underworld of tunnels, galleries, caverns, rivers and even great cysts capable of supporting entire cities beneath the ground.

Adventure modules G3 *Hall of the Fire Giant King* (redone in *Tales from the Yawning Portal*), and D1-3 (*Descent into the Depths of the Earth*, *Shrine of the Kuo-Toa*, and *Vault of the Drow*) all take place in or beneath the Hellfurnaces.

HESTMARK HIGHLANDS

The inhabitants of the Highlands are known for their free spirit and resistance to Aerdian rule. There are humans, noniz, and dwur here

aplenty, and the hills themselves are rich in gems and precious metals. The oppressive nations to the north often send forays into the Highlands to attempt to bring them under control, but are fought off by the ever-improving fighting skills of the humans and demi-humans, who have recently been aided by troops from Sunndi, who have started making reprisal raids into South Province and Medegia, beyond the Highlands. Dullstrand is also known to give the inhabitants aid, despite its protestations of official neutrality.

THE HEADLANDS

These hills not only block the peninsula whereon Irongate and Onnwal are situated, but are home to many dwur and some noniz. The dwur are led by a king of great age.

HOLLOW HIGHLANDS

These Highlands take their name from the centuries-old mining and burrowing activities that take place here. The mines are mostly tapped out, but large communities of dwur, noniz, and hobniz remain here, supported by the rich agricultural produce. The inhabitants are not friendly towards South Province, and military forays thereby must be in force and relatively quick.

HOWLING HILLS

The western half of this range of hills has long been sacred to the Wolf Nomads, who bury their dead in its many ravines and tors. The eastern portion is firmly under the control of Iuz, and it is reported to swarm with humanoids and other fell creatures. Although Iuz has attempted to bring the whole range under his sway, the Wolf Nomads have

resisted, and several pitched battles have taken place, all of which left the Old One empty handed.

The Howling Hills are thick with notable locales. The orcish fortress of Kendagrund lies in the Howling Hills, and houses over 5,000 orcs belonging to the Urzun tribe. Urzungard is another Urzun orcish citadel, on the northern edge of the hills. Drenghez used to be another of their lairs, but was taken over by a shadow dragon and its minions imported from the Plane of Shadow. The Groaning Mines are a source of electrum and copper, and are worked by dwur and noniz slaves; the mines get their name from the low rumbling which emanates from the lower levels. The Spear Tor is an artificial mound some 400 feet high in the northwest portion of the hills; it is a long-lost Flan burial complex held in superstitious awe by the local burzun orcs, and said to contain many magical treasures. The Swirlers is the whimsical name given to a large cavern complex originally carved by dwarves and now occupied by a clan of giants and the maglaret goblin tribe. An important Wolf Nomad burial complex is on the western edge of the hills. Finally, one of the greatest secrets of the entire land of Iuz are the Soul Husk caverns, which may hold a key to the cambion's rise to demigodhood, but few are even aware of their existence.

IRON HILLS

Inhabited by noniz and dwur, the Iron Hills take their name from the many excellent iron mines that are found within. They are under control of the Iron League, for the most part. The dwurking, Holgi Hirsute, rules the hills on behalf of the dwarven folk, and can call up a large number of well-armed infantry at need.



JOTUNS

This mountain range is known to be thick with hill, stone, mountain, and cloud giants, who often raid into the lowlands below.

Adventure module G1 *Steading of the Hill Giant Chief* (redone in *Tales from the Yawning Portal*) takes place in the Jotuns.

KAMPF MOUNTAINS

This is the name given to the range of low mountains running perpendicular to the Hellfurnaces, along the northern shore of Jerklea Bay. The mountains trail off into rugged hills as they reach eastward towards Port Joli.

KRON HILLS

These hills are very rich in gems and precious metals, and are inhabited mostly by noniz (as many as 30,000). Dwur live in the uplands near the Lortmil Mountains, and wood olve where the hills are covered by the Gnarley

Forest. Humans dwell in scattered communities in the hills, except in the wooded areas. The noniz here were part of the great army that drove the humanoid tribes from the Lortmils, as well as being part of the alliance that overthrew the Temple of Elemental Evil.

The village of Hommlet, as detailed in adventure module T1 *The Village of Hommlet*, is located in the eastern portion of the Kron Hills, near the Welkwood.

LITTLE HILLS

These hills take their name from comparison with the mighty Crystalmists and Jotuns mountains which are nearby. They are inhabited by large numbers of dwur, hobniz, and noniz, as well as human hill-folk. All are known to be fierce warriors.

LORRIDGES

Some dwur and noniz dwell here and maintain mines, but the Lorridges are split between Veluna, Bissel, and the Gran March. The northern section of this range, which runs into the Yatil Mountains, is known as the Northern Lorridges, but the region is most notable for the pass that splits the hills, following the Falz River, which serves as the major route of travel between the eastern Flanaess and the Sheldomar Valley to the southwest and Baklunish Basin to the northwest.

LORTMIL MOUNTAINS

This range of mountains has the richest deposits of gems and precious metals known in the Flanaess. In years past, it was a hive of humanoid tribes of all sorts, but these were driven out during the Hateful Wars (498-510

CY), and demi-humans of all stripes have taken their place, digging new and productive mines throughout. The whole range is under the control of the Ulek states and Celene.

Mount Raster, on the edge of the mountains where they meet the Kron Hills, is a water-filled volcanic cone that happens to bear diamonds of mineable quality. The dwarves were driven away by cultists of Tharizdun called doomdreamers, and their Temple of All-Consumption in the mountain is described in the adventure *Return to the Temple of Elemental Evil*.

