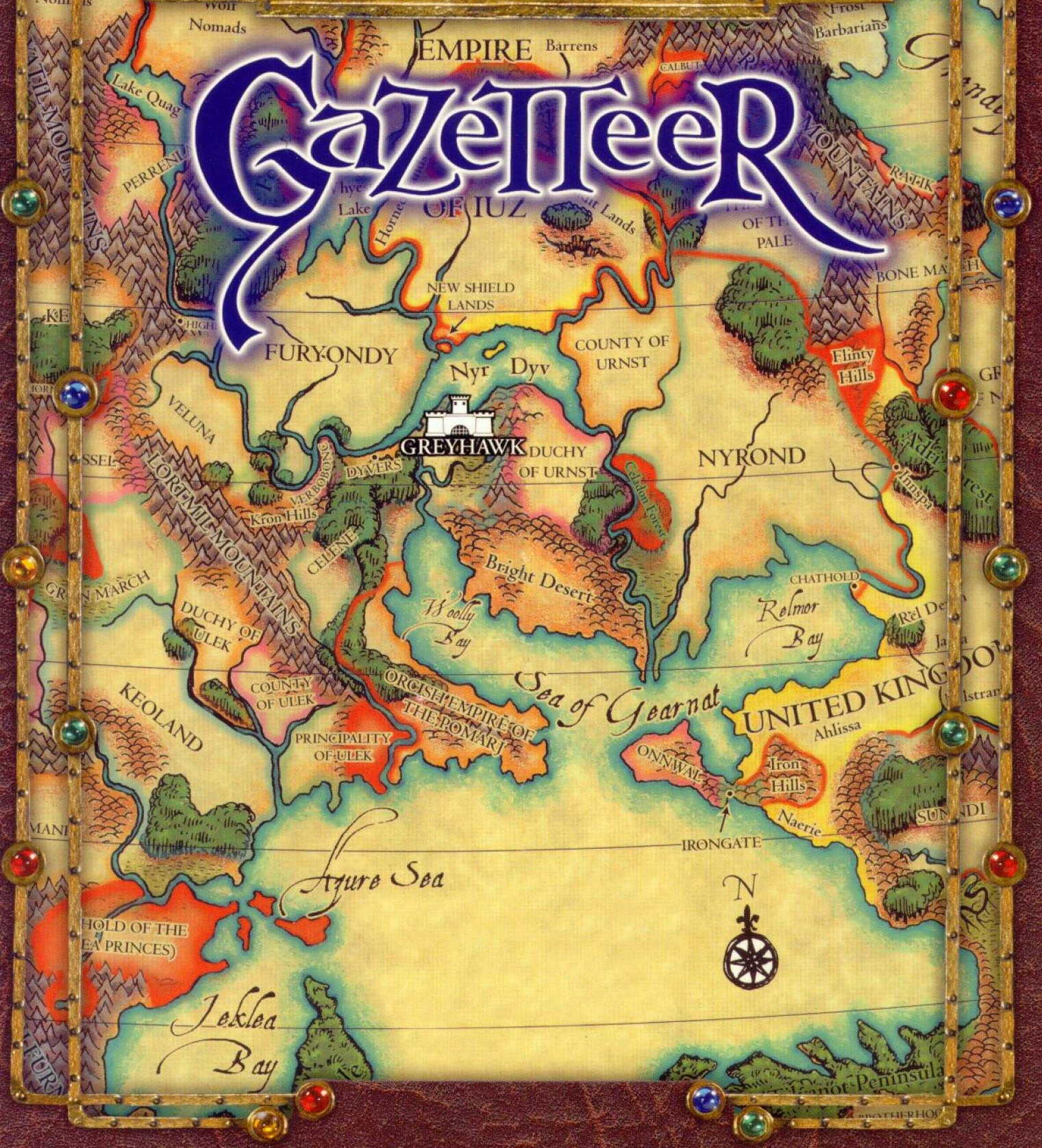


DUNGEONS & DRAGONS® Accessory

Gazetteer



GAZETTEER

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I

CHAPTER ONE: THE D&D WORLD

Welcome to one of the infinite lands of the DUNGEON & DRAGONS® game. THE D&D setting is one of the longest-lived fantasy campaign worlds in existence, and this booklet is your ticket to that realm and how it works.

The D&D Gazeteer presents you an example of how a fantasy game world can be built. This is the core world for D&D game products, the center from which numerous possible campaigns develop, but you have the chance to make this world your own. Though the setting is well developed, only the bare bones of it are given here. You can take the basics of this world from this booklet and use them, change them, and detail them. Let your creativity run free.

You place the monster lairs and the bandit hideouts. You create new towns and cities, new seaports and islands. You give the rulers, soldiers, and villains life and form. You can change anything you wish—alter the names of rulers and nations, design new religions and knighthoods, build great roads and ships, create hideous creatures and perilous adventures. Rework the history, plot the wars, make up the quests that the heroes must take.

The D&D game setting is for everyone. Welcome to it, and make it yours.

The D&D game setting is located on the sphere of Oerth, most specifically on the continent of Oerik, in its eastern-most portion called the Flanaess. Scholars from the Flanaess



tell us that Oerik is but the greatest of four continents, and that the four great oceans surround them. Almost nothing is known of the lands beyond the Flanaess, and only little is understood of the regions above and below.

THE CALENDAR

The sun travels once around Oerth in 364 days, visiting the 12 Lairs of the Zodiac in an appointed round that never varies. The Great Moon, called Luna, waxes and wanes in fixed cycles of 28 days (Luna's cycle governs lycanthropy). Each lunar cycle marks the passage of one month, which is further subdivided into four weeks of seven days each.

The Lesser Moon, Celene, follows a path that reveals her full beauty but four times each year, thus showing the times of the Festivals.

TABLE 1: STANDARD WEEK

Day	Task
Starday.....	Work
Sunday.....	Work
Moonday	Work
Godsday	Worship
Waterday.....	Work
Earthday	Work
Freeday	Rest

TABLE 2: DOZENMONTH OF LUNA AND THE FOUR FESTIVALS

Festival/Month	Season
Needfest (Midwinter)	
Fireseek	Winter
Readying.....	Spring
Coldeven.....	Spring
Crowfest	
Planting.....	Low Summer
Flocktime.....	Low Summer
Wealsun.....	Low Summer
Richfest (Midsummer)	
Reaping	High Summer
Goodmonth.....	High Summer
Harvester.....	High Summer
Brewfest	
Patchwall	Autumn
Ready'reat.....	Autumn
Sunsebb.....	Winter

Each month has 28 days. Each festival is seven days long.

CLIMATE AND SEASONS

Except in the northern latitudes, winter temperatures in the Flanaess seldom fall below freezing except during the two winter months, and at night during early spring and late autumn. In the depths of winter, temperatures reaches the freezing point for a few days, and then gradual warming begins. Summer in the central lands lasts five or more months. Prevailing winds tend to be from the northeast in the winter and autumn, from the east and southeast at other times. Most areas of the Flanaess have sufficient rainfall to assure abundant crops.

CHAPTER TWO: TIMETABLE OF HISTORY

The common folk know little of history, nor do they need to. Most consider tales of ancient times little more than legend. However, since the growth and development of the "adventuring" class, the pages of history have been brought from the realm of the legend. The wise explorer appreciates the history of the ruins underfoot, for in that history lie secrets of the ages, and a pattern that might be repeated all too easily.

THE GREAT WAR AND TWIN CATACLYSMS

Just over one thousand years ago, two ancient western empires, the Suel and the Baklunish, were enmeshed in titanic conflict. The root of animosity between them is lost, but the result of their final war haunts even the modern historian.

After sixty-three years of conflict, the Suloise Mages of Power called down the Invoked Devastation on the Baklunish, resulting in an apocalypse so complete that its true form remains unknown. Entire cities, nations, and millions of people were purged from the Oerth, leaving no sign of the great civilization that once thrived north of the Sulhaut Mountains.

In retaliation, a cadre of Baklunish Mage-Priests brought the Rain of Colorless Fire on their hated enemies. The skies above the Suloise Empire opened, and all beneath were burned to ash.

These catastrophes came to be called the Twin Cataclysms, and the Dry Steppes and the Sea of Dust are geographical reminders of that unbridled power.

THE GREAT MIGRATIONS

Thousands survived the Twin Cataclysms by fleeing east over the Crystalmists in the early years of the conflict. The Oeridians, a confederation of tribes nestled between the empires, took the wars as a sign from their gods to continue migrating far to the east. They were the first to enter the lands they called the Flanaess.

Soon, Suloise refugees followed, sometimes working with the Oeridians, but more often warring with them. For more than two centuries, Suel and Oeridian battled for conquest of the Flanaess. The Suel often lost, and they found themselves pushed to the periphery of the Flanaess.

Though some Baklunish folk migrated east, many more fled north to the mountains, or to the shores of the Dramidj Ocean, where their ancient cultures flourish to this day in the lands of Ket, Zeif and Tusmit.

FOUNDING OF KEOLAND

The most successful union of Suel and Oerid was the Kingdom of Keoland, founded some eighty years after the Twin Cataclysms. Suel Houses joined with Oeridian tribes on the

banks of the Sheldomar River and pledged themselves to mutual protection and dominion of the western Flanaess. Of all the kingdoms formed during those tumultuous days, only Keoland remains.

AERDY: THE GREAT KINGDOM

Far to the east, the greatest Oeridian tribe, the Aerdi, conquered indigenous people and migrants alike. In time, their kingdom, Aerdy, conquered the whole eastern Flanaess. The Aerdy leader was crowned Overking and decreed that his land should henceforth be known as the Great Kingdom. The Great Kingdom declared the birth of a new calendar, and with the Declaration of Universal Peace, the sun arose in the east on the first day of the first Common Year.

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

Eventually, the Aerdi overkings grew lax, caring more for local prestige and wealth than the affairs of distant vassals. As sovereigns passed, each was replaced by one more dimwitted and incompetent, until the outer lands of Aerdy began to declare independence. Furyondy, Veluna, Perrenland, Tenh, and others broke away from the ineffectual Overkings, creating their own governments.

By 356 CY, the ruling dynasty was especially decadent. In response, the western province of Nyronnd declared itself free from the Great Kingdom, and elected one of their own as king. Armies gathered from all loyal Aerdy provinces to suppress this treason. At this time, however, barbarians from the north raided Aerdy's North Province, forcing the Overking to divert troops from the western front. Nyronnd survived.

Turmoil Between Crowns

The survival of Aerdy's loyal subjects, however, became very much at risk in 439 CY, when the upstart House of Naelax murdered the entire reigning House of Rax in a series of gruesome civil wars. Within a decade, Ivid I of Naelax was the undisputed Overking of Aerdy. Ivid was rumored to be in league with powerful evil outsiders. The Malachite Throne of the Great Kingdom became known as the Fiend-Seeing Throne, and the once mighty kingdom became a bastion of evil and cruelty.

IUZ THE EVIL

The lands of the Flanaess soon became acquainted with a less subtle evil with the rise of luz in the Northern Reaches. In 479 CY, a minor despot in the Howling Hills left his domain to his "son," a being known as luz. Within a handful of years, luz conquered all neighboring domains, setting up a small empire.

Tales told by fleeing refugees spoke of unmitigated evil, luz, the stories went, had built a road of skulls from the Howling Hills to his capital, Dorakaa. Worse, legend placed luz, also known as the Old One, as the offspring of an unholy union between witch and demon—a towering cambion seven feet in height, driven by a thirst for blood and destruction.

Political struggles within Furyondy prevented its king from acting decisively in this period when the evil of luz

might have been permanently checked. Instead, the cambion lord flourished until 505 CY, when he appeared to have vanished from Oerth.

In truth, he was imprisoned beneath Castle Greyhawk by the Mad Archmage Zagig Yragerne, former lord Mayor of the city of Greyhawk.

Two developments prevented Furyondy and its allies from declaring victory over luz at this time. The first involved the notorious Horde of Elemental Evil, a collection of cultists and villains headquartered at the Temple of Elemental Evil. The Horde were the puppets of Zugtmoy, luz's abyssal consort, who instructed them in bizarre teachings at the behest of her absent lover. The Horde was finally vanquished at the Battle of Emridy Meadows, in 569 CY.

Furyondy's second concern came from the north, where former servants of luz developed into fanatical zealots. In time, the leaders of these cults of luz displayed magical power, giving form to Furyondy's worst fears. In 570 CY luz was freed from his imprisonment, and returned to his lands a demigod, more powerful than ever.

PRELUDE TO WAR (577-581)

The years between luz's return and 581 CY were a prelude to war. Several destabilizing forces fomented strife. The most insidious was the Scarlet Brotherhood, an occluded monastic order first reported in 573 CY.

In this handful of years, semiregular skirmishes between Aerdy's South Province and Nyronnd erupted into open hostilities, with Overking Ivid V finally declaring war on Nyronnd and its allies in the so-called "Golden League." Though the war lasted only two years, it drained the coffers of both Aerdy and Nyronnd, crippling them when continental war erupted only years later.

A truly important, though seldom noticed, event occurred when an avatar of Vecna, the Whispered Lich of legend, struck down the entire Circle of Eight, a collection of archmages that included such respected names as Bigby, Tenser, and Otiluke. The Circle had acted subtly as a balancing agent for years, preventing any one power from dominating the Flanaess. Though the Circle's leader, Mordenkainen, returned his colleagues to life, the Circle was weakened when the Greyhawk Wars finally erupted.

THE GRFYHAWK WARS

In 582 CY, the god Vatun appeared to his subjects among the barbarian tribes. Ancient legend told that the return of Vatun, who had vanished centuries ago, would signal the rebirth of a barbarian empire in the north. Unfortunately, the newly appeared Vatun was a sham perpetrated by luz to whip the northmen into war frenzy. It worked. The barbarians invaded Stonehold, smashed through the Griffs, and overwhelmed the Duchy of Tenh. The barbarian alliance crumbled soon after, but the damage was done.

Returning to his homeland, luz conquered the Horned Society, the Bandit Kingdoms, and the Shield Lands in quick succession. Taking advantage of the chaos, Overking Ivid V mustered his Aerdy armies to retake Nyronnd. The nobles of the Great Kingdom fell on each other, fearful of their increasingly insane Overking and eager to steal neighboring land. Ivid attempted to ensure loyalty by having his generals assas-

inated and reanimated as undead with all the abilities they possessed in life. In turn, he received the same treatment from the church of Hextor, after which he became known as Ivid the Undying.

Southwest of the City of Greyhawk, a half-ore named Turrosh Mak united the tribes of the Pomarj. Mak's armies boiled north, conquering several cities, and capturing nearly half of the Principality of Ulek. The appeals of Prince Corond of Ulek to Yolande, the elven Queen of Celene, fell on uncaring ears. Celene closed its borders to even its most trusted allies.

By 584 CY, decade-old paranoia regarding the Scarlet Brotherhood came true, as advisors in courts throughout the Flanaess were revealed as Brotherhood agents. The Lordship of the Isles, Onnwal, and the Hold of the Sea Princes fell under the influence of the Scarlet Brotherhood thanks to treachery or invasion. Barbarians from the Amedio Jungle were used to secure captured lands. The Brotherhood was revealed as an order dedicated to preserving the culture and racial purity of the ancient Suloise Empire.

For three years, all of the Flanaess flew the banner of war. Demons and devils from the Outer Planes were summoned by unscrupulous wizards, and thousands died. Finally, the battle-weary combatants gathered in the City of Greyhawk to declare peace.

Autumn of 584 CY saw the signing of the Pact of Greyhawk, an event that would close various hostilities plaguing the continent. On the Day of Great Signing, however, Greyhawk suffered a great treachery, as Rary, one of the Circle of Eight, destroyed his companions, Tenser and Otiluke, in a great magical battle. Many suspected that Rary wished to hold the ambassadors hostage, but instead, he fled to the Bright Desert to form his own kingdom. Fearing further disruptions, the delegates hurriedly signed the pact. Ironically, due to the site of the treaty signing, the conflicts soon became known as the "Greyhawk Wars."

RECENT DEVELOPMENTS

The peace lasted just under a year. In the fall of 585 CY, King - Archbold III of Nyronnd appeared to suffer a stroke. Divinations revealed that he had been poisoned. Following a short investigation, the guilty party was revealed to be his younger son, Sewarndt. Fighting erupted, but Archbold's eldest son, Lynwerd, won the day and the throne in Fireseek a year later.

In Coldeven 586, Canon Hazen of Veluna, perhaps the most powerful religious figure in all the Flanaess, employed the *Crook of Rao*, a powerful artifact, in a special ceremony that purged Eastern Oerik of most of the fiends inhabiting it. Nearly all foul outsiders in the Flanaess fell victim to the *Crook*. Hazen was a hero, and the event became known as the Flight of Fiends. Vast tracts of land, previously uninhabitable due to demonic infestation, stood ready for repopulation.

Immediately thereafter, priests of Hextor appeared in Rauxes, the former capital of the Great Kingdom, and announced that Ivid V was no longer Overking. Conflict engulfed the capital in a matter of hours. Many of Ivid's generals and nobles, filled with spite and ambition, marched on Rauxes. No one can explain what followed, but the city itself was engulfed by a strange magical warp. Few willingly approach Rauxes now, and bizarre eldritch forces still prevail where the city once stood.