THE RAKERS

These mountains are inhabited not only by large numbers of hill and mountain dwur, but also humanoid tribes of all types in great numbers, as well as monsters of various types.

SEPIA UPLANDS

These hills are mostly claimed by Perrenland, although the Wolf Nomads roam the northern portion, and the portion within the Vesve Forest remains unclaimed. There are some precious minerals within, but little mining takes place.

SPINE RIDGE

Forming the “spine” leading to the Tilvanot Peninsula, these hills are rich in gems and precious metals, but swarm with fell creatures that make mining nearly impossible. That, and the proximity of the Vast Swamp, has left them largely unexplored and uninhabited.

STARK MOUNDS

Some dwur dwell in the western portions, but noniz are found in most of the hills. They are half claimed each by Geoff and Sterich.

SULHAUT MOUNTAINS

Aside from the knowledge of a pass through these mountains connecting the Dry Steppes and the Sea of Dust, little is known about these mountains, other than the fact that they are almost certainly arid in climate. They are known for their fierce thunderstorms, which roll in from the Sea of Dust, where they gather static electricity as they pass over the dunes.

THE TORS

Many monsters and humanoids live in these small hills, and they constantly find their way into the Yeomanry, where they cause no end of trouble. The town of Rockburg-on-the-Marsh, as detailed in adventure module WG9 *Gargoyles*, is located on the edge of the Tors, at the edge of the Hool Marshes.

TUSMAN HILLS

These hills are inhabited by fierce and independent Baklunish tribesmen who sell their swords as mercenaries to both Tusmit and Ket.

ULLSPRUE

This range of mountains takes its name from the Uli who dwell in the bowl formed by this range and the Barrier Peaks to the east.

YATIL MOUNTAINS

There are large deposits of gems and precious metals in this range of mountains, but mining is quite difficult. Perrenlanders and Highfolk dwell in the valleys in the eastern portions of the range, but the interior is inhabited by many monsters as well as tribes of humanoids, dwur, and noniz. The Glittering Cathedral of Ulaa is situated on a commanding height overlooking the pass between Molvar in Ket and Krestible in Perrenland.

The witch-queen Iggwilv ruled her empire from a hidden fortress within these mountains. One ruin of her reign is the cavern complex known as Tsojcanth, as detailed in adventure module S4 *Lost Caverns of Tsojcanth* (redone in *Quests from the Infinite Staircase*). It is located in the heart of the southeastern portion of the Yatils, west of the Volverdyva. Nearby there is a ruined temple to the forgotten god of evil, Tharizdun, as detailed in module WG4 *The Forgotten Temple of Tharizdun*.

YECHA HILLS

There are rich deposits in these hills, and certain of the Tiger Nomads have taken to mining activities to increase their wealth. Their flocks can also be found on these hills, which are otherwise unclaimed.

RIVERS

ARTONSAMAY RIVER

This waterway is navigable from Redspan in Tenh to the Nyr Dyv.

ATT RIVER

This river is navigable past Littleberg, for smaller vessels with shallow draft.

BLACKWATER

This is a small tributary of the Dulsi River. Xanxeven Point, a 300-foot sheer hill, marks the point where the two meet.

BLASHIKMUND RIVER

This waterway currently forms the border between Ekbir and Tusmit.

COLD RUN

This is a small tributary of the Artonsamay River.

DEEPSTIL RIVER

This is a small tributary of the Dulsi River.

DULSI RIVER

This waterway flows south from the Cold Marshes, cutting through the Howling Hills, and eventually spilling into Whyestil Lake. Xanxeven Point, a 300-foot sheer hill, marks the point where the Dulsi and Blackwater rivers meet.

DUNTIDE

This is a tributary of the Nesser River.

ERY RIVER

This is a tributary of the Selintan River.

FALS RIVER

This serves as the border between Furyondy and Veluna.

FLANMI RIVER

This important waterway is navigable by ship up to Rauxes, and by shallow draft vessel far past the city.

FLER RIVER

Most of this river is navigable.

FRANZ RIVER

This serves as the border between Nyronde and the County of Urnst. There are river pirates and raiders on the river, but these are kept in check by armed patrols sent by the Duke of Urnst to support the dwellers of the Celadon Forest.

FROZEN RIVER

This small river is swift-flowing.

GRAYFLOOD

This currently serves as the boundary of the Iron League and Great Kingdom/South Province.

HARP RIVER

This long river is navigable up to Innspa.

HOOL RIVER

This is a broad, slow, and marshy waterway.

IMEDA RIVER

This is a tributary of the Flanmi.

JAVAN RIVER

This long river is navigable by ship only up to Cryllor in Keoland.

JEWEL RIVER

This river serves as the border between the Pomarj and the Principality of Ulek.

KEWL RIVER

This river serves as the border between the County and Duchy of Ulek.

LORT RIVER

This serves as the border between the Gran March and the Duchy of Ulek.

MIKAR RIVER

This is a tributary of the Flanmi River.

NESSER RIVER

The Nesser River is enormously wide; three miles on average. Because of this, it is navigable by deep-hulled vessels, although there are shoals and sandbars that must be avoided.

NEEN RIVER

This is a broad but shallow watercourse.

OLD RIVER

This serves as the border between the County and Principality of Ulek.

OPICM RIVER

This forms the eastern border of Iuz.

REALSTREAM RIVER

This is a tributary of the Javan River.

RITENSA RIVER

This forms the eastern border of the Horned Society.

SELINTAN RIVER

This heavily-trafficked waterway connects the Nyr Dyv with Woolly Bay.

SHELDOMAR RIVER

This major waterway forms the border between Keoland and the Ulek States. It is navigable up to Niole Dra.

TEESAR TORMENT

This is an exceptionally fast-moving river.

THELLY RIVER

This river is navigable as far as Nulbish.

TRASK RIVER

This river is a major transportation artery through North Province. At its mouth, the town of Atirr is a busy seaport, whence ships onload the fine cloth produced in the area.

TUFLIK RIVER

This river serves as the border between Ekbir and Zeif.

VELVERDYVA RIVER

This major river is navigable by large vessels as far as Veluna City, and by shallow draft vessels can go as far as Thormward or even Lake Quag (although portage might be required, depending on the season and the amount of rain).

VENG RIVER

This river is deep and broad, and thus navigable throughout its entire length. It serves as the border between Furyondy and the Horned Society, and is patrolled by both states, both on its banks and by ship.

YOL RIVER

This river serves as the border between Tenh and the Pale. It is navigable by barge throughout its length.

ZUMKER RIVER

This river serves as the border between Tenh and the Bandit Kingdoms.

WASTELANDS, DESERTS, AND SWAMPLAND

BRIGHT DESERT

The Bright Desert is an extremely hostile place for a variety of reasons. Temperatures soar during the day and plunge to near freezing at night, and hostile Suel tribesmen make the

place difficult to traverse indeed. However, the place is known to be rich in precious stones and metals, and so there is a never-ending number of prospectors heading into the desert to seek their fortune. Few return. Those few military expeditions that have attempted to penetrate the Bright Desert have been obliterated, discouraging other, similar, adventures.

COLD MARSHES

The Cold Marshes are noted chiefly for the fierce beasts that dwell within their boundaries, and serves chiefly to add to the isolation of the Archbarony of Arn.

DRY STEPPES

The Dry Steppes are the result of the Invoked Devastation, which turned the once-fertile plains into an arid waste where little rain ever falls. Many Baklunish nomads still call the place home, however, divided into tribes ruled by khans. The central region is said to be the most hospitable.

The mysterious stone circle of Tovag Baragu lies near the shores of Lake Udrunkankar, deep in the heart of the steppes. It is known to exhibit many magical effects dealing with scrying and weather, but it baffles most scholars. It is described in detail in the adventure modules *Vecna Lives!* and *Die Vecna Die!*

GNATMARSH

The Gnatmarsh takes its name from the millions of swarming insects that foul the air in summer. It is home to but few humans, with monsters, fell beasts, and yet stranger things believed to dwell within. It is rumored

that a whole village of witches and hags exists somewhere within the marsh.

HOOL MARSHES

This wide and broad mire marks the boundary between the Sea Princes and the Yeomanry, and is home to renegades, brigands, humanoids, and many monsters. The lizard man lair described in module U2 *Danger at Dunwater* is located here, as is the sahuagin lair in module U3 *The Final Enemy*.

LAND OF BLACK ICE

The ice in this region defies explanation, for it is cast of a deep blue-black hue, rather than the normal stark blue-white. Weird arctic monsters roam the drifts, and it is believed to be entirely uninhabited. What few rumors exist concern another land even further to the north, where it is warm and sunny, with weird creatures and jungles.

LONE HEATH

This marshy area is inhabited by humans and demi-humans fleeing the oppression of the Great Kingdom. These renegades sometimes strike out at passing patrols of Imperial soldiery, but try not to attract too much attention to themselves. These worthies have driven out most of the fell monsters from the region.

PELISSO SWAMPS

This stinking collection of marshes is dangerous indeed. Giant insects, strange birds, larger-than-usual crocodiles, carnivorous plants, venomous reptiles, and weird plant-men are thought to be found therein. At least nine black dragons make the

swamps their home, ruled by a matriarch named “Quagmire.”

RIFTCANYON

This enormous gash in the surface of the earth is nearly a mile deep, and its walls and floor are riddled with tunnels and caves, which in turn are home to monsters of every description. The canyon is regularly cleared of monsters and humanoids, whether by slaying them or enlisting them in the forces of the Plar of the Rift (see *Bandit Kingdoms*, above), but the tunnels seemingly refresh the supply on a regular basis. The western end of the canyon defies all attempts to clear it of monstrous habitation, however, and both bandit and Knight of Holy Shielding shun that end of the canyon as impassable.

Just south of the Riftcanyon is the volcano known as White Plume Mountain, detailed in adventure modules *C2 White Plume Mountain* (redone in *Tales from the Yawning Portal*) and *Return to White Plume Mountain*.

RUSHMOORS

These marshes, which form the northern boundary of Keoland, are unclaimed by any nation. They are inhabited by a variety of monsters, renegades, and humanoids.

The village of Orlane (detailed in adventure module *N1 Against the Cult of the Reptile God*) is on the edge of the Rushmoors, near the Dim Forest, and the tunnel complex of the cult is in the swamp itself.

SEA OF DUST

This vast arid desert covers what was once the Suel Imperium. Created by the Rain of

Colorless Fire, the whole is covered in fine dust that makes travel nearly impossible, is whipped into ferocious dust storms on a regular basis, and which is fed by ash blowing in from the Hellfurnaces, propelled by ocean-born winds. The whole resembles a vast ocean with swells and waves, hence the name given to the place.