CHAPTER THREE: THE FLADAESS

This chapter details the major states of Eastern Oerik.

REALMS OF THE FLANAESS

The name at the top of each gazetteer entry is the name most often used for that political region.

Proper Name: This is a political region's official name for itself.

Ruler The current head of state, appropriately titled and addressed. (Additional titles have been omitted for brevity.) Partial D&D game statistics appear in square brackets showing alignment, sex, and race. Abbreviations are as follows:

TABLE 3: CHARACTER ABBREVIATIONS

Alignment

C=Chaotic

E=Evil

G=Good

L=Lawful

N=Neutral

For example, [CG female elf] is a chaotic good elf female.

Government: This section briefly describes how the realm's government is structured and functions, with notes on royal and noble families and their powers, where applicable.

Theocracy: In this government, clerics of one particular faith are in power. You can use the deities described here, in the *Player's Handbook*, or from any other pantheon you wish.

Cities: The capital city (if any) of a nation is named first, then other important cities are listed afterwards alphabetically. Other towns are likely to exist, and can be written in wherever the DM desires. Each town is given a rating for population and wealth according the system presented in Chapter 4 of the *DUNGEON MASTER'S Guide*, and shown on the table below:

TABLE 4: CITY AND TOWN ABBREVIATIONS

Rating	Type	Population	CP Limit*
V.....	Village.....	401-900.....	200 gp
ST.....	Small Town.....	901-2,000.....	1,000 gp
LT.....	Large Town.....	2,001-5,000.....	5,000 gp
SC.....	Small City.....	5,001-12,000.....	15,000 gp
LC.....	Large City.....	12,001-25,000.....	40,000 gp
M.....	Metropolis.....	25,001+.....	100,000 gp

* Denotes the most expensive item generally available for sale; see Community Wealth and Population in Chapter 4 of the *DUNGEON MASTER'S Guide*.

Resources: This lists any materials produced in quantities great enough to allow for export. In a few cases, the resources named are not exported, but are produced in qualities worthy of note. Common resources include:

The former lands of the Great Kingdom now ally themselves with one of two mutually hostile powers. To the north, Grand Prince Grenell of North Province has declared himself Overking of the Kingdom of the Northern Aerdy. Overking Xavener I rules the United Kingdom of Ahlissa from his new capital of Kalstrand. Each would like to destroy the other, but money problems and internal power struggles force them to rebuild and fortify.

In the month of Planting, King Belvor III of Furyondy joined with Veluna's Hazen in declaring the Great Northern Crusade, an ambitious military action aimed at regaining land lost to luz during the Greyhawk Wars. By the end of 588 CY, the armies of Furyondy reconquered these lands, as well as the town of Critwall in the old Shield Lands. The signs of evil left as luz's agents fled sickened the good crusaders to such an extent that the leaders of Furyondy and Veluna declared eternal war on the Old One, pledging to settle for nothing short of luz's complete destruction.

As armies marched north from Furyondy in 586 CY, the Scarlet Brotherhood, which gained much in the Greyhawk Wars, began to suffer reversals. In that year, the people of Onnwal rose up, reducing the Brotherhood's holdings to only the capital of Scant. To the south, in the Hold of the Sea Princes, monks of the Scarlet Sign fell on each other in a bloody civil war in 589 CY. Though the reclusive master of the Brotherhood gained much in the savage southern jungles, his Flanaess holdings began to crumble.

THE FLANAESS TODAY

The Flanaess today stands within the portal of a dynamic new age. The last decade has seen the destruction and arrival of dozens of kingdoms. Refugee migrations have spread legends and beliefs far and wide. Today the common person of the Flanaess encounters a greater intermingling of cultures than at any time since the great migrations. With this tremendous upheaval comes opportunity for great profit and gallantry. The Flanaess is rife with adventure, and awaits those who would shape its future.

Foodstuffs: Livestock, game animals, fish, grains and breads, cheeses, dried fruits and vegetables, and even alcoholic drinks; certain food items are specifically named if they figure prominently.

Gems: These are listed in four categories, according to the value of a typical stone: I (about 10 gp), II (about 50 gp), III (about 100-500 gp), and IV (1,000 gp or more).

Population: This shows the distribution of various races as a percentage of the overall population. The classification "Other" at the end of the entry indicates that miscellaneous beings round out the population.

Law: The law enforcement of each realm is rated here using the D&D game's alignment system:

L: Shows a predictable, firm adherence to written laws of the land.

C: Shows chaos, a pronounced unpredictability in law enforcement, perhaps because laws are not written down or are interpreted in many ways by local authorities.

G: Shows that the laws are meant to benefit a majority of people in the realm and benefit the common welfare; torture is restricted or outlawed, and justice is meant to be applied to all before the court.

E: Shows that the laws are meant to benefit only a chosen few within the realm, with few if any rights assigned to the rest of the citizenry.

N: in any part of the listing indicates a balance between extremes.

Allies: Those states and major organizations that most often support a realm are named, though some alliances are shaky or complicated in some manner.

Enemies: Those states and major organizations that actively attempt to bring down the current government by means overt (raiding or warfare) or covert (assassination, sabotage), are mentioned here. Some states are merely distrusted and have sanctions of some form applied against them; these are noted here as well.

Ahlissa

Proper Name: United Kingdom of the Aerdry

Ruler: His Transcendent Imperial Majesty, Overking Xavener I, Grand Prince of Kalstrand, Crowned Head of House Darmen [NE male human]

Government: Feudal empire with hereditary rulership; principalities are loosely governed by monarch whose powers are limited by written agreements with major nobles

Cities: Kalstrand (LC); Hexpools (LC), Innspa (LC), Jalpa (M), Naerie (SC), Nulbish (LC), Orred (SC), Prymp (LC), Ralsand (LT), Rel Deven (M), Torrich (M), Zelradton (LC)

Resources: Foodstuffs, livestock, cloth, silver, copper, gold, iron products, lumber, herbs, fine ale and beer, historical and magical knowledge

Population: Human 79%, Halfling 9%, Elf 5%, Dwarf 2%, Gnome 2%, Half-elf 1%, Half-ore 1%, ~~Or~~ 1%

Law: LE

Allies: None

Enemies: Scarlet Brotherhood, North Kingdom, Empire of luz.

Ahlissa is gravely distrusted by everyone else, particularly those who were formerly part of the Great Kingdom: Cities of the Solnor Compact, the Iron Hills, Irongate, Nyrond, Onnwal (all factions), and Sunndi.

At its height a few hundred years ago, the empire spanned the Flanaess from the Solnor Coast to the Fals Gap, from the Azure Sea in the south to the Icy Sea in the north. Centuries of conflict and wars of independence have made the kingdom a shadow of its former self.

Some of the splendor remains, of course. The fabulously wealthy capital city, Kalstrand, is a haven for smugglers and black marketers. Anything can be had there for a price.

The recent mandate given to Grand Prince Xavener by various political factions is clear: Reestablish Aerdry as the pre-eminent economic and political power in the Flanaess, avoiding further warfare at all costs.

Bandit Kingdoms

Proper Name: None **Ruler:** Various petty warlords and tyrants

Government: Seventeen loosely allied petty dictatorships, currently administered (often in name only) by the occupying forces of luz

Cities: Largest city in strongest fiefdom is capital—usually Rookroost (LC); Riftcrag (SC), Stoink (LC)

Resources: Silver

Population: Human 79%, Half-ore 9%, Halfling 5%, Elf 3%, Gnome 2%, Dwarf 1%, Half-elf 1%

Law: CE

Allies: Continually shifting alliances with other free lords

Enemies: Shield Lands, Rovers of the Barrens, Tenh, County of Urnst, Theocracy of the Pale, Nyrond, Knights of Holy Shielding, Knights of the Hart

Under the boot of luz, thousands of well trained but cheerfully rowdy bandits strive for independence. luz's commanders don't have the resources or intelligence to root out every bandit living in the Rift Canyon (see Chapter 4). These lands have almost no natural resources, but as the saying goes, "Why worry about growing that which exists to be stolen?"

Those who would visit the Bandit Kingdoms do so with care. luz's occupying army is an obvious threat, and roving bands of thieves and mercenaries are greedy and capricious. Rulership of individual bands changes without warning, and today's friend is likely to be tomorrow's foe.

Bissel

Proper Name: March of Bissel

Ruler: His Lofty Grace, Larrangin, the Margrave of Bissel [LG male human]

Government: Feudal monarchy owing fealty to Gran March and Veluna; monarch currently chosen by leadership of the Knights of the Watch under Gran March

Cities: Pellak (LT)

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

Population: Human 82%, Dwarf 10%, Elf 2%, Halfling 2%, Gnome 2%, Half-elf 1%, Other 1%

Law: LN

Allies: Gran March, Keoland, Veluna, Knights of the Watch, Knights of Dispatch, dwarves of the eastern Barrier Peaks, many mercenaries and adventuring bands

Enemies: Ket, Empire of luz

Though known for its mercenaries, Bissel's four famed armies, the Border Companies, suffered defeat and subsequent disbanding during a recent occupation of the country

by Ket forces. Efforts to reorganize and reform the Border Companies continue, but the bands are not yet at their former strength. Scouts, especially trained rangers, can find work in the north and west of Bissel.

In addition to the Border Companies, Bissel's massive Castle Oversight (at Pellak), remains the headquarters for the country's branch of the Knights of the Watch (see Chapter 5). While not overly concerned with local politics, the Knights are aware of disputes among Bissel's allies over Bissel's allegiances.

Blackmoor Archbarony of Blackmoor

Ruler: His Luminous Preponderancy, Archbaron Bestmo of Blackmoor [NE male human]

Government: Actual government structure unknown; numerous humanoid tribal leaders in area

Cities: Dantredun (V)

Resources: Walrus ivory, copper, gems (II)

Population: Human 37%, Orc 20%, Halfling 18%, Elf 10%, Gnome 7%, Half-ore 5% Half-elf 2%, Other 1%

Allies: None

Enemies: Empire of luz, Wolf Nomads (sometimes)

Little is known of the government of the Archbaron—he maintains no diplomatic contact with sovereigns of other lands. His military is weak, and the land poor and ruined. Few invaders bother to threaten the capital, Dantredun, though kobolds from the Burneal Forest are a constant nuisance.

Unidentifiable magic permeates the land of Blackmoor. The mysterious Black Ice, north beyond the Archbarony (see chapter 4) may be the source of this energy. Legend says that the numerous mounds and standing stones throughout the archbarony were created by the Northern Adepts of Old Blackmoor to constrain the Ice. If this is so, perhaps they also hold power against luz, for he clearly avoids the land.

Bone March

Proper Name: The Bone March

Ruler: His Nobility, Clement, the Marquis of Bone March [LN male human]

Government: Formerly a feudal march subject to the Great Kingdom, now controlled by a conclave of goblinoid chiefs

Cities: Spinecastle (SC); Knurl (SC), Johnsport (LT)

Resources: Silver, gems (I, II)

Population: Human 37%, Orc 20%, Halfling 18%, Gnome 10%, Elf 7%, Half-ore 4% Half-elf 3%, Dwarf 1%

Law: LE

Allies: North Kingdom

Enemies: Nyronnd, Ratik, Frost/Ice/Snow Barbarians

Goblinoid tribes from the Rakers control most of the Bone March; petty bandit chiefs rule the remaining humans and spend their energies raiding neighboring Ratik and the Northern Province. The Marquis, once the ruler of the humans in this realm, is missing and presumed dead.

But the Bone March has begun to settle a bit. The humanoid tribes and the bandit gangs have begun to cooperate (or, at least, not kill each other on sight). Reports of masked, presumably human, advisors attending councils of orcs and gnolls at Spinecastle are increasingly common.

Bright Lands

Proper Name: Empire of the Bright Lands

Ruler: His Percipient Magnificence, the Archmage Rary, Monarch of the Bright Lands [NE male human]

Government: Dictatorship; realm functions as a minor city-state surrounded by barbaric nomad tribes

Cities: No capital (Rary's tower in the Brass Hills); Ul-Bakak (V)

Resources: Unknown

Population: Human 79%, Dwarf 20%, Other 1%

Law: NE

Allies: Nomads of the Bright Desert

Enemies: Greyhawk, Duchy of Urnst, Circle of Eight

From his tower, the archmage Rary claims the entire Bright Desert as his personal demesne. Armies of desert nomads and mercenaries enforce the will of their liege on the simple folk of the desert, proclaiming every oasis for their reclusive ruler.

As befits its name, the Bright Desert offers an oppressively unpleasant climate, with high summer days hot enough to cook food without fire.

The native desert centaurs bitterly oppose Rary. The young bucks among the centaurs wage a guerilla war against the westerners—a plan that has met with some success.

Celene

Proper Name: Faerie Kingdom of Celene

Ruler: Her Fey Majesty, Queen Yolande, Perfect Flower of Celene, Lady Rhalta of All Elvenkind [CG female elf]

Government: Hereditary feudal monarchy in which royal house and all noble houses are elven; currently has no official political relations with any outside nation

Cities: Enstad (SC)

Resources: Foodstuffs, cloth, silver, fine wine and spirits

Population: Elf 79%, Human 9%, Half-elf 5%, Gnome 3%, Halfling 2%, Other 2%

Law: CG

Allies: Duchy of Ulek (minor), Knights of Luna

Enemies: The Pomarj, Empire of luz; however, Celene has isolated itself from all surrounding states

Often thought of as insular or even xenophobic, the Kingdom of Celene is a—some would say the—nation of elves in the Flanaess.

Queen Yolande has unapologetically withdrawn from all concerns beyond her borders. In human lands, Yolande is reputed to be oblivious to events outside Celene. Actually, the Queen displays a clear understanding of events in the larger Flanaess. She has just as clearly stated however, that she wishes no elves to die in wars fought in human lands.

The Knights of Luna (see Chapter 5) are displeased with this decision, since they feel some concerns are important enough to risk their lives.

Dyvers

Proper Name: Free Lands of Dyvers

Ruler: Her Excellency Larissa Hunter, Magister of Dyvers [NG female human]

Government: Democratic meritocracy: magister elected for undefined term of office on the basis of personal achievement, by the Gentry of Dyvers (the local minor nobles, landowners, and wealthy merchants)

Al'Akbar (the High Priest)

Al'Akbar (al-AK-bar) is the god of guardianship, faithfulness, and duty. The faith of Al'Akbar dominates the culture of the western nations with its sense of community and propriety. The priesthood of Al'Akbar serves in many capacities. They hold office as ministers, judges, scholars, and teachers in civil government, while also serving as healers, advisors, and guardians for the military.

Adventuring clerics are permitted to show more tolerance of infidels than are clerics assigned to particular duties, though they are still expected to uphold the ideals of the faith.

Domains: Good, Knowledge, Law, and Protection; prayer for spells may take place at dawn or dusk.

Cities: Free and Independent City of Dyvers (M)
Resources: Shipbuilding supplies, foodstuffs (fish, meat, cheeses, local ales), clothing
Population: Human 79%, Gnome 8%, Halfling 6%, Elf 3%, Dwarf 2%, Half-elf 1%, Half-ore 1%
Law: N
Allies: Furyondy, Veluna, Verbobonc, Greyhawk (minor)
Enemies: Empire of luz, the Pomarj, denizens of the Gnarley Forest

Located in perhaps the most lucrative trading nexus in all the Flanaess, the city of Dyvers maintains a mercantile reputation built over many years. It has developed a more recent reputation, however as an excellent place to become lost should one need to abandon one's past and find a place where people don't ask many questions.

The realm's new ruler, Larissa, has awakened patriotic feelings in her people, and her nationalism shortens tempers in foreign lands. Still, she has captured the hearts of her people, and is a popular sovereign. The allies of the Free Lands recognize this, and make some accommodation.

Ekbir

Proper Name: Caliphate of Ekbir
Ruler: His Sublime Magnificence, the Caliph of Ekbir, Xargun [NG male human]
Government: Aristocratic theocracy; ruler must be a high-ranking cleric from one of five royal clans
Cities: Ekbir City (M); Kofeh (M), Fashtri (SC)
Resources: Foodstuffs (plus fish), cloth, wood, shipbuilding supplies
Population: Human 96%, Halfling 2%, Elf 1%, Other 1%
Law: LG
Allies: Tusmit (sometimes), Zeif (sometimes)
Enemies: Zeif (sometimes), Tusmit (sometimes), Tiger Nomads (sometimes), Ket (sometimes), Knights of the Watch

Ekbir is a country of contradictions: Ekbir City boasts one of the most imposing fortresses in all the Flanaess, while that same city is also a destination for pilgrims wishing to pray at the Mosque of Al-Akbar. The people are very devout (some would say "zealots") and the few citizens who serve other gods still revere Al'Akbar.

When the current Pasha of Tusmit assumed his office, he failed to make ritual obeisance to the Caliph of Ekbir, instead giving his pledge of loyalty to the Sultan of Zeif. This soured Ekbir's relationship with Tusmit and nearly ruined the relationship with Zeif. Ships from one nation are now routinely harassed in the ports of the other, or simply refused port. Many hope that the growing tensions can be resolved without violence.