There are no inhabitants dwelling here, although Baklunish tribesmen occasionally penetrate the mountains to the north and explore along their edge. Extensive ruins have been reported in the east, near the Sulhaut Mountains, and the lost capital of the Suel, the Forgotten City, is said to exist in the interior. The whole is home to weird desert dwelling creatures that have specifically adapted themselves to the fine powder that makes up the Sea of Dust.

Large expeditions sent into the Sea of Dust invariably fail, although small groups claim to have explored its vastness. A large expedition from the Sea Princes is said to have disappeared into the fastness in search of the Forgotten City, never to return. A smaller expedition from the Yeomanry is said to have made it out alive with ancient and weird treasures from just the fringes of the place, but they suffered heavy losses for their loot.

TROLL FENS

These swamps take their name from the many trulent and trulentkin who dwell here in great numbers. The Pale has erected a series of watchtowers and fortifications, and maintains regular patrols, in order to keep the fell creatures within from wreaking havoc in the peaceful lands beyond, with moderate success.

VAST SWAMP

The Vast Swamp is a semi-salt marsh. It is thought that it must drain somehow to the south, but the lack of any sort of river in that quarter leads to the conclusion that the outflow must be underground somehow. The place is home to many monsters and humanoids, but there are native human swamp-folk and outlaws and outcasts from the surrounding civilized lands as well. Sunndi patrols the edge of the swamp closely, so that the fell things that dwell within, stay within.

The lost tomb of the lich Acererack, who ruled the region in ages past, is said to lie within the Vast Swamp. It is detailed in adventure module S1 *Tomb of Horrors* (redone in *Tales from the Yawning Portal*).

Somewhere within its trackless mires and pools is also said to be the lair of the demigod Wastri Himself, and those who are attracted to His bizarre faith must needs use Sunndi as their highway to so do (often, they will disguise themselves as pilgrims of some other bent, to avoid the attention of the authorities, who find the growing power of Wastri to their south to be inimical to the interests of the County).

WATERS

AERDI SEA

This stretch of water is well-traveled, but is also home to many monsters.

AZURE SEA

This sea is the main artery of commerce between the central and western lands of the Flanaess. Piracy abounds, and the savages on the islands off the Amadio Jungle will also attack passing ships, as well as occasional forays into their ancestral habits by the Sea Princes.

DENSAC GULF

Little is known about this gulf that extends south from the southernmost portion of the Flanaess, save that it eventually meets the Pearl Sea, about which even less is known. There are rumors of thousands of islands dotting its surface more than a thousand miles to the south of Oerik, but what or who might be there remains a mystery.

DRAMIDJ OCEAN

This ocean is dotted with thousands of islands, and extends far to the west. Its waters are quite warm, giving the lands that surround it gentle temperatures, but in winter its great fogs and icebergs are legendary.

The fabled Pinnacles of Azor'alq are to be found in the Dramidj Ocean, barely 50 leagues from the mainland, north of Zeif and west of Ekbir. Known to Baklunish legend for three millennia, rumors concerning these strange spires jutting out of the sea are legion; they are variously said to be the home of the gods, the towers of some lost sunken city, the tombs of the First Bakluni Dynasty, but what is known for certain is that today they serve as the rookery of phoenixes, rocs, and dragons of all sizes. Sighting the spires of stone in the midst of the ocean is difficult at best because

of the fogs and mists that surround them even in the summer, which is all to the good, as seeing them is regarded as a bad omen by sailors.

The Pinnacles themselves are some 40-100 spires of stone emerging from the water, each no more than two miles from its nearest neighbor (many much closer), standing a thousand feet or more above the surface of the sea, and some quarter mile in diameter at sea level, rising up in a series of steep cliffs, giving the impression of some sort of telescoping rod. There are almost never shelves at sea level itself; one must climb directly from the sea to the first landing. At lower altitudes they are covered with trees (themselves freakishly tall)

and other greenery that impedes climbing. At their heights, they swarm with gulls and other sea-birds. Close inspection reveals the Pinnacles to be made of enormous stone blocks, and occasional entrances to the interior can be found, with broad stairs leading both up and down.

SEA OF GEARNAT

This is one of the busiest bodies of water around the Flanaess, with shipping coming through here en route between the Azure Sea, Woolly Bay, and Relmor Bay, and all the points beyond. In spring and autumn the sea is crisscrossed by storms, and in summer pirates from the Wild Coast are thick upon its



waters.

GRENDIP BAY

This is essentially a great highway along which the barbarians from the north sail to raid the rich lands of North Province and even more southern lands. During the summer months, however, even those worthies are hesitant to sail these waters, as that is the season that great sea monsters come up from the Solnor Ocean and are prone to attacking ships.

ICY SEA

This sea is rarely traveled. It is frozen solid most of the year save high summer, and even then it is foggy and riddled with icebergs. Sometimes barbarians will travel upon it though, in search of walrus ivory and loot from raiding.

JEKLEA BAY

This is essentially owned by the Sea Princes, who mainly use it to send ships to the Amedio Jungle in search of loot and slaves.

OLJATT SEA

While there isn't much shipping on this particular sea, what vessels do ply its surface do so carefully, as it is home to many great sea monsters, some of which can grab ships and pull them under. Fleets of merchant ships traveling to and from Hepmonaland sometimes chain their ships together, and will have marines aboard with bows and pikes in case of attack.

Far to the east of the Lordship of the Isles there lies a jungle of lost ships, a miles-wide

stretch of seaweed, choked with ships of all descriptions, slowly rotating around a central whirling ocean current. The seaweed-covered ships trapped there are truly a marvel, with examples of nearly every type known in the Flanaess for the last few centuries, and many more that remain completely unknown, including one made completely of metal, with no mast or oars to be seen. Many of these ships are inhabited, either by monsters or men, the descendants of the original sailors who were trapped here, who have developed a strange cult that believes the rest of the world was drowned in a great flood. Of great interest to many, at least two ships of the fabled lost Treasure Fleet of the Sea Princes have been reported to be among those trapped within, leading the greedy and gullible to try to find the seaborne jungle.

LAKE QUAG

This fruitful lake is the exclusive playground of Perrenland, which maintains a small squadron upon its surface. The fishermen on this lake take in great catches, although there are enough monsters dwelling within to make the lake exciting.

NYR DYV ("LAKE OF UNKNOWN DEPTHS")

This is the most traveled body of water in the Flanaess, connecting commerce from east and west, north and south. The surrounding states (Greyhawk, Dyvers, Urnst, the Shield Lands, and Furyondy) all patrol the lake, helping stem both monsters and piracy. Such monsters are commonplace, especially after a storm, for they are clever enough to pick the surface for survivors of shipwrecks. Many ships that sail the Nyr Dyv are heavily armed, specifically to deal with such pests.

The Rhennee make the Nyr Dyv and the surrounding lands their home, dwelling on their clan barges and engaging in trade and other, less savory, pastimes. They range up and down the various rivers that feed into the Nyr Dyv, and winter on the southern shores of the great lake, particularly the Midbay.

The sunken Isles of Woe are also said to lie beneath the waters of the Lake of Unknown Depths.

RELMOR BAY

Most shipping on this bay will be merchantmen traveling between Almor, Nyrond, and Onnwal. Privateers with letters of marque signed by the Overking or the Herzog of South province, based in Prymp, will often prey upon them.

SOLNOR OCEAN

The easternmost reaches of this ocean have never been charted, although the Sea Barons have tried. The place is home to great sea monsters, who will go northwest into Grendep Bay during the summer.

SPINDRIFT SOUND

This is best known as the battlefield of choice between the Sea Barons and the Lordship of the Isles. A large number of pirates can also be found here.

TILVA STRAIGHT

As any shipping from the east coast of the Flanaess to the interior must come through here, it is a well-known haunt of pirates. Squadrons of ships from civilized states such

as the Lordship of the Isles and the Spindriffs will patrol here during the merchant season.

WHITE FANGED BAY

Whether this bay is named for the fang-shaped pinnacles of ice and rock that line its shores, or for the ivory tusks of walruses that hunters gather in the summer, is unknown. What is known is that the place is fairly desolate, save for the cold-water marine mammals such as walruses, seals, and whales that frequent it, especially in the summer months.

WHYESTIL LAKE

Prior to the ascendancy of the cambion Iuz, there was considerable merchant traffic on this lake between Furyondy and the petty lordships that bordered its eastern shore. Now, however, trade is threatened by Iuz and the Horned Society, and it's only the presence of the Furyondian fleet based out of Crockport that makes even some small level of trade, down the Veng River to the Nyr Dyv, possible.

WOOLLY BAY

The Woolly Bay, which borders the Wild Coast, is one of the busiest waterways in the central Flanaess, connecting the Sea of Gearnat with the Nyr Dyv and the many inland nations whose trade passes over those and connecting waterways. There is a line of small ports along the Wild Coast, allowing the small cogs frequent landfall in safe harbors, plus the humanoid-held town of Highport. This is needed, because the bay itself is as thick with pirates as it is with merchant vessels.



WOODLANDS

ADRI FOREST

The vast Adri Forest is home to some 25,000 humans and a scattering of humanoids and wood-elves, plus a handful of wood gnomes. It is almost entirely within the boundaries of the Great Kingdom, although the portion west of the Harp River falls within the borders of Almor. The woodsmen tend the forest, which has abundant game and wood suitable for shipbuilding and weapon-making. The woodsmen are generally armed with longbow, battle axe, and short spear. The faith of Ehlonna is strong here, but many druids of Obad-Hai can be found as well. A magical portal to the ruins of a Gray Elf city can be found in the deepest heart of the forest; see *Ivid the Undying* for details.

AMEDIO JUNGLE

The steaming Amedio Jungle is inhabited by savage cannibal tribes, some of Suloise origin, some of Olman stock, and many mixed. It is also a trove of natural wealth; fruits, rare woods, elephant ivory, rare spices, and even platinum and gems (100-5,000 gp) from mines of unknown origin. The tribes gather at the huge inland lake when they war and raid, and tend to use darts, javelins, spears, clubs, and short bows. They have blowguns that shoot poison darts of varying strength, but some can be quite deadly.

A lost city is said to exist deep within the jungle, hidden in an enormous ravine, inhabited by the yuan-ti. This city was detailed in module I1 *Dwellers of the Forbidden City*. Module C1 *The Hidden Shrine*

of *Tamoachan* (redone in *Tales from the Yawning Portal*) is located in the eastern portion of the jungle, near the coast.

AXEWOOD

The olvenfolk are said to dwell here, as do many treants.

BRAMBLEWOOD FOREST

This dense forest is largely impassable, save for the single great road that runs roughly east-west, with only a few secondary tracks.

BURNEAL FOREST

This vast stretch of pine and fir trees is cold and inhospitable. There are Flan tribes within the forest, related to the Tiger and Wolf Nomads, all of whom war with the others on occasion. The Burneal tribesmen are fierce warriors, breeding wolf-dog hybrids as companions and beasts of war, hunting by means of pits and snares, expert with bow and spear. They are said to dwell in small, camouflaged huts in the summer, and deep underground burrows in the harsh winters.