Frost Barbarians

Proper Name: Kingdom of the Fruzti
Ruler: His Most Warlike Majesty, King Hundgred Ralffson of the Fruzti [CN male human]

Government: Hereditary feudal monarchy; member of the Northern Alliance

Capital: Krakenheim

Cities: Krakenheim (LT); Djekul (LT)

Resources: Foodstuffs (plus fish), furs, silver, gold, iron, timber, shipbuilding supplies

Population: Human 96%, Dwarf 2%, Halfling 1%, Other 1%
Law: CN

Allies: Ratik, dwarf and gnome clans in Griff and Corusk Mountains

Enemies: Empire of luz, Stonehold, North Kingdom, Bone March, Sea Barons, Ice Barbarians (sometimes), Snow Barbarians (sometimes)

Longships of the Frost Barbarians raid the southern coast in the spring. The crews of these ships are typical barbarian warriors: brave but undisciplined. In contrast, the Soldiers of the king are well organized, trained, and armed.

The Frost Barbarians are strongly allied to Ratik. The young barbarian king has married a beautiful but headstrong Ratikkan noblewoman eight years his senior, and changes in the Krakenheim court abound. The queen has formalized (or "civilized," as she puts it) several trappings to the government and the military. Not all Frost Barbarians welcome these changes.

The other barbarian nations, once strong allies of the Frost Barbarians, have begun to pull away from their more sophisticated cousins. As the Scarlet Brotherhood and Ratik nobles gain more influence at court, old allies feel less welcome.

Furyondy

Proper Name: Kingdom of Furyondy
Ruler: His Pious Majesty, the King of Furyondy, Belvor IV [LG male human]
Government: Feudal monarchy, hereditary kingship (no current heir) limited by Noble Council
Cities: Chendl (LC); Crockport (LT), Gorsend (SC), Grabford (SC), Littleberg (SC), Redoubt (SC) Willip (SC)
Resources: Foodstuffs, cloth, gold, wines, fish, shipbuilding supplies
Population: Human 79%, Elf 9%, Halfling 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-ore 1%

Allies: Veluna, Shield Lands, Highfolk, Ulek States, Verbobonc,

Dyvers, Knights of the Hart

Enemies: Empire of luz, Scarlet Brotherhood

Furyondy boasts an impressive standing army. Its regular forces enjoy the support of mercenaries, adventurers, and warriors provided by local lords. The force of Furyondy's infantry alone is fearsome.

The king of Furyondy rules with support of the Seven Families (each controlling a single province in the kingdom). While the king has preeminence, each noble lives in a court that rivals that of the king himself. Opulence and splendor sparkle amid the seven provinces, and rivalry for reputations' sake is not unknown.

Recent war has drained the royal coffers, and the kingdom's infrastructure suffers. Much of the road system, once Furyondy's pride, lies in shambles. Individual lords must maintain these roads, and courtly needs outweigh travelers'

needs. This has affected the nation's economy; trade is at an alarming low.

Geoff

Proper Name: Grand Duchy of Geoff

Ruler: His High Radiance, Owen I, Grand Duke of Geoff (in exile) [LG male human]; now many rival giant and evil humanoid tribal leaders and shamans, divided by race and religion

Government: Feudal monarchy with minor fealty to Keoland; now no central government

Cities: No capital—formerly Gorna (ruined); Hoochoch (SC)

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

Population: Human 60%, Elf 8%, Gnome 5%, Dwarf 3%, Halfling 2%, Half-elf 1%, Half-ore 1%, Other 20%

Law: LN (currently CE)

Allies: Sterich, Keoland, Gran March, Bissel

Enemies: Valley of the Mage (distrusted), evil humanoids and giants in Crystalmists

Armies of giants (of all varieties) have devastated Geoff. Its villages are ghost towns, or the pens of frightened slaves—humans who the giants haven't eaten yet. The giants and their minions even plunder the forests for their nefarious purposes. Wolves and other predators roam the spotted plains and hunt for food among the remaining humans.

But this ruined nation does have a lord. Duke Owen I fled to Gran March when his army was destroyed. A few brave soldiers remained behind, pledging their swords to desperate commanders in Hoochoch. Many Geoffites now live in Sterich, awaiting Duke Owen's call—they have not given up hope of reclaiming the Duchy, and await their revenge.

Gran March

Proper Name: Gran March

Ruler: His Most Resolute Magnitude, Magnus Vrianian, Commandant of Gran March [LG male human]

Government: Feudal monarchy, structured along military lines, with minor fealty to Keoland and overseeing current government in Bissel; noble houses and government are closely entwined with a militant quasi-religious knighthood, the Knights of the Watch; commandant chosen every five years by vote of nobles and knights

Cities: Hookhill (SC); Shibolet (SC)

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

Population: Human 79%, Elf 8%, Dwarf 5%, Halfling 3%, Gnome 2%, Half-elf 1%, Half-ore 1%, Other 1%

Law: LN

Allies: Keoland, Sterich, Bissel, Ulek states.

Enemies: Ket, evil humanoids in Geoff and Crystalmists

Gran March is an exceptionally martial nation. At age fifteen, all fit males enter mandatory conscription for a period of up to seven years. Girls may join the rank and file as well—though this is something of a modern development. The fact that many of these young men and women continue to pursue military careers after their initial enlistment periods is a testament to national pride and the respect the army receives in Gran March.

Recently, Gran March has become the home-in-exile for Duke Owen I of the Duchy of Geoff. While Commandant Magnus Vrianian sympathizes with the Geoffites' plight and



has his own problems with the giants occupying the Duchy, he has not committed to help the duke take back his country—yet.

Greyhawk

Proper Name: Free City of Greyhawk

Ruler: His Solemn Authority, the Lord Mayor of Greyhawk, Nerof Gasgal [LN male human]

Government: Lord mayor elected by an oligarchy representing the city's major mercantile, military, legal, economic, criminal, religious, and magical guilds

Cities: Greyhawk (M); Hardby (SC), Safeton (SC)

Resources: Silver, electrum, gold, platinum, gems (I—IV), river and road trade nexus

Population: Human 79%, Halfling 9%, Gnome 5%, Elf 3%, Dwarf 2%, Half-elf 1%, Half-orc 1%

Law: N

Allies: Duchy of Urnst, Furyondy, Nyrond, County of Urnst, Veluna, Verbobonc, Dyvers, Shield Lands

Enemies: The Pomarj, the Bright Lands, various evil religions

People of all nations and races can be found in this thriving metropolis, and trade from all across the Flanaess passes through Greyhawk.

The people of Greyhawk pursue knowledge and wealth. The University of Magical Arts and the Grey College, among its many schools, attract students from all across the land.

Those who wish to talk, too, come to Greyhawk. With its reputation as a Free City standing at the center of all its laws, Greyhawk provides a safe haven for diplomats and ambassa-

dors who cannot travel to faraway lands. While this volatile mix often breeds intrigue and occasional small-scale violence, the Lord Mayor brooks no major incidents—and getting banned from the Free City is something no diplomat wishes.

Still, some do not care for the Free City's benefits. The dread Horned Society has shown this—recent ritualistic murders beneath Greyhawk's streets concern many citizens.

Highfolk

Proper Name: Free Town of Highfolk; Valley of the Velverdyva (Highvale)

Ruler: The Worthy Sir, Tavin Ersteader, Mayor of Highfolk Town [NG male human]; and, His Most Excellent Highness,

Kashafen Tamarel of Flameflower, Lord of the High Elves of the Vesve [CG male elf]

Government: Mayor of town is elected by popular vote of household leaders; nonhuman communities are governed by hereditary monarchs from noble families

Cities: No capital; Highfolk (SC)

Resources: Gold, rare woods, gems (I), livestock (sheep, goats), vegetables, wild game, timber

Population: Elf 79%, Human 9%, Half-elf 5%, Halfling 3%, Gnome 2%, Dwarf 1%, Half-ore 1%

Law:CG

Allies: Furyondy, Veluna, Verbobonc, Dyvers, Duchy of Ulek, Knights of the High Forest

Enemies: Empire of luz, denizens of the Vesve Forest

Highfolk is not so much a country as a region where a loose collection of communities has come together. It is a farmer's paradise—simple, honest folk work the land and cooperate for mutual profit. Humans, gnomes, elves, and halflings live together in harmony, each sharing resources. This is a region where a hearty handshake seals a deal and invitations to share a place at the table can be expected, even for strangers.

But those who would prey on this seemingly-idyllic land had best beware. When bandits

have come to pillage, the laid-back spirit of Highfolk vanishes, and neighbors stand together. Their willingness to defend their homeland is almost unparalleled.

Children of prominent demihumans in Highfolk Town have been abducted lately. No one has claimed responsibility, but several rewards for information have been posted.

Ice Barbarians

Proper Name: Kingdom of the Cruski

Ruler: His Most Ferocious Majesty, Lolgoth Bearhear, the King of Cruski, Fasstal of all the Suelii [CN male human]

Government: Independent feudal monarchy with hereditary rulership, though with little actual control over jarls, who act independently of one another; king controls the area around the capital and farms within 30-50 miles

Cities: Glot (SC); Jotsplat (LT)

Resources: Furs, copper, gems (I), rare wood (sablewood, not exported)

Population: Human 96%, Dwarf 2%, Halfling 1%, Other 1%

Law: CN

Allies: Snow Barbarians (sometimes)

Enemies: Sea Barons, Stonehold, North Kingdom, Scarlet Brotherhood, Frost Barbarians (sometimes), Ratik (sometimes), Snow Barbarians (sometimes)

Dwelling in seaside and mountain towns, the Frost Barbarian live by hunting, fishing and whaling. Shipbuilding is also important—which directly aids another vocation: piracy. Seasonal raids on southern lands provide both wealth and the opportunity for battle that all Frost Barbarians crave.

These raids were once seen (by the more civilized kingdoms) as annoyances and things to be defended against only on a local level. But recent rumors of secret parlays between the Frost and Snow Barbarians have the southern kingdoms worried. Are the two barbarian nations planning a major raid, perhaps against the Sea Barons or the Lordship Isles? Those two countries, and others, would pay well to know more.

Irongate

Proper Name: Free City of Irongate

Ruler: His Resolute Honor, Cobb Darg, Lord High Mayor of Irongate [LG male human]

Government: Lord mayor elected by city council for a ten-year term; city council made up of old nobles, merchants, clerics, military heads

Cities: Irongate (M)

Resources: gems (II, III), iron ore

Population: Human 83%, Dwarf 15%, Halfling 1%, Other 1%

Law: LG

Allies: Iron Hills, Onnwal (rebels only), Sunndi, Nyrond

Enemies: Scarlet Brotherhood, Ahlissa

Irongate is a single city-state with large, heavily fortified walls. Due to its strategic location and the pervasive siege mentality of its denizens, the city maintains a large, well-trained standing army and navy. An island citadel wards the bay, and a series of interlocking gates controls water access to the city.

Irongate is famous for quality iron ore, mining, and metalwork. Irongate weaponsmiths are generally considered the best in the Flanaess.

Some people claim that the Mayor may be more than he appears—perhaps not human, or even truly humanoid. No one has ever openly confronted Darg on the matter.

luz, Empire of

Proper Name: Empire of luz

Ruler: luz the Old, Lord of Evil [CE Half-Fiend male human]

Government: Dictatorship, directly ruled by luz

Cities: Dorakaa (M)

Resources: Furs, electrum, silver, foodstuffs; resources scarce, not exported

Population: Orc 45%, Human 25%, Hobgoblin 10%, Halfling 5%, Half-ore 3%, Gnome 2%, Other 10%

Law:CE

Allies: None

Enemies: Most sane beings of Oerth count luz as their enemy; all fear him.

luz (the Old, the Old One)

luz (EYE-ooze), the Old One, ruler of the lands that bear his name, is thought by many to be the cambion (half-fiend) son of a demon lord and a powerful wizard. Appearing as a shriveled old man or as a huge demonic-looking man, luz's priesthood encourages cruelty, sadism, and torture on all that stand in their way. Weaker people are to be exploited, tortured, and made hopeless, while the stronger live in constant wariness lest they be betrayed by their underlings. Pain is power, and inflicting pain on another is the greatest show of power one can make. Crush those beneath you, fear and deceive those who are not. Obey luz. Those who defy him will know true pain.

Domains: Chaos, Evil, Destruction, and Trickery; prayer for spells may take place at dusk or midnight.

Dedicated to self-serving evil and pursuit of power, the demigod luz rules the empire that bears his name. His armies occupy even his own land as if it were a hostile country needing to be conquered. luz does not hesitate to prey on the weak and has made several attempts to conquer surrounding realms. His empire currently encompasses the Land of luz, the Horned Lands, the Shield Lands, the Bandit Lands, and the Barren Lands.

Thanks to the use of the *Crook of Rao* (see Chapter 2), most of luz's fiends have been driven out of Greyhawk. This sudden loss of demonic support has resulted in low morale among his remaining troops and revolts throughout his regime. The kingdoms of Furyondy and Veluna, sworn to completely destroy luz and his empire, are using this opportunity to strike against him.

Keoland

Proper Name: Kingdom of Keoland

Ruler: His Peerless Majesty, the King of Keoland, Kimbertos Scotti [LG male human]

Government: Feudal monarchy with rulership that passes between multiple royal houses

Cities: Niole Dra (M); Cryllor (SC), Flen (LC), Gradsul (M)

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

Population: Human 40%, Elf 20%, Gnome 18%, Halfling 15%, Half-elf 5%, Dwarf 2%

Law: NG

Allies: Gran March, Sterich, the Ulek states, Geoff exiles, Bissel

Enemies: The Pomarj, Empire of luz, Scarlet Brotherhood, evil humanoids and giants in Crystalmists and elsewhere, Sea Princes, Celene (greatly disliked), Valley of the Mage (under suspicion)

These lands are some of the most provincial and bucolic in the Flanaess, largely untouched by war and conflict. The folk of the land can be friendly and generous, but they are primarily noted for their superstitious natures, particularly their wariness of foreigners.

For much of the history of Keoland, magical study was banned to most of its citizenry. Magic was restricted to secret societies, certain nobility, and members of court. There is little evidence of powerful magic here and to this day there is still much fear and suspicion of those who practice magic. Visitors beware! The nation's emergence from previous dark times has been slow.

Ket

Proper Name: Ket

Ruler: His Illustrious Glory, Nadaid, Beygraf of Ket and Shield of the True Faith [LN male human]

Government: Feudal monarchy with semihereditary rulership; beygraf must have proven fighting skill and leadership (magical ability preferred)

Cities: Lopolla (M); Molvar (LC), Polvar (LC), Falwur (LC)

Resources: Silver, copper, gems (I, IV)

Population: Human 96%, Dwarf 2%, Halfling 1%, Other 1%

Law: LN

Allies: Paynims (sometimes), Tusmit (sometimes)

Enemies: Bissel, Veluna, Gran March, Furyondy, Knights of the Watch, Empire of luz (sometimes), Zeif (sometimes), Ekbar (minor)

A former province of Zeif, Ket is the crossroads between east and west, a mixture of peoples and traditions. The feudal monarchy retains strong military and religious traditions in the worship of Al'Akbar. While heredity allows one the opportunity to rule, strength and faith must be proven before one receives the titles of Beygraf and Shield.

The clergy of Ket is intertwined with its military hierarchy. Every company has its own cleric, and Ketite soldiers are expected to adhere to the devotions of Al'Akbar.

Lendore Isles

Proper Name: [rough translation] Radiant and Transformed Domain of the Lendore Isles

Ruler: The Most Radiant, Orb of the Heavens, High Priest Anfaren Silverbrow [CG male elf]

Government: Theocracy. Each island is governed by its own religious authorities, who are advised by various community leaders but need not take this advice into consideration when rendering judgments and decisions

Cities: Lo Reltarma (LT)

Resources: Unknown

Population: Elf 97%, Half-elf 2%, Human 1%

Law: CG

Allies: None official; some groups in Sunndi

Enemies: Lendore exiles; some groups in Sunndi

These five islands, each governed by an elven cleric, have recently come under control of the mystical cult of Sehanine. Devoted to "things that are pure elven," the cult dominates Lendore Isle, and many half-elves who once called this land home have left.

Nonelves who remain now form a "protected underclass" in an elf-dominated society. It is unlawful to teach a nonelf Lendorean Elvish, and they are forbidden to use any other tongue unless addressed by an elf first. The cult dominates government and society, and these laws are unlikely to change anytime soon.

A magical fog surrounds the land and only elven pilots can see through it to the islands' hidden harbors. Visitors rarely came near the Lendore Isles before; they are almost unheard of now.