CELADON FOREST

This vast woodland consists mainly of oak and elm, with great stretches of ancient ash and yew found along both sides of the Franz River. Although it is officially divided between Urnst and Nyrond, neither state effectively rules within, and mostly leaves the forest and its inhabitants to their own devices, although game is plentiful and hunting is commonplace. The Celadon is inhabited by human woodsmen, wood olve, and treants, as well as other sylvan creatures. In exceptional times companies of excellent archers and light

infantry can be raised among the woodsmen, and they will serve either temporal lord in time of need. As a rule, the inhabitants effectively ward the southern and southwestern flanks of Nyrond and Urnst against invasion through its leafy precincts.

DIM FOREST

This largely trackless wood is gloomy but not necessarily oppressive. The western portion, past the Javan River, is inhabited by the olve, but monsters and humanoids thrive in the rest of the wood.

DREADWOOD

The Dreadwood is home to some 5,000 humans, 8,000 wood olve, and more than a thousand noniz and hobniz. The place is under constant threat from humanoids and monsters, who are kept at bay only by the valiant efforts of the humans and humanoids to stem the flow, with the support and protection of Keoland. Concerted efforts to clear the Dreadwood are ineffective and temporary, as the undesirables simply disappear into the Hool Marshes until it is safe for them to return. It is suspected that the Sea Princes are behind at least some of the instability within the forest, as they are known to be on good terms with some of the bandit forces causing trouble therein.

FELLREEV FOREST

This large woodland was once the province of the Rovers of the Barrens, but is now divided between the Bandit Kingdoms and the Horned Society. The interior is home to many weird beasts, as well as several wood olve groups.

FORLORN FOREST

This lonely pine forest marks the boundary of the territory claimed by the Rovers of the Barrens.

GAMBOGE FOREST

The Gamboge Forest is home to some 7,000 humans, 11,000 wood olve, 3,000 noniz, 1,500 high olve, and hobniz as well. It lies officially unclaimed by either the Pale or Nyronnd, although the latter is more favored than the former, which is seen as intolerant. On occasion, Nyronndese troops will enter the forest as a show of force to stave off any Palish designs on the place. The mountains do sometimes spill fell creatures and humanoids into the forest, whence they raid the surrounding territories. It is rumored that those within the Gamboge are seeking to form a demi-human realm in association with the dwur and noniz of the hills and mountains to the east, along the same lines as Ulek, but the extent to which this is a serious plan and not just tap-room talk is unknown.

GNARLEY FOREST

The Gnarley Forest is home to 12,000 humans, 7,000 wood olve, 3,000 noniz, and other demi-humans. The wood is divvied up between surrounding states; Greyhawk, Dyvers, Verbobonc, and Celene. The place is generally free and ungoverned, however, and most is usually considered part of the Wild Coast. Humanoids and human bandits, as well as monsters of many types, can be found within, coming up through the Suss Forest, or from the mountains to the northwest on the far side of Veluna.

The first half of adventure module WG11 *Puppets* takes place in the Gnarley forest. The orc-infested cavern complex known as Blackthorn is located on the edge of the forest, as detailed in the *City of Greyhawk* boxed set.

GRANDWOOD FOREST

The Grandwood is home to 25,000 human woodsman, plus 7,000 wood olve, a thousand halflings, and 700 gnomes who work a gold mine in a section of the forest called Gaborren's Rift. The overwhelming majority of those who dwell here favor the Iron League over either the Great Kingdom or Medegia. Those who dwell within covet their freedom, and are expert at both ambush and deception, sometimes tricking their enemies into attacking one another by wearing false livery. They are aided in this by the rivalries of those who would subjugate them, as Rel Astra, The Overking, and Medegia all engage in various political feints and thrusts in a never-ending dance designed to raise themselves and lower the others, with the freedom of the Grandwood the only consistent result.

The western region, which is heavily patrolled by the Overking's troops, is almost deserted, but the rest of the forest is the woodsmen's domain. Medegia does sometimes attempt over military action to suppress the free folk, but always comes out the lesser for it. Rel Astra occasionally makes half-hearted forays into the wood as well. The elves and woodsmen are able to field more than 3,000 troops themselves, but their effectiveness is greatly magnified by their guerilla tactics and familiarity with the terrain.

There are also some 700 wild elves in the forest, which the human population knows to

keep well away from, but which has some interaction with their wood elf kin.

HEPMONALAND

Despite being less than a hundred miles from Oerik at their closest point (along the Tilvanot Peninsula), Hepmonaland remains almost completely unknown to the peoples of the Flanaess. Some expeditions from the Spindrift Islands and Lordship of the Isles have explored something of the nearer coastline (especially the eastern coast), but little of substance has been explored. Trade goods move into the Flanaess at a steady pace, however, mostly through Scarlet Brotherhood-aligned merchants.

Hepmonaland is, in fact, a continent unto itself, with many kingdoms and several cultures, much like the Flanaess, although on Flanaess maps it is simply marked “savages dwell here”, if it is marked at all. The Olman and a debased branch of the Suel people inhabit the northern part of the continent, while the Touv people inhabit the southern portion. Neither is seen in the Flanaess except extremely rarely.

The strange city of the yuan-ti, described in adventure module I1 *Dwellers of the Forbidden City*, is in the jungle some 60 miles south of the edge of the Pelisso Swamp.

HORNWOOD

This forest is noted for its hornwood trees, which produce a rare and wonderful wood used to make elven bows, although the process and materials are difficult and rare. Many wood olve dwell within. The forest is also one of the favorite hunting spots of the Grand Duke, for it is both rich with game as

well as fearsome beasts that come down from the Crystalmists.

HRAAK FOREST

This woodland is made up of pine and fir trees.

LOFTWOOD

The tall trees of this forest were once used for shipbuilding, for they made excellent masts for ships. Today, under the rule of the humanoids of the Bone March, little timber production takes place.

MENOWOOD

This woodland is home to wood olve and treants, but almost no humans dwell within its boundaries, and certainly no hunting or logging by the men of Idee is tolerated. Recently a band of werewolves is believed to have taken up residence here.

NUTHERWOOD

The southern boundary of this forest marks the border of the Pale, but the forest itself is home to many monsters and bandits.

OYTWOOD

Many olvenfolk dwell within this small forest.

PHOSTWOOD

The Grand Duchy of Tenh claims the whole of the Phostwood, although it is inhabited by many bandits and the Duke's law is rarely enforced here. It is noted for the phosphorescent glow that certain tree limbs

give off when they die and rot; sufficient to give light in a 5' radius.

RIEUWOOD

This forest is continually patrolled by forces of Sunndi as well as the native olvenfolk, who keep bandits and humanoids to a minimum. Despite this, marauders are not unknown within its precincts, as the defenses are continually tested and probed.

SABLE WOOD

This forest is noted for the rare wood it produces, which, if harvested in winter and rubbed with hot oils, produces a lustrous black wood that the Suel barbarians highly prize. They value it to the point that they will not export it under any circumstances.

SILVERWOOD

This small forest is inhabited by many wood olve. It is home to certain trees which the locals value more than silver, hence the name of the place.

SPIKEY FOREST

This forest is home to great straight trees which the barbarians use for ship masts.

SUSS FOREST

While the Suss Forest is wholesome where it climbs the tail end of the Lortmil Mountains, its nature is decidedly evil and foreboding east of the Jewel River. The trees themselves seem to oppress and even speak with one another, the whole is thick with briars and brambles, and strange sounds can be heard. The effect is worse the more southward one travels, and

the whole is used as a highway for the humanoids and other creatures from the Pomarj to travel northward to wreak havoc on the Wild Coast, Celene, and beyond. The whole was pushed back several miles by woodsmen from the Wild Coast armed with axe and flame, but too many such parties disappeared, and now such efforts are limited to closely watching the verges of the wood for hostile or suspicious creatures emerging.

Legends tell of a lost city of the Suel people on the banks of the Jewel River, which supposedly gave the latter its name due to the incredible treasures within.

TANGLES

This woodland is roped with vines, thick with underbrush, and generally difficult to traverse.

TIMBERWAY FOREST

The pines and firs of this vast forest are valuable for their use in shipbuilding.

UDGRU FOREST

This thick woodland is home to plentiful game, deadly beasts, and political outcasts and other disaffected folk from both Tusmit and Ekbir.

VESVE FOREST

The Vesve is home to some 20,000 human woodsmen, 10,000 wood olve, 6,000 noniz, 3,000 high olve, and many hobniz as well. The southern half of the wood is generally free of monsters and humanoids, kept that way by the vigilance of its inhabitants aided by Furyondy and Highfolk. There is game as well



as non-monstrous predators. The northern half, however, is claimed by Iuz, and his humanoid and monstrous troops are thick upon the land. Major orc tribes include the Vrunik, Faarsh, Jukko, Haggnah, and Karaki, but some of those also have contingents in Iuz proper.

Skirmishes and larger fights between the two groups are ever-increasing, and both sides believe a decisive campaign is looming. Iuz has the advantage of nearly-unlimited troops, as his humanoids breed in numbers that cannot be matched by the civilized folk in the southern reaches of the forest. The northern Vesse is known for an immense cavern system known as Waterwall, which features a magically-generated waterfall coming out of thin air. The ruined castle of Delvenbrass is also in the heart of the northeastern quarter of

the forest, said to have extensive dungeon levels that extend a mile beneath the surface. Legend has it that this was an ancient Baklunish fortress, long abandoned, but still containing many riches and magical treasures.

WELKWOOD

Even though it directly abuts both the Gnarley and Suss Forests, the boundary of the Welkwood is obvious, for the trees within are all of unusual size. Many humans dwell within it, many in the eastern reaches deemed part of the Wild Coast, and are noted as woodsmen and adventurers.

The village of Nulb and the Temple of Elemental Evil, detailed in adventure module T1 *The Temple of Elemental Evil*, are in the western portion of the Welkwood.

COSMOLOGY

PLANES OF EXISTENCE

Oerth knows of the planes of existence in much the same way as other worlds, but there are some unique exceptions that stand out for the student of comparative multiversal studies. The overall structure is the same, with the material plane standing at the center, surrounded by and partially coexisting with the ethereal and astral, with the former leading to the elemental planes, and the latter leading to the outer planes. The positive and negative planes rest atop and below the whole, while the occlusion of light and energy caused by the material plane creates the plane of shadow (known elsewhere as Shadowfell).

One significant difference is that the Feywild, as it is known, does not seem to intersect with the material plane in the vicinity of Oerth or Greyspace in any meaningful way (but there are notable exceptions – see for instance the entry on the Fruztii below). It's possible that portals do exist that haven't yet been discovered, but the whole seems completely alien to Oerth.