Lordship of the Isles

Proper Name: The Lordship of the Isles

Ruler: His Exalted Highness, Prince Frolmar Ingerskatti of Duxchan, Lord of the Isles, Scourge of the Waves [NE male human]

Government: Principality (in name only) widely regarded as a puppet state of the Scarlet Brotherhood, which manages most military, judicial, religious, and economic affairs; Prince has real but limited powers

Cities: Sulward (SC); Duxchan (SC)

Resources: Rare woods, spices, shipbuilding supplies

Population: Human 79%, Elf 9%, Halfling 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-ore 1%

Law: NE

Sehanine Moonbow (the Lady of Dreams)

Sehanine (SAY-han-eeen) appears as a youthful, ageless female elf wearing a diaphanous flowing gown of moonbeam. She is the guardian of the elven dead and watches over them when they journey to the afterlife. As a moon goddess she is also responsible for dreams, omens, and illusions, but she also protects her faithful against lunacy. Her symbol is a full moon crested by a crescent-shaped haze.

Sehanine's priests are seers and mystics, serving as spiritual counselors to elves and half-elves that embark on journeys in search of enlightenment and transcendence. They serve her aspect as guardian of the dead by administering funeral rights and guarding the remains of the fallen; they consider undead to be blasphemous.

Domains: Good, Knowledge, Travel, and Trickery; prayer for spells may take place at sunset or moonrise.



Allies: Scarlet Brotherhood

Enemies: Sea Barons, Sunndi, Lendore Isles

Thick, tropical forests surround rocky, volcanic peaks on these seven islands. The forests provide a rich source of exotic plant and animal life, while the mountains are rich in minerals.

The Scarlet Brotherhood has emerged as a power among the people, and though most isle lords chafe under them, many feel that the Brotherhood's power will give them revenge on their longtime enemies, the Sea Barons.

Slavery is increasingly important. Recently, mithral was discovered on one island, and specialized slaves—mostly dwarves—have been abducted from Ulek and Irongate. If the mine is as rich as the isle lords think, more dwarves may soon find themselves laboring in this tropical paradise.

North Kingdom

Proper Name: Kingdom of Northern Aerdy

Ruler: His Righteous and Transcendent Majesty, the Overking of Northern Aerdy, Grenell I, Grand Prince of House Naelax [LE male human]

Government: Independent feudal monarchy with theocratic elements; current monarch is the highest-level priest of Hextor in the realm. He simultaneously commands the forces of the church, the royal house, and any feudal nobles and nonhuman leaders in his service

Cities: Eastfair (M); Atirr (LC), Bellport (SC), Darnagal (SC), Delaric (LC), Edgefeld (LC), Kaport Bay (SC), Rinloru (LC), Winetha (LC)

Resources: Foodstuffs, cloth, electrum, whale oil; resources are not exported

Population: Human 83%, Goblin 3%, Halfling 2%, Half-orc 1%, Orc 9%, Other 2%

Law:LE

Allies: Bone March (weak)

Enemies: Ahlissa, Nyronnd, Ratik, Frost/Ice/Snow Barbarians, Scarlet Brotherhood

After the sundering of the Great Empire following the Greyhawk Wars, these lands formed an independent realm. Few members of the common races besides humans remain here, and while evil humanoids have lived in the North Kingdom for centuries, recent decades have brought a sharp and worrisome increase in their numbers.

While the presence of orcs threatens the kingdom, they may also help hold it together. Every prince and lord in the North Kingdom realizes that crossing Prince Grenell may bring down his wrath in the form of a raid from his orcish allies.

Grenell himself is ruthless and cold-blooded. His secular authority is augmented by his dominance of the Church of Hextor in the north. The line of succession in the North Kingdom is unclear, as Grenell has no children of his own.

Nyronnd

Proper Name: Kingdom of Nyronnd

Ruler: His August Supremacy, Altmeister of All the Aerdi, King Lynwerd I of Nyronnd [LG male human]

Government: Hereditary feudal monarchy

Cities: Rel Mord (M); Beetu (LC), Borneven (SC), Curtulenn (SC), Hammensend (SC), Hendrenn Halgood (LC), Midmeadow (SC), Mithat (M), Mowbrenn (LC), Oldred (LC), Womtham (LC), Woodwych (LC), Wragby (SC)

Resources: Foodstuffs, cloth, copper, silver, gems (I, II)
 Population: Human 79%, Elf 9%, Halfling 5%, Dwarf 3%,
 Gnome 2%, Half-elf 1%, Half-ore 1%
 Law: LN
 Allies: Duchy of Urnst, County of Urnst, Greyhawk, Onnwal
 (rebel faction), Iron Hills, Irongate, Sunndi, Theocracy of
 the Pale (extremely tested)
 Enemies: Scarlet Brotherhood, North Kingdom, Empire of luz,
 many evil cults attempting to destabilize kingdom, Ahlissa
 (distrusted)

Nyrond has been devastated by the emotional and monetary costs of war. For many of Nyrond's desperate subjects, banditry (or other illicit business) has become a viable alternative to honest trade. Because the country is so economically drained, heavy fines are favored over imprisonment. Debtors prisons, a new development in law enforcement, now dot the countryside.

A recent expedition into the Eastern Abbor-Alz, led by King Lynwerd's cousin, Lady Astra Callistor, vanished without a trace after entering a valley dominated by ancient, abandoned towers. Rumors abound that an illegitimate son of the king has surfaced among witches in the Gnatmarsh. If these rumors are true, a struggle for primacy could build in a land that can scarcely afford more troubles.

Onnwal

Proper Name: Obedient State of Onnwal (Scarlet Brotherhood); or, Free State of Onnwal (rebels)
 Ruler: Exalted Sister Kuranyie of the Scarlet Brotherhood [LE female human] vs. His Noble Authority, Jian Destron, the Szek of Free Onnwal [LN male human], and His Honor Rakehell Chert, Commander of the Free Onnwal Army of Rebellion [N male human]
 Government: Hereditary feudal monarchy (currently contested)
 Cities: Scant (LT)
 Provinces: One city district (Scant, held by the Scarlet Brotherhood), 24 lairdships and village mayors (nearly all held by rebels)
 Resources: Platinum, gems (III, includes pearls)
 Population: Human 79%, Dwarf 9%, Gnome 5%, Halfling 3%, Elf 2%, Other 2%
 Law: LE (Scant, SB rulers); LN (rebels)
 Allies: Scant rulers: Scarlet Brotherhood, Lordship of the Isles, some elements in the Pomarj. Rebels: residents of the Headlands, Irongate, Iron Hills, Sunndi, Nyrond, Duchy of Urnst, Greyhawk
 Enemies: Scant rulers: residents of the Headlands, Irongate, Iron Hills, Sunndi, Nyrond, Duchy of Urnst, Greyhawk, County of Urnst. Rebels: Scarlet Brotherhood, Lordship of the Isles, some elements in the Pomarj. Ahlissa regarded as an enemy by both sides

Onnwal is a house divided. The Scarlet Brotherhood claims some land (mainly the capital, Scant), and a rebel movement calling themselves "Free Onnwal" rule everywhere else.

While the Scarlet Brotherhood holdings represent less than a tenth of the country, Scant is still the primary merchant gateway to the rest of the Flanaess. The Brotherhood fleet uses the city as a base to extort levies from sea traffic passing through the Strait of Gearnat.

The Overseers of Scant have considered approaching Turrosh Mak in the Pomarj for the armies necessary to break the rebellion. At the same time, rebels in the countryside are trying to get Irongate more actively involved, hoping that a blockade of Scant will buy them the opportunity they need to retake the capital.

Pale

Proper Name: Theocracy of the Pale
 Ruler: His Worshipful Mercy, Theocrat Ogon Tillit, Supreme Prelate of the Pale [LN male human]
 Government: Theocracy, high-ranking clerics wield power in a feudal system with the Supreme Prelate at the top of the hierarchy
 Cities: Wintershiven (M); Eltison (LC), Hawkburgh (LC), Hatherleigh (LC), Holdworthy (LC), Landrigard (SC), Ogburg (LC), Rakervale (LC), Stradsett (SC)
 Resources: Foodstuffs, copper, gems (IV)
 Population: Human 96%, Halfling 2%, Elf 1%, Other 1%
 Law: LN
 Allies: Many churches across the Flanaess, Tenh nobles who converted to Pale worship and aim to rule Tenh as a subject state of the theocracy
 Enemies: Empire of luz, Stonehold, evil humanoids and giants; all other states and peoples of the Flanaess are considered pagans or heretics, minor enemies of the Pale by default; wizards are suspect as they often worship other gods; all religions with criminal or evil aspects

The Pale is ruled by a clerical hierarchy in the name of the god, Pholtus. The Pale has been living under an inquisition for more than two centuries. Evil priesthoods and hostile cults are actively routed and destroyed, while other faiths are suppressed. Arcane magicians and other so-called "consorts of demons" are also closely watched.

Despite these unpleasant aspects, Pale has much to recommend it. Monasteries house some of the Flanaess' most impressive libraries and respected philosophers. Their soldiers are among the best trained and most disciplined in the Flanaess. Unfortunately, troll invasions from the troll Fens have tripled in size the last two seasons, and reports of a new "Troll King" are disquieting.

Paynims, Plains of the

Proper Name: Nomadic tribes of the Plains of the Paynims and the Dry Steppes
 Ruler: No central authority; various nomadic leaders
 Government: Many petty tribal nobles (khans or amirs) ruled by progressively more powerful nobles (ilkhan, orakhan, or shah) and royalty (tarkhan, padishah, or kha khan); great variation between nomadic bands in particulars of government
 Cities: No capital; Kanak (LC)
 Resources: Horses, livestock, hides and furs, medicinal herbs, mercenaries

Pholtus (of the Blinding Light)

Pholtus (FOAL-tus) is the god of order and bright celestial phenomena. The sternest guardian of unbending Law, he is depicted as a tall, slender man in a white robe, with fair skin and hair and eyes that shine with the fires of devotion. The church of Pholtus preaches the One True Way, a strict path which allows no deviation but guarantees rightness.

Followers of the One True Way show no tolerance for those who do not give their all for the cause of Law, nor do they have much respect for followers of other gods, especially Chaotic ones. Fanaticism in the name of Pholtus is expected and praised. Those who champion the cause of Law shall be blessed and rewarded in the era when Chaos has been vanquished.

Domains: Good, Knowledge, Law, and Sun; prayer for spells may take place at sunrise or moonrise.

Population: Human 96%, Centaur 2%, Halfling 1%, Other 1%
Law: CN

Allies: Nearby states (occasionally)

Enemies: Ull (sometimes) Knights of the Watch, drow in Sulhauts (minor)

Nomadic tribes of Paynim roam the plains of this land, warring and trading with one another in a cycle unpredictable to outsiders, but somehow understood by the locals. Though they value gold and other items, they count their true wealth in horses and livestock (and, in some tribes, slaves), and hold their freedom on the plains as their greatest treasure.

Paynim tribes are usually only lightly armored and appear to be no match for the heavy cavalries of other lands. But in the heat of the plains, heavy armor is more a curse than a blessing, and the well-trained riders of the Paynim have driven off more heavily armed raiders.

Perrenland

Proper Name: Concatenated Cantons of Perrenland

Ruler: His Gravity, Karenin, Voormann of all Perrenland [LN male human]

Government: Independent parliamentary republic in which the collective feudal clan leaders (Cantonal Council, which handles legislative matters) elects an executive leader (Voormann) for an eight-year term to conduct affairs such as diplomacy and command military; cantons have varying methods of internal government; family heads are allowed to elect mayors of local cities and towns, but clan leader positions are hereditary

Cities: Schwarzenbruin (M); Krestible (SC), Traft (SC)

Resources: Copper, foodstuffs (fish, dairy), mercenaries

Population: Human 79%, Dwarf 8%, Halfling 6%, Elf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Law: N

Allies: No real allies, only trading partners

Enemies: Knights of the Hart, Tiger Nomads, Empire of luz (distrusted); disliked greatly by Furyondy, due to "neutral" stance toward luz

Fiercely independent and rebellious, the inhabitants of Perrenland were spared the evil of the Greyhawk Wars by a formal agreement between their leaders and the evil luz. Their neutrality kept the wars from sweeping over their land, but won them no friends—and made a few enemies.

The agreement with luz also prompted internal strife. One way to stem the rebellion has been to hire it out; bands of mercenaries serve as the nation's chief export. This, again, has won the Perrenlanders no true friends—to serve alongside a Perrenlander one day is no guarantee that the next day you won't have to fight against him.

Pomarj

Proper Name: The Empire of the Pomarj

Ruler: His Most Ferocious Majesty, the Despot Turrosh Mak [NE male half-orc]

Government: Dictatorship governing numerous rival humanoid tribal leaders and shamans; dictator has personal army composed of warriors from his own orc tribe

Cities: Stoneheim (SC); Blue (SC), Highport (LC)

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

Population: Orc 43%, Human 28%, Goblin 15%, Hobgoblin 10%, Halfling 3%, Other 1%

Law: NE

Allies: Scarlet Brotherhood (rumored but unproved)

Enemies: Greyhawk, Ulek states, Keoland, Celene (but taking no offensive actions), Duchy of Urnst, Onnwal (rebels), Irongate

Few lands in the Flanaess are as malignant as the Pomarj. The Pomarj has long been the nexus offerees hostile to the free peoples of Greyhawk. Agents of the Scarlet Brotherhood travel openly. The Underdark is exposed to the surface in the Drachensgrab Hills. Slavery is commonplace—some would say rampant—and the common races are all second-class citizens.

The Despot, Turrosh Mak, holds it together with impressive cunning and might. States as far away as Furyondy and Urnst have expressed open concern regarding his rising strength. It is said that Mak is not satisfied with his own country and lusts for dominion across the sea.

Ratik

Proper Name: Archbarony of Ratik

Ruler: Her Valorous Prominence, Evaleigh, the Lady Baroness (also Archbaroness) of Ratik [CG female human]

Government: Independent feudal barony, having severed all fealty and ties to the former Great Kingdom, its successor states, and noble houses; member of the Northern Alliance

Cities: Marner (SC); Ratikhill (SC)

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

Population: Human 79%, Dwarf 8%, Halfling 6%, Elf 3%, Gnome 2%, Half-elf 1%, Half-ore 1%

Law: NG

Allies: Frost Barbarians, dwarves and gnomes of the Rakers, Nyronnd, Flinty Hills

Enemies: Bone March, North Kingdom, evil humanoids in Rakers, the Pale (minor), Snow Barbarians (sometimes), Ice Barbarians

Ratik is a small, but prosperous nation. Natural barriers on all sides isolated Ratik from the rest of the Flanaess, but also protected it from invaders for centuries.

The current Baroness, Lady Evaleigh, is the widowed stepdaughter of the old Baron Lexnol. He still lives, but no longer rules. Baroness Evaleigh is mistrusted by many in the kingdom, for she was not born in Ratik and is seen as indecisive by many lords of Ratik.

Rel Astra and the Cities of the Solnor Compact

Proper Name: The Free and Independent Aerdi City of Rel Astra

Ruler: His Most Lordly Nobility, Eternal Custodian and Lord Protector of Rel Astra, Drax the Invulnerable [LE male human]

Government: Sovereign Principality

Cities: Rel Astra (M); Ountsy (M), Roland (M)

Resources: Shipbuilding supplies, fish, lumber

Population: Human 79%, Halfling 9%, Elf 4%, Dwarf 3%, Gnome 2%, Half-ore 2%, Half-elf 1%

Law: NE

Allies: Ountsy and Roland (Free Cities of the Solnor Compact), Sea Barons

Enemies: Scarlet Brotherhood, Ahlissa (distrusted), North Kingdom (distrusted), Lordship of the Isles (distrusted)

By many accounts, Rel Astra (literally, "City of the Heavens") is the Flanaess' greatest metropolis. Its walled wards and reaching towers call to people like a shining beacon. Its expansive markets display half the wonders of the world, and people of all races and creeds tread its streets.

Lord Drax styles himself an enlightened despot, commanding a large standing army and navy. He rules with wisdom and austerity, but with an iron fist. Drax desires to absorb the Sea Barons into the Solnor Compact and unify them into a coastal kingdom with Rel Astra as its capital.

Rovers of the Barrens

Proper Name: People of the Plentiful Huntinglands

Ruler: His Mighty Lordship, the Ataman of the Standards, Durishi Great Hound, Chief of the Wardogs [CN male human]

Government: Four loosely allied clans, each composed of several nomadic tribes; each tribe led by a chieftain elected for fighting ability and leadership; best warriors join the Wardogs (not aligned with any tribe), and the best warrior of the Wardogs has limited authority over all tribal chiefs

Cities: No capital; no cities, only temporary camps of up to five thousand people

Resources: Furs and hides, horn, gold, horses

Population: Human 37%, Orc 20%, Goblin 18%, Hobgoblin 10%, Halfling 7%, Gnome 5%, Half-orc 3%

Law: CN

Allies: Elves of the Fellreev, centaurs of Fellreev and Barrens, Wolf Nomads (Humans); luz (Orcs)

Enemies: Hold of Stonefist, Bandit Kingdoms, luz (Humans); Elves of the Fellreev, centaurs of Fellreev and Barrens (Orcs)

The Rovers are a race of barbarians driven nearly to extinction by luz and his fiends. They live a furtive existence, confining themselves mainly to the northernmost part of the Barrens. Their land is aptly named the Barrens for the tribes endure bitter winters and dry summers, taking from the poor land all they can to survive.

Among the Rovers' war bands are a group of swift runners gifted with legendary endurance. Known as the Wardogs, these masters of close-fighting techniques favor the hatchet and the knife, and some specialize in the lariat. Their agility and outrageous bravado are renowned throughout the Flanaess, giving rise to the expression "wild as a Wardog."

Scarlet Brotherhood

Proper Name: Great and Hidden Empire of the Scarlet Brotherhood

Ruler: His Peerless Serenity, the Father of Obedience (true identity unknown)

Government: Home lands appear to be governed by feudal plantation lords who in turn are managed by ever-present red-robed monks; conquered lands are administered by a sovereign monk who is ultimately subservient to the Father of Obedience

Cities: Hesuel Ilshar (SC); Ekul (SC), Kro Terlep (SC)

Resources: Rare woods, fruits, spices, gold, gems (I, III, IV)

Population: Human 96%, Halfling 2%, Elf 1%, Other 1%

Law: LE

Allies: Lordship of the Isles (puppet state)

Enemies: The Yeomanry, Sterich, Keoland, the Ulek states, Gran March, Furyondy, Veluna, Verbobonc, Dyvers, Greyhawk, Empire of luz, Duchy of Urnst, County of Urnst, Theocracy of the Pale, Nyron, North Kingdom, Ahlissa, Iron Hills, Sunndi, Sea Barons, Rel Astra, Ountsy, Roland, rebel forces in the Sea Princes, rebel forces in Onnwal, Knights of the Hart, Knights of Holy Shielding, Knights of Luna, Knights of the Watch

Until recently, the monks of the Scarlet Brotherhood were a secret, isolated power in the Flanaess. Then, during the Greyhawk Wars, they began toppling governments in a campaign of espionage, blackmail, and assassination. Prior to revealing themselves, the Brotherhood had agents in courts throughout the Flanaess. Now that this is known, many regents think long and hard about who they trust in their own courts.

The Scarlet Brotherhood controls part of the Sea Princes, the city of Scant in Onnwal, both Olman Islands, strongholds in the Amedio Jungle, and areas around the Tilva strait. It holds secret sway in several other countries, and their assassins and monks hide in more countries than anyone knows.

Sea Barons

Proper Name: Sea Barons

Ruler: His Noble Prominence Basmajian Arras, Lord High Admiral of Asperdi, Commander of the Sea Barons [LE male human]

Government: Independent feudal barony, hereditary leadership, with a different noble family governing each island but all owing fealty to Asperdi

Cities: Asperdi (SC); Oakenheart (LT)

Resources: Seafaring technology and knowledge, shipbuilding supplies

Population: Human 79%, Halfling 9%, Elf 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Law: CN

Allies: Rel Astra and the Solnor Compact cities

Enemies: Scarlet Brotherhood, Lordship of the Isles, Northern Barbarians, Lendore (distrusted)

The isles of the Sea Barons are fertile and lush, particularly known for their unique oak trees, which are generally regarded as the best available for shipbuilding. Oakenheart, its capital, accordingly sports renowned shipyards, where most of the Sea Barons' matchless vessels are constructed and repaired.

Rulers along the coast see the Barons as little better than pirates and slavers. The Barons, however, are safely allied with the Solnor Compact cities. The Sea Barons patrol the coast in return for the ability to anchor in Compact harbors and trade in their markets. The Barons distrust Drax's motives when he offers more permanent alliance, but greet his ambassadors with friendship.

The greatest threat to the Sea Barons is the alliance between the Lordship of the Isles and the Scarlet Brotherhood. The Barons fear the Scarlet Brotherhood and treat strangers harshly in their lands.

Sea Princes

Proper Name: Hold of the Sea Princes

Ruler: Elder Brother Hammandaturian, Shepherd of the Sea Princes [LE male human]

Government: None of note

Cities: Monmurg (LC—Scarlet Brotherhood controlled); Hokar (LC—locally controlled), Port Toli (SC—Scarlet Brotherhood controlled), Westkeep (SC—Keoland controlled)

Resources: (pre-conquest) Foodstuffs, slaves, though no exports of note

Population: Human 79%, Halfling 8%, Elf 4%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%, Other 2%

Law: CN

Allies: None

Enemies: Native peoples of the Amedio Jungle, monsters in Hool Marshes and Hellfurnaces, Keoland (minor), Yeomanry (minor)

The Hold of the Sea Princes is a beautiful land wracked with political upheaval, invasion, and ethnic conflict. Hammandaturian, the "Shepherd of the Sea Princes," is a ruler in name only: The Scarlet Brotherhood makes the important decisions regarding his realm.

In retaliation, many minor nobles of the old regime have united in a band known as the Fraternity of the Brazen Blade. Ostensibly a religious order, the fraternity is more a vicious revenge society bent on reclaiming the land.

In addition to this conflict, disease runs rampant throughout the northwestern lands and highly organized merfolk and tritons attack Brotherhood shipping lanes.

Shield Lands

Proper Name: Restored Holy Realm of the Faithful of the Shield Lands

Ruler: Her Most Honorable Ladyship, Countess Katarina of Walworth, Knight Commander of the Shield Lands [LG female human]

Government: Commonwealth of local lords ruled by highest ranking noble of Walworth Isle, who is also Knight Commander of religious army

Cities: Critwall (LC)

Resources: Scarce (livestock and foodstuffs in northern occupied lands)

Population: Human 79%, Halfling 9%, Elf 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Law: LG

Allies: Furyondy, Veluna, Verbobonc, Dyvers, Greyhawk, Duchy of Urnst, County of Urnst, Highfolk

Enemies: Empire of luz, all remaining forces of the Hierarchs of the Horned Society, all remaining forces of the Bandit Kingdoms, disliked by Knights of the Hart

At least thirty thousand people live in the occupied Shield Lands, eking out a horrible existence under luz's crushing heel. The remaining Shield Lands forces are stationed in Critwall. Elite, battle-hardened veterans, these soldiers know that the sheer numbers of evil humanoids occupying their homeland makes a direct assault on luz's power virtually impossible.

Still, the people of the "New Shield Lands" have changed dramatically over the last two decades. Once overweening

pride ruled their thoughts. Now, they are determined to win back their homeland. They are good, dedicated folk who see their mission clearly (some say obsessively) and are willing to sacrifice their lives to regain their land.

Snow Barbarians

Proper Name: Kingdom of the Schnai

Ruler: His Bellicose Majesty, King Ingemar Hartensen of the Schnai [CN male human]

Government: Independent feudal monarchy with hereditary rulership, loosely governing powerful jarls; jarls meet yearly at the Assembly of Knudje (without king present), then send representatives to Soull to negotiate with king or have him resolve judicial disputes; king and jarls each have a retinue of advisors (priests and skalds)

Cities: Soull (SC); Knudje (LT)

Resources: Copper, gems (I, II)

Population: Human 79%, Dwarf 8%, Halfling 6%, Elf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Law: CN

Allies: Ice Barbarians (sometimes), Frost Barbarians (sometimes), Ratik (sometimes)

Enemies: Empire of luz, evil humanoids and giants in the Corusk Mountains, North Kingdom, Sea Barons, Bone March, Stonehold, Frost Barbarians (sometimes), Ratik (sometimes), Ice Barbarians (sometimes)

The most powerful of the northern barbarian nations, the Snow Barbarians trade with fellow barbarians and join them in raids against the southerners. Of all the northern barbarians, the Snow Barbarians have the best sailors and are welcome on any expedition.

Times are good for the Snow Barbarians, so King Ingemar uses generosity—in both gifts and feasts—to insure the loyalty of his jarls. Frost Barbarian jarls, too, are feted by the king. His courting often consists of outright bribery, but it seems to work. Ingemar saves his diplomacy for the Scarlet Brotherhood whose presence he tolerates, but does not trust.

Sterich

Proper Name: March of Sterich

Ruler: Her Magnitude, Resbin Dren Emondav, Marchioness of Sterich, Stewardess of the Great Western Gate [LN female human]

Government: Feudal monarchy owing fealty to Keoland; ruling family has been weakened, and noble families are suffering from infighting and confusion over post-war claims of nobility and precedence

Cities: Istivin (LC)

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

Population: Human 79%, Dwarf 8%, Halfling 6%, Gnome 3%, Elf 2%, Half-elf 1%, Half-orc 1%

Law: LN

Allies: Keoland, Gran March, Ulek states, Bissel, Yeomanry

Enemies: Denizens of the Crystalmists, Empire of luz, the Pomarj

Though recently freed from occupying evil humanoids, Sterich finds itself in flames once again. The nobles, now returning to power, have renewed their power struggle between each other and the anointed ruler of Sterich, the Marchioness. The military, though badly bloodied in the

reclamation campaigns, has emerged as a seasoned force with a handful of veteran generals with a taste for defeating evil humanoids but no real experience policing their own country. Five different clan holds have failed to send representatives to the court of the Marchioness—though whether this is in protest of her renewed rule or because evil humanoids still retain power in those areas, none can say for sure.

Stonehold

Proper Name: Stonehold

Ruler: His Most Grim and Terrible Might, Rhelt Sevvord I, Master of Stonehold [CE male human]

Government: Independent feudal monarchy with hereditary rulership, governing four ataman nobles (ruling from the towns) and four nomadic tribal chieftains, with the standing army commanded by the rhelt (king); current rhelt is charismatic and has near-dictatorial powers

Cities: Vlekstaad (LT)

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

Population: Human 96%, Orc 2%, Dwarf 1%, Other 1%

Law: CE

Allies: None

Enemies: Empire of luz, Frost Barbarians, Ice Barbarians, Snow Barbarians, Theocracy of the Pale, denizens of the Griffs

A frigid climate and brutal regime combine to make Stonehold one of the harshest lands in all the Flanaess. Brute strength and treachery are Stonehold's assets, and all of her neighbors are her enemies. Rhelt Sevvord, the ruler of the realm, openly proclaims his independence from and hatred of luz even while faction leaders within Stonehold secretly court the demigod in the hopes of winning power for themselves. Murder among the Stonehold leaders is commonplace, and assassination is a recognized method of negotiation.

Sunndi

Proper Name: Kingdom of Sunndi

Ruler: His Brilliant Majesty, Olvenking Hazendel I the Defender of Sunndi, Protector of the South [CG male elf]

Government: Independent feudal monarchy with a royal family governing numerous noble houses

Cities: Pitchfield (LT)

Resources: Electrum, platinum, gems (II, IV)

Population: Human 79%, Elf 9%, Dwarf 5%, Gnome 3%, Halfling 2%, Half-elf 1%, Other 1%

Law: NG

Allies: Irongate, Onnwal (rebels), Nyronnd, Dullstrand, Iron Hills, residents of the Headlands, Glorioles (semi-independent dwarven realm)

Enemies: Scarlet Brotherhood, Lordship of the Isles, Ahlissa (distrusted), amphibious evil humanoids of the Vast Swamp

A very young kingdom (only two years old), Sunndi's greatest strengths come from internal cooperation and outward isolation. But these strengths may soon be put to a test as potential enemies surround the fledgling nation and predators harry its citizens. Recently, southern Sunni villages have suffered vampire attacks. The Scarlet Brotherhood may be infiltrating both the government and military, assassinating and

kidnapping officials and fouling the public works. An air of distrust builds in Sunni, and something needs to be done.

Tenh

Proper Name: Duchy of Tenh

Ruler: His Radiance, Duke Ehyeh III of Tenh [NG male human] (in exile)

Government: Independent feudal monarchy

Cities: Nevond Nevnend (M—occupied by Stonehold); Calbut (LC—occupied by Stonehold), Redspan (LC—occupied by Duke's forces)

Resources: Foodstuffs, platinum (resources not currently developed or exported because of warfare)

Population: Human 78%, Halfling 9%, Elf 4%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%, Other 2%

Law: N

Allies: County of Urnst (weak), Nyronnd (weak)

Enemies: Bandit Kingdoms, Stonehold, trolls from the Troll Fens, the Pale

Duke Ehyeh attempts to reclaim his homeland from Stonehold and luz. He has received only meager assistance from the County of Urnst. He has other supporters, of course, including the mage Nystul of the Circle of Eight (see Chapter 5), but few followers or troops are available to him. His reputation as a leader was destroyed along with his nation, leaving him little more than a noble title and moderate riches. The Duke himself has not set foot on his native soil in nearly a decade, a fact that is reflected in the uncertain morale of his troops in Tenh. The Duke has begun casting about for any aid that will help him restore confidence in the noble house of Tenh.

Tiger Nomads

Proper Name: Chakyik Horde

Ruler: The Unvanquishable Tiger Lord, Ilkhan Gajtak of the Chakyik Hordes [CE male human]

Government: Numerous nomad clans loosely ruled by the most powerful noble of the royal clan

Cities: Yecha (LT)

Resources: Furs and hides, silver, gems (I)

Population: Human 96%, Halfling 2%, Elf 1%, Other 1%

Law: CN

Allies: None

Enemies: Burneal Forest tribes, Wolf Nomads (sometimes), Perrenland (sometimes), Ekbir (sometimes)

These herders and hunters roam freely across the steppes, trading with the folk of Ekbir, Perrenland, and the Wolf Nomads. They are also raiders and occasional slave-traders, and rumors of lycanthropy among the Tiger Nomads have been confirmed.

Their armies are similar in most respects to other northern nomads, though the presence of women warriors and warrior-priestesses is much more prevalent among the Tiger Nomads. Rumors abound regarding these amazon troops including ones that they perform male sacrifices, as was their practice in the olden days.

Tusmit

Proper Name: Tusmit

Ruler: His Exalted Splendor, the Pasha of Tusmit, Muammar Qharan [LN male human]

Government: Independent feudal monarchy having only noble houses; only chosen monarch is considered royalty
Cities: Sefmur (LC); Blashikdur (SC), Vilayad (LC)
Resources: Foodstuffs, silver, gold
Population: Human 79%, Dwarf 8%, Halfling 6%, Elf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%
Law: LN
Allies: Zeif, Ket (sometimes)
Enemies: Ekbir (sometimes), Ket (sometimes), Paynims (sometimes), Knights of the Watch and Knights of Dispatch

Few outsiders visit the Tusmite backcountry, for the only wealth there is in raw materials, and the natives are inhospitable. Al'Akbar is worshiped in the north, so lawlessness is not tolerated. Only those wishing to visit the Grand Mufti of the Yatil Mountains travel there. The current Pasha has not made such a pilgrimage, however, which is a definite break with tradition. The northern lords grumble at his reticence in accepting the Caliph of Ekbir's spiritual authority. This could lead to trouble, especially since the Pasha has made overtures to the Sultan of Zeif, a competing power.

Ulek, County of

Proper Name: County Palatine of Ulek
Ruler: His Noble Mercy, Lewenn, Count Palatine of Ulek, Arch-druid [N male human]
Government: Hereditary feudal monarchy; count must be member of druidic hierarchy, and fulfill ritual requirements unique to the County
Cities: Jurnre (LC); Kewbanks (SC), Courwood (SC)
Resources: Foodstuffs, copper, silver, gems (I, II)
Population: Human 79%, Gnome 8%, Halfling 6%, Elf 3%, Dwarf 2%, Half-elf 1%, Half-orc 1%
Law: N
Allies: Ulek states, Keoland, Gran March, Verbobonc, Dyvers, Greyhawk, Knights of Luna, Celene (in theory), Knights of the Watch (weak), druidic circles
Enemies: The Pomarj, Empire of luz

Located between the Duchy and the Principality of Ulek, this peaceful land provides a home for halfling and human farmers. The rolling countryside and many small communities also house gnome brewers and woodworkers who produce many of the County's trade goods. The government is fairly "hands off," run by druids who provide assistance and guidance in daily life.

Ulek, Duchy of

Proper Name: Duchy of Ulek
Ruler: His Noble Radiance, Duke Grenowin of Ulek [NG male elf]
Government: Independent feudal monarchy with hereditary rulership, royal and major noble houses are exclusively elven
Cities: Tringlee (LC); Axegard (LC), Waybury (SC)
Resources: Foodstuffs, cloth, electrum, gold, silver, gems (I,")
Population: Human 43%, Half-elf 32%, Elf 19%, Gnome 3%, Halfling 2%, Other 1%
Law: CG
Allies: Ulek states, Keoland, Gran March, Sterich, Geoff (exiles), Verbobonc, Kron Hills, Highfolk, Veluna, Furyondy,

Dyvers, Greyhawk, Duchy of Urnst, Knights of Luna, Celene (greatly strained), Knights of the Watch
Enemies: The Pomarj, Empire of luz

Though one of the few countries in the Flanaess ruled by an elven sovereign, the Duchy of Ulek maintains a careful harmony between its citizens of all races. The duke advocates this harmony beyond his borders, but has met with resistance, especially from isolationist Celene. Some of Ulek's less patient lords wish for the duke to take action against Celene, but he remains patient, favoring diplomacy.

The duke has other worries. Recently, a blight of tree-devouring worms infested the Silverwood and destroyed many elven tree shelters. These creatures are apparently also the source of some disease or curse that now afflicts the wood elves of the forest as well.