The elemental planes seem to be much more robustly charted on Oerth than elsewhere. Not only do they recognize the standard elemental planes (water, earth, fire, and air), but also designate those planes between those main realms (ooze, magma, ash, and ice) as para-elemental planes unto themselves, and deem them just as large and inhabited by just as great a variety of creatures as the “main” elemental planes.

In addition, they recognize that the two polar opposites of energy of life and death are embodied in a positive and negative energy plane. While these are ultimately the source of all light and dark in the multiverse, they are also home to their own weird inhabitants. These positive and negative planes border on the elemental planes, in some weird quirk of the geography of the inner planes, and at these intersections eight more quasi-elemental planes exist; steam, minerals, radiance, lightning, salt, dust, smoke, and vacuum). Just as with the para-elemental planes, each of these is known to be inhabited by throngs of their own native creatures, with powers and abilities to suit their native planes.

The outer planes are much as they are known elsewhere, with simple differences in nomenclature being the major departures. Bitopia is known as the Twin Paradises, the Beastlands are the Happy Hunting Grounds, Arborea is Olympus, Ysgard is Gladsheim, Carceri is known as Tartarus, and Mechanus is called Limbo. One major “structural” change is that Oerth knows of another outer plane, known as the plane of Concordant Opposition, which vibrates and resonates with the alignment of neutrality. Why this plane is not known elsewhere is a mystery, but it might have something to do with the powerful forces at work on Oerth that strive to keep all in balance, and champion the cause of neutrality on a cosmic, historical, and personal level.

This situation is made yet more complex by the fact that in certain lands of Oerth, such as the Celestial Imperium and its neighbors, there are in fact held to be five elements (earth, water, wood, metal, and fire), and each is represented by its own elemental, para-

elemental, and quasi-elemental components. When approached from these lands, the elemental plane of air simply doesn't exist, and the para- and quasi- elemental planes are changed accordingly as well. There are even rumors that attempting to summon an air elemental or djinni in these lands will fail, but the same magic can be used to summon one of wood or metal! How these mutually exclusive multidimensional geographies can seemingly co-exist (and co-exist they do, as wizards and savants of each culture who have investigated the question thoroughly can attest), remains a mystery.

Stranger still is the existence, known largely only to the inhabitants of Oerth, of a Plane of Shadow, which consists of animals and intelligent creatures made of shadowstuff, and the land itself is somewhat insubstantial by the standards of the Material Plane. A variety of small demi-planes are also known to have gates to Oerth, many in nexuses such as the dungeons beneath Greyhawk Castle, the Caverns of Tsojconth, and other places.

STARS AND PLANETS

The planet Oerth rests within a great crystal sphere many millions of miles in diameter. Those stars in the sky that are fixed (i.e., which do not change position from season to season) are, in fact, enormous jewels 10-20 miles across, somehow affixed to the inner side of this crystal sphere, glowing with an intense light strong enough to reach Oerth at night. While bright, they do not radiate heat. It is rumored that, on rare occasions, portals open up in the vast crystal sphere, allowing movement from within to whatever is beyond, which some sages name the phlogiston. Its true nature, and what might lie without, are



beyond the scope of the present work, but not completely unknown to the inhabitants of the Flanaess.

Oerth lies at the center of the crystal sphere, and the sun, Liga, orbits around it, as do the other planets, which appear in the sky as the wandering stars. Oerth itself has two moons, Luna (known as Raenei to spelljamming travelers) and Celene (also known as Kule), which circle the world according to precise schedules, showing their phases on a regular basis. Several gods, including Pholtus and Lendor, take credit for the regularity with which the moons travel, but the truth can ultimately never be known. Luna takes 28 days to go from full to full, and Celene does so but 4 times per year. While Luna has a surface that is airless and studded with weird ruins, Celene has vast forests with many beasts and monsters, none of whom are intelligent.

The other wandering stars are, in fact, worlds like Oerth itself, albeit with very different inhabitants, climates, and terrains. They consist of:

- **Edill.** A huge world of clouds, inhabited by dragons and other flying creatures.
- **Gnibile.** Similar in composition and size to Edill, but inhabited by many undead creatures.
- **Conatha.** A water-filled bubble, inhabited by merfolk, sahuagin, and other aquatic creatures.
- **Ginsel.** A world with solid ground, but in the shape of a vast crescent, rather than a sphere. It is inhabited by humans and demi-humans on both the interior and exterior surfaces of “the Bite.”
- **Borka.** A cluster of boulders surrounded by a breathable atmosphere, inhabited by humanoids.
- **Greela.** Similar in make-up to Borka, but much larger. It is inhabited by humans, elves, some other demi-humans, and non-evil giants and giantkin.

In addition, sages are aware of the existence of two other features within the crystal sphere that are not visible from Oerth; a sphere of boulders both enormous and miniscule known as the Grinder, which lies between the sun and Edill, and another wandering star, or planet, named the Spectre, which is too dim to be seen from Oerth.

It is possible to journey beyond the surface of Oerth and into the deeps of the crystal sphere by means of magical ships known as Spelljammers. It is precisely such vessels which allow the sages and savants of the Flanaess to know so much about the conditions on the wandering stars and the nature of the crystal sphere. The existence of such ships is known to many, but is generally met with indifference. Most such craft set down in water, and sail into ports, and so no great fuss is made over them. Ports specifically known for their spelljammer visitors include the Free City of Greyhawk, Dyvers, and Irongate, which has a landing field nearby for the convenience of such visitors.

MAP OF THE FLANAESS