Ulek, Principality of

Proper Name: Principality of Ulek
Ruler: His Serene Highness, Prince Olinstaad Corond of Ulek, Lord of the Peaks of Haven [LC male dwarf]
Government: Independent feudal monarchy with hereditary rulership, in which the royal and noble houses are all dwarven; royal family (House Corond) owns Gryrax and closely administers affairs of the realm, including some internal affairs of the noble realms
Cities: Gryrax (M); Eastpass (LC), Havenhill (M), Thunderstrike (LC)
Resources: Foodstuffs, silver, gems (II-IV)
Population: Human 53%, Dwarf 30%, Halfling 10%, Elf 3%, Gnome 2%, Half-elf 1%, Other 1%
Allies: Ulek states, Keoland, Gran March, Verbobonc, Dyvers, Greyhawk, Knights of Luna, Knights of the Watch (weak), Celene (in theory, now hated for isolationism)
Enemies: The Pomarj, Empire of luz, Scarlet Brotherhood

The cosmopolitan Principality of Ulek is likely the largest mixed dwarven and human realm in the Flanaess, and one of few that is both possessed and administered by dwarves themselves. It prospers tremendously from foreign trade that passes through its markets, and goods from the Principality are highly valued.

Traditionally dominated by nonhumans, the Ulek States are infamous for their provincial natures, but the prince and his court conduct foreign policy and trade with their neighbors as would any human lord. Taken together, halflings and dwarves outnumber humans in most of the Principality's provinces, and this racial breakdown carries over to the military forces of the realm.

Proper Name: Ull
Ruler: His Illustrious Ferocity, Bruzharag the Misbegotten, the Orakhan of Ull [CE male half-ogre]
Government: Independent tribal clan (of very large size) composed of many large nomadic families, each ruled by a dictatorial leader (eldest, strongest, or most charismatic); all families loosely ruled by a royal family whose leader is orakhan, a monarch with dictatorial control over his immediate realm; changes in rulership often occur by assassination or dueling

Cities: Ulakand (SC); Kester (SC)

Resources: Silver, gems (II), road trade nexus (Kester) through lower Ulsprue

Population: Human 94%, Halfling 2%, Orc 2%, Half-orc 1%, Other 1%

Law: CN

Allies: None

Enemies: Paynims, hill tribesmen; however, this state is generally hostile to all outsiders

Ull's rich grassland extends deep into the Plains of the Paynims and, unfortunately, so does their lucrative slave trade. The Uli are known as a treacherous people, especially their cityfolk. Their military has a similar reputation. Their horsemen are undisciplined, and their infantry is notorious for its monstrous practices.

Unique among nations of this region, Ull does not revere Al'Akbar. The Uli venerate the spirits of their own feral ancestors—those who do not favor the patronage of fiends outright.

Urnst, County of

Proper Name: County of Urnst

Ruler: Her Noble Brilliancy, the Countess Belissica of Urnst [CG female human]

Government: Feudal monarchy owing fealty to the Duchy of Urnst, though internal affairs are conducted independently; hereditary rulership out of a very broad noble (not royal) family (House Cellor) with strong adventuring and military service

Cities: Radigast City (M); Brotton (M), Caporna (SC), High Mardreth (SC), Jedbridge (SC), Trigol (SC)

Resources: Foodstuffs, cloth, gold

Population: Human 79%, Halfling 9%, Elf 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Law: NG

Allies: Duchy of Urnst, Greyhawk, Nyronde, Flinty Hills, Furyondy, Tenh (exiled noble family and refugees)

Enemies: Empire of Iuz, Bone March, the Pale (distrusted)

The great plains of Urnst, which allow for its staggering production of foodstuffs, are surprisingly not the pride of the realm. Urnst is known for its incredible network of roads. Much of the great architecture and infrastructure of Urnst can be traced to the Aerdy occupation, despite the general distrust most Urnstmen feel toward virtually every nation to the east.

The Countess Belissica, however, is working to dispel that attitude. Her domestic popularity rivals the most loved Flanaess rulers, and she works hard to establish warm relationships with neighboring nations. Still, internal problems crop up. The mad old lord of Brotton refuses to pay taxes and speaks openly of revolt, and a rare wood-rot infestation plagues the shipyards at Bampton. Even the most popular rulers are not without troubles.

Urnst, Duchy of

Proper Name: Duchy Palatine of Urnst

Ruler: His Most Lordly Grace Karll Lorinar, the Duke of Urnst, Warden of the Abbor-Alz [CG male human]

Government: Independent feudal monarchy with hereditary rulership, owing fealty (in theory only) to the old Great Kingdom. Duke advised in all matters by the Honorable Chamber, a delegation of nobles



Cities: Leukish (LC); Goldplain (SC), Nellix (LC), Nystran (SC), Pontyrel (SC), Seltaren (SC)

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

Population: Human 79%, Halfling 9%, Elf 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Law: NG

Allies: County of Urnst, Greyhawk (distrusted), Nyronde (distrusted), Furyondy

Enemies: Empire of Iuz, Bright Lands

Urnst is blessed with numerous trade opportunities, moderate climate, beautiful scenery, and ample natural defenses. Standing border armies augment the nation's strength, providing security. Problems from the old Bandit Kingdoms, primitive hill folk, and the odd band of ravaging evil humanoids find swift solutions under the well-trained hooves of Duke Karll's elite cavalry.

While few overt threats presented themselves in the aftermath of war, the emergence of Rary in the Bright Desert is a cause of concern for Urnst. An enigmatic archmage known only as "The Seer" (expelled from Karll's court nearly twenty years ago) was recently sighted near Maure Castle. If these two events are linked, no one knows how.

Valley of the Mage

Proper Name: Valley of the Mage

Ruler: His Most Magical Authority, the Exalted Mage of the Valley and Laird of the Domain [particulars uncertain]

Government: Magical despotism

Cities: Unknown
Resources: Unknown
Population: Human 37%, Elf 25%, Gnome 18%, Halfling 10%, Half-elf 5%, Other 5%
Law: Unknown
Allies: None
Enemies: Geoff (exiles), Bissel, Gran March, Knights of the Watch, Knights of Dispatch, Keoland (minor), Sterich (minor), most elves

The Valley of the Mage lies within the central Barrier Peaks mountain range. The only natural passage through the surrounding mountains lies near the northern end of the valley where unpredictable elven and gnome patrols guard the entrance. They may turn back travelers with a stern warning, or attack outright.

It is rumored that the Mage of the Valley sends servants on errands of theft and banditry. Captured servants either escape or waste away, inevitably dying if not allowed to return.

Nightfall in the valley is quite sudden, and the landscape seems to come alive with monstrous predators. It is not known if these are conjured in response to trespassers, or are general hazards.

The archmages Rary and Mordenkainen have sponsored adventuring parties to investigate, but none of them have brought back much information. All have suffered high casualty rates.

Veluna

Proper Name: Archclericy of Veluna
Ruler: His Venerable Reverence, the Canon of Veluna, Hazen, Shepherd of the Faithful [LC male human]
Government: Theocracy ruled by the Canon of Veluna, who is advised by the College of Bishops and the Celestial Order of the Moons, made up of representatives from seven secular noble houses and a representative from the Viscounty of Verbobonc
Cities: Mitrik (LC); Devarnish (SC), Veluna City (SC)
Resources: Foodstuffs, copper, silver, gold
Population: Human 79%, Elf 9%, Gnome 5%, Halfling 3%, Dwarf 2%, Half-elf 1%, Half-orc 1%
Law: LC
Allies: Furyondy, Highfolk, Bissel, Verbobonc, Kron Hills, Ulek states, Shield Lands, Cran March (strained over control of Bissel), Dyvers (weak), all branches of the church of Rao across the Flanaess, Celene (in theory, but distrusted now), Knights of the Hart, Knights of Luna
Enemies: Empire of luz, Ket, the Pomarj (minor), Knights of the Watch and Knights of Dispatch (distrusted), Valley of the Mage (distrusted), Perrenland (distrusted)

The folk of Veluna represent the best aspects of the common races. Here, people live in harmony, farming and working together to build a common culture founded on the tenets of peace, reason, and serenity. The influence of the Church of Rao is everywhere in Veluna.

Still, in a world where strife seems more common than air, Veluna has its share of problems. Seven members of the College of Bishops have been afflicted with madness and an incurable, wasting illness. The archbishop has put out a call to healers and theologians across the Flanaess, hoping someone will have some insight into curing this dread disease . . . or curse.

Verbobonc

Proper Name: Viscounty and Town of Verbobonc
Ruler: His Noble Lordship, the Viscount Langard of Verbobonc, Defender of the Faith [CG male half-elf]
Government: Semi-independent territory owing fealty to the Archclericy of Veluna (but virtually autonomous in practice)
Cities: Verbobonc (LC)
Population: Human 79%, Elf 9%, Gnome 5%, Halfling 3%, Dwarf 2%, Half-elf 1%, Half-orc 1%
Resources: Copper, gems (I-IV), lumber
Law: LC
Allies: Veluna, Furyondy (distrusted), Knights of the Hart (distrusted)
Enemies: Empire of luz, the Pomarj, Kron Hills gnomes, assorted evil cults

The people of Verbobonc are friendly, but cautious. Most feel that a stranger could as easily slice your throat as look at you. They fear demons most of all, since such creatures have visited and left their marks. Dozens of evil cults remain too, lurking just below the surface of daily life. The folk of Verbobonc channel their caution into a diligent work ethic.

Though independent, the entire viscounty is a bishopric devoted to St. Cuthbert and follows the Archclericy of Veluna. Adventurers—most well-meaning, but all unpredictable and occasionally destructive—make up an unusually high percentage of Verbobonc's armed population.

Wolf Nomads

Proper Name: The Wegwiur
Ruler: The Fearless Wolf Leader, Tarkhan of all the Wegwiur, Commander of the Relentless Horde, Bargru [CN male human]
Government: Numerous loosely allied nomad tribes; hereditary leader of the ruling clan has authority (limited by charisma and force) over other khans
Cities: Eru Tovar (LT); Ungra Balan (SC)
Resources: Furs and hides, copper, horses
Population: Human 96%, Halfling 2%, Elf 1%, Other 1%
Law: CN
Allies: Rovers of the Barrens
Enemies: Empire of luz, Tiger Nomads (sometimes), evil humanoids and bandits from Blackmoor and Cold Marshes

The Wolf Nomads are a stoic nation of barbarians. Though its population is unpredictable as a whole, a Wolf Nomad's word is good, and many have the watchful trust of caravan leaders traveling to Blackmoor or the Tiger Nomads. They make excellent guides, though they are easily offended when outsiders (often unwittingly) violate one of their taboos. These instances occur so regularly that experienced merchants budget in extra time and money to atone for unexpected transgressions.

The Wolf Nomads hate luz. The demigod and the Wolves have never gotten along, and the main city of the realm, Eru Tovar, stands ready to endure a siege if luz attacks. This intransigence in the face of great evil has won the respect of many outsiders.

One matter of national importance is the Freeholder's motion to bring home a large mercenary army from Keoland. Meanwhile, an the influx of refugees from the Hold of the Sea Princes swells the population in the south. Local land-owners are displeased with the situation.

Zeif

Proper Name: Sultanate of Zeif

Ruler: His Omnipotence, the Glory of the West, the Sultan of Zeif, Murad [LN male human]

Government: Independent feudal monarchy with hereditary ruler; advised by the Grand Vizier and the Diwan, a semihereditary bureaucracy; royal line has uncertain claim of descent from the royal line of the ancient Baklunish Empire and thus lays claim to rule all civilized Baklunish lands; noble families are all related to the royal family in various degrees; religion subservient to state

Cities: Zeif (M); Antalotol (SC), Ceshra (LC), Dhabiya (LC)

Resources: Foodstuffs, gems (III), horses, livestock

Population: Human 88%, Orc 10%, Halfling 1%, Other 1%

Law: LN

Allies: Tusmit, some Paynim tribes (sometimes)

Enemies: Ekbir (sometimes), Tusmit (sometimes), Ket (sometimes), some Paynim tribes, Knights of the Watch

Zeif's sea trade is paramount, and her port cities are by far the most prosperous in the land. There is no greater merchant fleet in the western Flanaess.

Many Paynim mercenaries serve in the Sultan's army as scouts and cavalry. To signify their loyalty, they wear badges on Zeif soil. However, badges are easily obtained, and seldom checked. Tribes of Paynim not loyal to Zeif often raid the country's caravans. They do not hesitate to fight Paynim caravan guards either—Paynim often fight one another.

The military of Zeif is strong, led by the Sultan himself. The alliance of merchants, called the Mouqollad (see Chapter 5), is perhaps the next greatest power within Zeif, for they have wealth. Finally, assassins and spies are plentiful here, serving any number of masters or causes.

Rao (the Mediator, the Calm Cod)

Rao (RAOW) is a god of calm and peaceful contemplation shown as an old man with dark skin, white hair, slender hands, and a serene smile. It is said that any time an offering of peace is made, Rao grows a day younger. Rao's sacred texts teach that the ability to reason is the greatest gift. Reasoning leads to discourse, discourse leads to peace, and peace leads to serenity. If all intelligent beings would reason with each other and achieve serenity, the world would resonate with the harmony of benign order. However, some refuse to bow to reason and instead resort to violent action. Then action is required to counteract violence. While this not an action of peace, there is a time to think, and more rarely to act. In that time, action is wisdom.

Clerics of Rao pursue knowledge and convoluted paths of logical thought. They enjoy theological discussions and introspective meditation. While they prefer peace, they are not above using force when their *arguments are* ignored or the bastions of reason are threatened. They search for new schools of thinking, fabled locales of calmness and quietude, and powerful magic to use in the cause of Law and Good.

Domains: Law, Good, Knowledge, and Protection; prayer for spells may take place at sunrise or sunset

Yeomanry

Proper Name: The Yeomanry League

Ruler: His Steadfastness, Marius Lindon the Freeholder, Spokesman for the Yeomanry League [NG male human]

Government: Independent democratic republic governed by an elected Freeholder (who conducts diplomacy, negotiates treaties, and commands the military) and Council of Common Grosspokesmen (a parliament handling legislative affairs); suffrage exists for all adult citizens who are in military service or are gainfully employed in the realm

Cities: Loftwick (SC); Longspear (SC)

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

Population: Human 79%, Halfling 9%, Elf 5%, Dwarf 3%, Gnome 2%, Half-elf 1%, Half-orc 1%

Law: LC

Allies: Keoland (weak), Sterich (weak), Knights of the Watch (weak)

Enemies: Scarlet Brotherhood; many giants and evil humanoids in Hellfurnaces, Crystalmists, Jotens, Tors, and Hool Marshes; Empire of luz

One of the few representative democracies in the Flanaess, the Yeomanry is an unusual land. Populated largely by free-man farmers, it also maintains a militaristic tradition. In order to gain a vote in the Yeomanry League, a citizen of majority age must have "carried a spear" (served in the militia or the army). Representatives are chosen from each community and this Council of Common Grosspokesmen meets four times a year to decide national matters.

CHAPTER FOUR: GEOGRAPHY

This chapter deals with the major terrain features of the Flanaess.

Forests

The forests of the Flanaess are a mixed blessing. They provide vital goods such as game and lumber, but they also house rebels, brigands, and monsters.

Adri Forest: This vast, ancient broadleaf forest is filled with game animals and fine trees. It has shrunk by about half since the Great Kingdom was founded, thanks to land clearing for farms. Resources from the Adri include fine wood for shipbuilding, homes, furniture, and weapons; game animals hunted for furs, food, and trophies; and gathered foods and fish from the Harp River. The foresters of the Adri dislike the Great Kingdom and its successor states, and groups led by rangers have begun to resist incursions by Ahlissa and the North Kingdom into the woodland. A half-dozen druidic faiths are also present, including that of Obad-Hai, led by Archdruid Immonara, who oversees activities in the eastern Flanaess. Ehlonna's faith supports the rangers and is very militant. A legendary ancient elven city is said to lie at the heart of the Adri in a dangerous region called the Coldwood. No elf ever goes there, or allows anyone else to do so.

Amedio Jungle: The Amedio is a vast tropical rainforest extending south more than 300 leagues. Fierce animals, monsters, and tribes of savage humans dwell here; all are said to prey on humanoids. The jungle also holds many carnivorous and poisonous plants whose medicinal and magical properties are rumored to be very powerful.

Axewood: The Axewood has a reputation as a faerie land, and the Keoish are careful only to cut down trees from the periphery of the wood, and only take what they need.

Bonewood: This small forest suddenly changed in character some years ago, when its trees appeared to change into bonelike material. Dark sorcery was immediately suspected and most inhabitants fled to the nearby city of Rel Deven. The place has acquired a woeful reputation ever since.

Burneal Forest The Burneal Forest stretches for over 1,000 miles. This sprawling forest of pines and firs is nowhere less than 100 miles broad, and in places is over 200. Great northern elk, massive deer, and other game tempt the Wolf and Tiger nomads into the Burneal from time to time, but the yield is poor.

Celadon Forest: The Celadon Forest is shared between Nyronnd and the Duchy of Urnst. Whereas Duke Karl of Urnst enjoys friendship with the (generally) peaceful elves and woodsmen of the western woodlands, the Nyronnd side of the forest borders on civil war thanks to their extensive logging practices.

Mighty oaks and elms grow here, tended by treants, elves, and other sylvan creatures who prevent the harvesting of any live tree. Those humans and elves who trade with the outside world are generally herbalists. The justly famous *Keoghtom's ointment* is said to derive from reagents gathered here.

The southwest Duchy of Urnst is served by rangers from the Celadon, mostly humans and half-elves trained at Stal-

wart Pines, the only "organized" ranger school in the Flanaess.

Dapple Wood: This small woodland is a major source of lumber and game for Furyondy. Ships on the Velverdyva River often put in for the night at small, free-spirited shore villages in the woods.

Dim Forest: The huge old trees of this great forest are so broad and leafy, the ground beneath stays dim on even the sunniest days. Elves are still said to dwell west of the Javan River, but terrible, shadowy creatures abide elsewhere in the forest.

Dreadwood: A royal writ from Keoland grants control of most of this forest to the elves, who protect it on behalf of the crown. Despite this, efforts to clear the forest of evil creatures repeatedly fail. Southern raiders from the Sea Princes and tribes of evil humanoids from the Hool Marshes continue to attack southern Keoland through the wood. The elves and royal garrisons repel these invaders, often at great cost.

Fellreev Forest: Luz claims all of the Fellreev's expanse, though in truth the Old One enjoys little power here. Indigenous elf clans and their bandit allies truly rule the forest. The bandits pay tribute to elf clan lords with booty gained from luz's wagon trains.

Forlorn Forest: The Forlorn Forest's eastern edge marks the boundary of the Rovers of the Barrens. The forest is poor, but screens the growing number of coastal settlements made by the Rovers.

Gamboge Forest: The ancient, dense Gamboge Forest lies between Nyronnd and Pale, though neither claims it. Elves, humans, and gnomes live among the trees. Ogres and hobgoblins from the nearby mountains often raid woodland villages or use the forest as cover to range into the plains beyond. The residents prepare accordingly, training their young in the ways of the blade and bow. Despite these dangers, the Gamboge remains fairly peaceful.

Gnarley Forest: Portions of the immense Gnarley Forest are claimed by Celene, Dyvers, Verbobonc, and the Domain of Greyhawk. The forest is home to tribes of ores, ogres gnolls, and numerous forest beasts. Roving ores from the Pomarj annually attempt to use the forest as cover for a massive flanking maneuver against Greyhawk-protected cities. Were it not for the elves, gnomes, and humans in the Gnarley, these efforts might meet with some result other than crushing defeat.

Grandwood Forest: The Grandwood's tall hardwoods and tangles of vegetation remain one of the few havens for good in the former Great Kingdom. The dissident forest folk have attempted to form a government, but Overking Xavener will have none of that. Elves remain the most powerful group in the forest and are the most wary of outsiders.

Hornwood: The Hornwood, once the favored hunting place of Geoff's nobility, now teems with monsters. When the giants and evil humanoids invaded during the Greyhawk Wars, many Geoff citizens sought sanctuary within the forest. Those who swore themselves to the forest and the strict code of its druids were taken in. Those who would not were turned back.

Hraak Forest: The Hraak is a pine and fir woodland exploited by the people of Stonehold purely for fuel, trapping, and hunting. Great bears and wolves roam its depths and a fair number of white dragons lair within.

Iron Wood: The western lands of the Viscounty of Verbobonc are marked by the Iron Wood, a dense stand of hardwood said to be haunted by several breeds of hostile lycanthropes. A thin trade road cuts the forest from Verbobonc to the walled Veluna city of Devarnish, but since most merchants prefer to travel by river, it is seldom used. Heavy mist and fog is common here.

Loftwood: The Loftwood's pine trees were once highly prized for shipbuilding. It was partially despoiled by a great fire, but humans and dwarves are reclaiming the northern margins. It is now an active battleground between Ratik and the ores and gnolls in the south.

Menowood: Once the domain of a powerful druid called Sverdras Meno, Menowood is still the home to ancient creatures such as treants and faerie folk.

Nutherwood: The writ of the Theocracy of the Pale marks its southern border at the Nutherwood's lower edge. Many folk live here, outside the direct glare of the theocrat. Many monsters exist here as well: ogres, ankhegs, giant beetles, and carnivorous plants pose serious threat to the unwary.

Oytwood: This small woodland within Geoff was almost wholly overrun during the Greyhawk wars until humans turned back the raiders in a costly victory. Entrenched elves inhabit the western forest and are currently in serious disputes with their cousins in the Dim Forest. The Oytwood is rich with fruit trees and edible fungi.

Phostwood: The Phostwood is one of most haunting forests in the entire Flanaess. Phosphorescence released by dying trees which are uniquely indigenous creates a soft glow, giving it an eerie cast. The Phostwood is a major battleground between the forces of luz, native Tenha, and the invading armies from the Pale. Renegades and refugees from the Bandit Kingdoms use the forest as a convenient place to hide from pursuers.

Rieuwood: This forest marks the northern border of Sunndi. Its mighty hardwood trees soar into the sky. The wood is heavily patrolled and defended by elves and rangers, who watch for incursions from Ahlissa. Its eastern verges mark the road to Sunndi's capital, Pitchfield.

Sable Wood: This evergreen forest lies within the realm of the Ice Barbarians. Winter wolves prowl its western half. Sablewood trees (which give the forest its name) are short with thick trunks. Their branches make excellent arrowshafts. Wood cut in the dead of winter has the finest grain, and turns a deep, lustrous black when rubbed with hot oils. The barbarians prize this material and do not export it.

Silverwood: This forest within the Duchy of Ulek is home to many elves. The elves are said to nurture the trees so that they take unique forms, and harvest from them a delicious, nourishing sap that is the source of their sought-after elven mead.

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

Suss Forest: Where the Welkwood approaches the Jewel River near the Ulek city of Courwood, the forest becomes the Suss. The Suss is a dreary place filled with thorn trees, brambles, briars, and thickets. Its massive trees are blackened with age, and seem to menace all who pass underneath. The western end of the forest is open and clean, but east of the Jewel River it is foreboding. Orcs and goblins who share ties with their Pomarj brethren make their home in this part of

the Suss. Tales of a lost city in the forest abound, but few dare to confirm these rumors.

Tangles: This small woodland north of the Rift Canyon grows as thick as any jungle. Numerous bandits live in hiding here, avoiding the forces of luz.

Timberway Forest: This narrow forest divides Ratik from the Frost Barbarians and by treaty both realms share its pine and firs equally. These trees are highly prized in shipbuilding and the forest is also a good source of game.

Udgru Forest: This woodland is extensive and very dense. It is filled with game, but monsters from the Yatil Mountains and renegades from Tusmit and Ekbir await the unwary intruder.

Vesve Forest: The largest hardwood forest in all the Flanaess is the Vesve Forest (or High Forest), a site of crucial importance to the balance of power in the north. luz refuses to yield any claim to woodlands, while Furyondy and the Highfolk support those within who try to fend off evil forces. Enough woodsmen to fill a large city dwell here, their numbers swollen by good-hearted folk willing to die to contain luz's villainy. The humans are supported by elves, gnomes, and halflings.

The elves and their allies currently hold the western and southwestern woods, while the northeastern lands are controlled by luz. These lands are inhabited by unaligned bands of ores, goblins, and gnolls who are likely to attack anyone. The overlap between these areas is claimed by no one, being little more than wooded killing fields.

The forest provides abundant resources: excellent woods, plant resins used for waterproofing, incenses, preservatives,



and a variety of medical berries and herbs. These resources are crucial to the economic health of Highfolk, Furyondy, and even Veluna.

Welkwood: The Welkwood is known for extremely tall hardwood trees, many towering 100 feet or more. Celene claims the entire forest, but truly controls the portion west of the Jewel River.

Mountains

These rugged areas hold everything from rich deposits of minerals to hordes of giants and other monsters.

Barrier Peaks: The Valley of the Mage is hidden within these peaks, and these highlands are infamous for their strange inhabitants. Some dwarven clans maintain concealed strongholds here, for the mountains have many precious minerals and gems.

Clatspur Range: These peaks have some valuable minerals, but they are only sparsely settled. Perrenlanders occupy most of the valleys, and also have small villages in the lower slopes.

Corusk Mountains: The lower parts of these mountains are inhabited by humans, while monsters of all sorts dwell in the center. Further east, these mountains have less deadly fauna, but unpredictable freezing fogs and mists can sweep down from the heights in a matter of minutes. Most peaks here are permanently ice capped.

Crystalmist Mountains: The highest peaks in the Flanaess can be found in the Crystalmist Mountains, a massive chain that includes the Barrier Peaks to the north and the Hellfurnaces to the south. Various monsters dwell amid the high summits and weird valleys. Precious metals and gems can be found here as well; however, prospectors must be least as good with sword and shield as with pick. Several holds of dwarves fit that description, and make a rich living trading with the folk of the Dry Steppes, Sterich, and the Yeomanry.

Glorioles: These peaks are the tallest in perhaps a thousand miles. They are home to dwarven kingdoms allied with the King of Sunndi. Despite their general dislike of elvenkind, the dwarves of the Glorioles regard Ahlissa as a greater threat.

Griff Mountains: These mountains are the habitat of many monstrous creatures. The Griffins have proven uninviting to settlements, though some exist, for these mountains contain valuable mineral deposits.

Legends tell of a small, beautiful land in the heart of this range, protected from outsiders by sorcery and strength of arms, ruled by a powerful prince. This tiny realm is said to have buildings roofed with precious metals, with gold used in place of lead, and mosaiclike windows of precious gemstones.

Hellfurnaces: Unlike the Crystalmist mountains, which in fact make up the northern half of the same mountain range, the Hellfurnace range features many active volcanoes, allegedly ignited in the time of the Rain of Colorless Fire (see Chapter 2). These lands are a hive of evil, a treacherous landscape made worse by the presence of creatures such as fire giants and salamanders. The steep walls of the Hellfurnaces hide many cavernous entrances to the monster-infested tunnels of the Underdark.

Jotens: The Jotens comprise the largest spur of the Crystalmist chain, home of several different giant tribes. The southern slopes are defended by long-ranging Yeomanry spearmen allied with dwarven units. Fighting between agents of Sterich and evil giants continues in the north.

Lortmil Mountains: This low mountain chain has mostly weathered away into hills. It is the homeland of many dwarves, gnomes, and a few venturesome halflings. The Lortmil Mountains contain some of the richest gem and precious metal deposits known. Some of the dwarven clan leaders here are reputed to be as rich as princes.

Rakers: The Rakers are formed by the southern arm of the Griff Mountains. They are so named because the sharp peaks of the range are so tall that they appear to rake the sky. The Rakers are home to ores, kobolds, and other fearsome creatures in great numbers, but some dwarven enclaves also draw wealth out from these peaks.

Sulhaut Mountains: This range separates the Dry Steppes wasteland from the ghastly Sea of Dust, running west from the place where the Crystalmist and the Hellfurnaces meet. Reports place drow in the eastern section of the range, where a torturous system of passes is said to exist.

Ulsprue: These lesser peaks of the Crystalmist are considered to mark the boundary between the Flanaess proper and the rest of Oerik.

Yatil Mountains: Numerous evil humanoids, giants, and other monsters dwell here, though less than in the great southern chain of the Crystalmist and Barrier Peaks. Hardy mountaineers (mostly humans, dwarves, and halflings) fiercely defend their territories here.

The Yatils are rich in ore deposits and gems, although finding and mining veins is difficult. Tales speak of lost magical treasures in the Yatils.

Hills and Highlands

These areas include low mountains, rolling hills, badlands, and all manner of similar terrain.

Abbor-Alz: Near the western border of Urnst, these rocky highlands are actually classified as a small mountain range. Enclaves of dwarves and gnomes remain in the north; most shifted long ago from mining to craftworking.

Blemu Hills: This chain of hills forms the southern boundary of the Bone March. At one time, they were home to thousands of dwarves and gnomes, but now ores wander the central hills exploring the abandoned mines and strongholds.

Bluff Hills: The western terminus of the Griff Mountains drops slowly to become a mass of rugged ridges and steep hills. They have become a hiding ground for bandits and nomads, though both must contend with ferocious bands of ogres that stalk the hills. The Bluffs contain some copper deposits as well as some gold, but the conflict prevents much exploitation.

Brass Hills: Little is known of this massif at the center of the Bright Desert. Presumably named for ancient mining operations, it has been nearly two thousand years since these hills have seen a pickaxe. The region's current inhabitant, the archmage Rary, seems to have chosen the site for the excellent overview of the entire desert provided from its heights. Rary has cleansed the hills of dangers other than his own troops.

Cairn Hills: This sweeping collection of rugged uplands is dotted with hundreds of tombs and burial grounds, remnants of a bygone era. Most of these were explored long ago; wealth excavated from the crypts of the Cairn Hills accounted for the boom that established the Free City of Greyhawk as something other than a trading post. Persistent adventurers still find unexplored dungeons from time to time.

The central hills are home to several thousand gnomes. Halflings dwell in the north, where the hills flatten out, and dwarves inhabit the lofty east. The northernmost promontory of the hills, beyond the mouth of the Selintan River, yields rubies, emeralds, and diamonds. Local gnomes aligned with Greyhawk work the mines.

Drachensgrab Hills: Dominating the Pomarj peninsula, these hills are rich with mineral wealth and monsters, especially ores and hobgoblins. The imposing hills are crowned by small mountains in their central fastness, and these are also called the Drachensgrabs. Legends relate that some powerful being or beings will awaken in anger if their resting place beneath these mounts is disturbed.

Flinty Hills: This band of hills defines the border between Nyron and the Bone March. Those living within the Flinty Hills can be divided between those two powers and a third faction, a group of autonomous gnomes in the east, who fly the banner of Gnomeking Warren ap'Hiller. The southern hills are infested with evil humanoids from the Bone March. Nyron draws much of its mineral wealth from mines here.

Gull Cliffs: These cliffs get their name from the numerous birds which nest here. The cliffs extend more than 100 miles inland. They have been heavily mined by the Aerdri for centuries, leaving them riddled with abandoned shafts.

Headlands: These rugged heights are home to small bands of humans, called Headlanders, in addition to many dwarves and gnomes. The mineral wealth here has been minimally exploited.

Hestmark Highlands: The remoteness and ruggedness of these long, broad hills make them an ideal refuge for the disaffected from surrounding states.

Hollow Highlands: This chain of hills gained its name from ages of mining and burrowing. The beauty and fertility of its slopes more than make up for the modern lack of minerals. These hills are still home to dwarven, gnome, and halfling tribes who swear fealty to the crown of Sunndi and defend the land ruthlessly.

Howling Hills: The Howling Hills seem to be cursed; throughout history they have been the scene of terrible bloodshed. The remains of humans, giants, and dwarves, many centuries dead, are scattered throughout this craggy upland, which also hides several ancient burial complexes. Not surprisingly, the hills are home to a host of incorporeal undead. The eastern lands are firmly in the hands of the Old One, while luz's gains in the west are hotly contested.

Iron Hills: These hills and their long-standing mines have produced very high grade ore for centuries, in addition to precious metals such as gold and silver. They are home to the dwarven kingdom of the Iron Hills, ruled by King Holgi Hirsute, an ally of Irongate.

Kron Hills: The fertile upper reaches of the Kron Hills are home to many gnomes and a few loosely aligned human groups. Once claimed by Verbobonc, the northern gnomelands now represent a realm unto themselves, the so-called Free Assembly of the Kron Hills, ruled by the wise Urthgan, Eldest of Tulvar. The gnomes get on well with the dwarves of the Lortmil Mountains and the isolationist Celene to the south. Though explored, the wooded Kron Hills are still very dangerous.

Little Hills: These hills are only little in comparison to the lofty Jotens, which loom above them. The humans and dwarves who populate these hills are renowned for their

ferocity in battle and have been employed as mercenaries in Keoland for centuries.

Lorridges: The Lorridges is a collection of sharp ridges and hills claimed by Veluna, Bissel, and Gran March. Gnomes and dwarves live here, generally trading with their human neighbors.

Mounds of Dawn: These hills are home to monsters that descend from the northern Yatil Mountains. Fine mineral deposits lie here, as well as many lost treasures and tombs, especially in the vicinity of Lake Quag.

Sepia Uplands: Perrenland claims most of these highlands, and wants to annex the eastern hills that lie within the borders of the Vesve Forest. Large, fierce mountain lions roam the northern Sepias, along with game animals.

Stark Mounds: The timeworn Stark Mounds were probably once mountains. The mounds are filled with stragglers from the recent invasion of Crystalmist monsters and giants during the Greyhawk Wars. Some gnomes and dwarves live in the southern hills.

Tors: The Tors are formed by a mesalike series of hills. Where they border in the south by the Hool Marshes, they are full of monsters and tribes that raid the Yeomanry.

Tusman Hills: These hills eventually rise into the Yatil Mountains, and are populated by humans who are renowned fighters. They maintain semi-independence, serving as mercenaries in the bordering settled states. Mountain goats and sheep thrive here, some domesticated, others hunted. A number of griffons in the hills hunt livestock and hillmen alike.

Islands

Several chains of islands lie off the coasts of the Flanaess.

Asperdi-Duxchan: The southern islands of this chain are nearly tropical in climate, while the northern isles are temperate.

Ataphads: The southern islands are fairly temperate year-round, while the northern islands have extreme seasonal variations.

Olmans: This pair of islands is covered in heavy jungle growth. The Scarlet Brotherhood has built a small port on the western isle. Other foreigners have unsuccessfully tried to build settlements here, and the Brotherhood port seems destined to suffer the same fate. Disease and madness overtake those not inured to the native environment, and the climate is oppressively hot and close.

Major Bodies of Water

Large or important oceans, seas, lakes, and bays are described here.

Abanfyl, Lake: Sightings of aquatic monsters on the Abanfyl's surface are common. The lake is also said to be the home of a family of dragons who lair on a small, haze-shrouded island on the central waters.

Aerdi Sea: This region is heavily used by merchant ships and warships alike. Numerous battles have spawned between the Sea Barons and the Lordship of the Isles, with infrequent raids by Frost, Ice, and Snow Barbarians. The Aerdi Sea is infamous for its variety of sharks, some of which are indiscriminate carnivores. Piracy remains common here.

Aqal, Lake: This lake is an enchanting place of beauty and otherworldly calm. For some reason, the bandits in the Fellreev forest, the native elves, and the servants of luz all

give the lake a wide berth. The wildlife of Lake Aqal is enough to frighten most people away. Many creatures found here are half-again their normal size, a particularly frightening trait in bears and leaches, both of which are found frequently. Rumors of water nagas, dragons, and green hags abound.

Big Seal Bay: This shallow arm of the Icy Sea has long marked the boundary between Stonehold and the Ice Barbarians kingdom. Natives camp in the forest and hunt seal in the summer months. Few humans visit the desolate eastern bay, though the chiseled outer doors of an ancient dwarven clanhold are said to be visible high in the Corusk peaks.

Blackmoor Bay: This corner of the Icy Sea is divided into an upper and lower bay by a thumb of land that juts into the cold waters. A vast pall of smoke drifts across the bay from the Burning Cliffs (see Barren Wastes). In the outer bay, a powerful storm giant has his lair, keeping watch over the coastline in the north. This northern region also provides sanctuary to a mixture of barbarian and aquatic peoples.

Densac Gulf: Little is known of this tropical sea to the south. The Scarlet Brotherhood makes travel to this region very dangerous. The gulf also boasts a sizable population of sea monsters, possibly under the Brotherhood's control.

Drarnidj Ocean: This body of water continues far west. Warm currents from this direction sweep past Zeif and Ekbir and turn north along the coast. Among the usual sea tales of monsters and terrors of the deep, stories of marine puddings that cling to the ships' hulls and rot them away while slowing passage are not to be taken lightly. In winter, the ocean is cloaked in great fog layers, and huge chunks of ice move about on the waters like ghost ships.

Dunhead Bay: This shallow arm of Relmor Bay separates Onnwal from Ahlissa. Dunhead Bay is noted for its excellent fishing, and it has been thoroughly charted.

Fairwind Bay: The broad indent into the southern coast of Nyronid is called Fairwind Bay, a peaceful arm of Relmor Bay characterized by white sand. Fishing is good here, and trade has boomed through the city of Wragby since King Lynwerd took power. Wragby citizens sympathize with the rebels in Onnwal, and they smuggle weapons and goods to the Onnwal coast.

Gates, Bay of: The Bay of Gates is the northernmost part of the Aerdi Sea. The Sea Barons keep this area secure from outside piracy, though renegade Sea Barons raid a few ships every year. Trade here is heavy between many coastal nations. Ships from the Lordship of the Isles, however, are attacked on sight. It is believed that the "Sinking Isle" of Aerdy legend lies near the north end of this bay.

Gearnat, Sea of: The Sea of Gearnat is a long, curved bay whose two ends have separate names: Woolly Bay on the west, and Relmor Bay on the east. Superb navigational charts exist for the whole area.

The Gearnat is fed by three major rivers, two of which (the Selintan and the Nesser) allow shipping deep into the Flanaess interior. Storms lash the Gearnat during spring and autumn; ships cross then at considerable risk. The Straits of Gearnat, between the Pomarj and Onnwal Peninsulas, are open to shipping despite orcish pirates and hostile Scarlet Brotherhood ships, which enforce a hated toll for "safe passage" (received by "neutral" Lordship representatives on anchored vessels). Numerous warships from Greyhawk, Nyronid, Irongate, and other states patrol this region.

Grendep Bay: This is a favorite place for the Northern Barbarians when they raid south, and only they have sure knowledge of the many western inlets and eastern fjords. During high summer, great sea monsters are often seen sporting in the bay. It is unfriendly in winter as well, when freezing winds churn its waters.

Icy Sea: These northern waters remain frozen except in the high summer months. Whales of all sorts frequent the sea, which is said to be the domain of a mighty leviathan lord. The Northern Barbarians sometimes take their ships into these waters to hunt for ivory and furs on the surrounding coasts, raiding when the opportunity presents itself. Even in summer, the Icy Sea can be dangerous due to thick fogs and icebergs.

Jeklea Bay: For many years this part of the Azure Sea was the private realm of the Sea Princes as they raided the Amedio Jungle for slaves and riches. After the Sea Princes fell to the Scarlet Brotherhood, then into civil chaos, Jeklea Bay has been used only by the Brotherhood's ships to maintain holdings in the southern jungles. Sea lions and kraken inhabit the seaweed-choked waters here, which are stirred by a steady clockwise-moving current.

Matrevus, lake: This huge freshwater lake lies deep inside the jungles of the Amedio. It seems to generate periodic tempests, thus earning the epithet "Storm Lake." The local tribes consider it holy, and take to the waters in great bargelike rafts during certain seasonal rituals in order to make offerings of gold and other treasures.

Nyr Dyv: The Nyr Dyv, or "Lake of Unknown Depths," is the largest freshwater lake in the Flanaess. It is a highway of trade, with vessels traveling from several navigable inlets (Artonsamay, Veng, Velderdyva) and outlets (Nesser and the Selintan). Numerous cities owe much of their wealth to the lake traffic.

The legendary dangers of the Nyr Dyv, ferocious storms and creatures, have not diminished, though folk are better equipped to handle them. Few ships brave the allegedly bottomless open waters, preferring to hug the coasts. Iuz's occupation of the Shield Lands (notably Admundfort Isle) has lessened traffic in the north, to the advantage of coves and villages along the southern coast. Most ships plying the waters of the Nyr Dyv are equipped with harpoons and ballistae, to discourage curious creatures.

Rumors abound that the lake holds the sunken remains of an ancient civilization known as the "Isles of Woe." Occasionally, strange silver coins and jewelry and even stranger obsidian carvings make their way to market as remnants of the isles, but these are generally discounted as forgeries.

Oljatt Sea: This region of the Solnor Ocean is extremely deep and inhabited by giant sea monsters. Ships voyaging into the Oljatt are often chained together, marines ready with pikes and bows to drive off giant octopi and huge sea serpents. Unbelievably large sharks trail convoys to steal scraps from fights; giant crocodiles near the saltwater Pelisso Swamp do likewise. Ships from the Lordship and Scarlet Brotherhood sail freely, hunting down "intruder" vessels.

Quag, Lake: Fish are plentiful in the lake's waters, including giant pike and gar; it yields considerable food, although the fishers themselves are sometimes eaten. Nixies also dwell beneath the waters, effectively ruling most of the western depths.

Relmor Bay: The east branch of the Sea of Gearnat is Relmor Bay, long the battleground for the semiunited fleets of Nyron and Onnwal versus the naval squadrons of the old Great Kingdom. Ahlissa fully intends to sail this sea again with newly built squadrons from its infamous port of Prymp. The bitter rivalry could easily be reborn.

Solnor Ocean: The Solnor (literally, birthplace of the sun) is believed to be the mightiest of Oerth's oceans. A huge clockwise current sweeps up the coast of the eastern Flanaess, carrying ships out to sea, and curious debris to the Lordship of the Isles. The vast Solnor beckons adventurous souls across the Flanaess. Fantastic islands, undersea kingdoms, terrifying aquatic and aerial monsters, and a "Jungle of Lost Ships" fill old sailors' fables. Bronze dragons are known to fly east over the Solnor and not return, so a "dragons' graveyard" figures in many stories. Dragons themselves have nothing to say about this.

Spendlowe, Lake: This serene valley lake is the centerpiece of the southern Hold of the Sea Princes. The lake's pure waters and sunset reflections are recounted in paintings throughout the western Flanaess.

Spindrift Sound: These waters connect the Solnor Ocean to the Aerdi Sea. A small sea in its own right, Spindrift Sound is the traditional battle zone between the Lordship of the Isles and the Sea Barons.

Tilva Strait: The Lordship of the Isles long collected tribute from states wishing to use this tropical, shark-infested passage. Such tribute was negotiated and paid in advance, and Lordship vessels patrolled the straits, hunting for vessels whose home states had not paid, while ensuring that those who had paid made the journey safely. When the Lordship fell to the Scarlet Brotherhood, this changed. A complete blockade of the straits was applied. Only Scarlet Brotherhood or Lordship of the Isles ships were allowed free passage. Cargo from other states could be shipped by Lordship vessels through the straits for an exceptionally high fee. Piracy here has fallen dramatically as a consequence. The Brotherhood may have charmed sea monsters into aiding the blockade.

Udrukankar, Lake: This salt lake near the Dry Steppes is nearly lifeless, except for a few birds and insects near the mouth of the Rumikadath River. The extent of the waters was once much greater, especially to the north and east, where there are now large salt-flats. Salt is the major export of this locale.

White Fanged Bay: The bay is named for the great, sharp ice-coated rocks and bergs that menace vessels attempting to land along its shores. In summer, vast numbers of walruses and seals bask along the rocky coasts, while killer whales hunt in the water.

Whyestil Lake: Iuz's pathetic navy holds this lake. Before the arrival of Iuz to Furyondy's northern reaches, considerable trade plied Whyestil's waters, to and from river cities and up the Veng River. Only the latter traffic now exists, and even that is in peril.

Woolly Bay: Enormous traffic passes through here. Merchants have sailed here for centuries, and maps are so detailed as to include bottom soundings and the locations of shipwrecks. These maps are commonly available, making Woolly Bay perhaps the best known body of water in the Flanaess.

Rivers

This section describes the major rivers of the Flanaess.

Artonsamay: Navigable from the town of Redspan to the great delta at the Nyr Dyv, the Artonsamay is one of the longest rivers in the Flanaess.

Crystal: Among the safest waterways associated with the Veng River, the Crystal's source is at a small lake called Erstin, which also provides the shallow creeks that fill the famous canals of Furyondy's capital, Chendl.

Davish: This cold, rapid tributary of the Javan can't be navigated by large vessels. It divides into two channels where it meets the Javan; the isle of Avenstane rises between them.

Deepstil: The shallow, clean Deepstil forms an unofficial border between the Vesve Forest lands claimed by elves and those claimed by luz. Dozens of camouflaged checkpoints overlook the river's southern bank.

Dulsi: A deep inlet of Whyestil Lake, the Dulsi is navigable to the fork of the brackish Blackwater River. In days of old, goods from the WolfNomads came south on river barges. luz has choked this commerce.

Duntide: A crucial part of Nyronnd's famed Nesser-Franz River system, the Duntide brings goods from as far as Womtham and the Flinty Hills to the capital, Rel Mord. South of there, the river can sustain ocean-going ships.

Fals: This tributary of the Volverdyva is navigable all the way to the city of Thornward in Bissel. It marks the northern Veluna border and flows past the capital of Mitrik, where palatial villas extend into its slow moving waters. The Fals carries considerable barge traffic.

Flanmi: The vast Flanmi basin drains nearly the entire region. It is navigable by ship from its mouth all the way north to the ruined city of Rauxes, but such traffic has dropped considerably since the end of the wars.

Fler: This principal inlet to Lake Quag flows from a source near the Land of Black Ice. It is supposed that much of this river is passable to large craft.

Flessern: The narrow, meandering Flessern sees little barge traffic. The tower of an enigmatic water elemental, Kurast, marks the river's source.

Franz: Marking the border between Nyronnd and the County of Urnst, the Franz river is navigable up to the merchant city of Trigol. North of Trigol, shallow-draft river boats play the waters. This border used to be contested, so a number of old, ruined keeps line either bank.

Frozen: This swift river's surface often freezes in winter, though the waters beneath still flow.

Grayflood: This river now marks the southern border of land claimed by Ahlissa. In former times, this deep, pleasant river valley was claimed by Sunndi. Proof of this exists in a series of elven-built keeps on the northern banks, now manned by regiments of Overking Xavener's Glorioles Army.

Harp: With hidden headwaters deep in the Rakers, the Harp is the border between the potentially hostile Nyronnd and Ahlissa.

Hool: A long river with broad, swampy banks, the Hool has its source in the enormous Lake Spendlowe. Thereafter, the river holds few safe stretches. The enormous Hool Marsh makes following the river difficult, since a slow current becomes the only clue that a river continues at all.

Imeda: This river is broad, but not deep. It is navigable to shallow-draft craft all the way to the fork of the Flanmi.

Javan: This is the longest river on the continent. It is usable by large vessels only to the town of Cryllor in Keoland.

Jewel: Few rivers in the Flanaess have more lore attached to them than the Jewel. It once formed the western border of the Principality of Ulek until both banks were captured by Pomarj forces during the wars. It is navigable as far north as the Drachensgrab Hills. Gold and gemstones are still panned in its swift waters.

Nesser The long, deep Nesser river is vitally important for both Nyronnd and the Duchy of Urnst. The lowlands are fertile, and flooding occurs. If not for the monster-infested Gnatmarsh, the Nesser would be the river of choice for captains seeking to travel from Nyr Dyv to the Sea of Gearnat. Regardless of the swamp's dangers, the Nesser is a busy, vibrant waterway.

Realstream: This river is used to raft forest products out of the central fastness of the Dim Forest. It is also an excellent source offish and fresh water.

Ritensa: Long the site of horrific border battles between the Horned Society, Bandit Kingdoms, and Shield Lands, the Ritensa is now wholly within luz's realm. Fittingly, much of its length is fetid, foul smelling, and poisonous. The entirety is navigable, though few ships now ply its waters.

Rumkadath: This river is navigable, but the local nomads consider placing vessels on it to be an act of desecration.

Selintan: This broad, deep river is navigable to sea-going vessels as far north as Greyhawk City, and can accommodate barges for its entire length. It carries considerable traffic.

Sheldomar: The Sheldomar is the broadest and most majestic river on the continent. It separates Keoland from the Ulek states. It is navigable to sea-going traffic from Keoland's city of Gradsul to its capital at Niolo Dra.

Teesar Torrent: The Teesar is an extremely quick river that forms the northern border of the North Kingdom of Aerdy. It is not navigable.

Thelly: This broad, shallow tributary of the Flanmi is navigable to sea-going vessels as far west as the city of Nulbish. Shallow barges carry considerable traffic from Rel Deven and Hexpools through Ahlissa's capital, Kalstrand.

Trask: The Trask's source is a confluence of small streams and springs. It is navigable ISO miles upstream from the Solnor. It is fished heavily along its entire length.

Tuflik: This long river has its headwaters in the Banner Hills and empties into the Dramidj Ocean. It is navigable from the city of Ceshra to the coast.

Velverdyva: This is the busiest river in the Flanaess. The Velverdyva drains Lake Quag, and flows into the Nyr Dyv near the City of Dyvers. Along most of its length, it separates Furyondy from Veluna and is navigable to sea-going vessels from its mouth to nearly the fork of the Fals River. Barges can journey to Thornward along the Fals, or continue north to the city of Schwartzbruin.

Veng: The Veng has long been a pivotal border between the lands of Furyondy, the Horned Society, and Iuz. It remains fairly safe, thanks to the navy of Furyondy. Fish are plentiful near Whyestil Lake.

YoL The Yol is deep enough for barge traffic to the city of Wintershiven.

Wetlands

Large or important swamps, marshes, and fens are described here.

Cold Marshes: The Cold Marshes are renowned for the vile creatures that inhabit their mires, as well as their unnatural, life-draining mists.

Gnatmarsh: The Nesser River would be the preferred route between the Nyr Dyv and Sea of Gearnat if not for the stinking Gnatmarsh, a pathetic, blighted land only nominally claimed by Nyronde. The primary bane of would-be travelers here is insects, both mundane and giant. Completely bloodless corpses are found floating in the reeds from time to time.

Desperate folk willing to brave minor bites or desanguination travel the marsh on flat-bottomed boats, fishing, trapping, harvesting, and sometimes picking the pockets of the bloated dead. A coven of witches or hags is said to dwell at the center of the swamp, but their leader, the so-called Weird of Gnatmarsh, has not been seen since the archmage Warnes Starcoat defeated her years ago.

Hool Marshes: The northern bend of the Hool River is surrounded by miles of quaking mires and bottomless pools. The marshes are infested with natural dangers, ranging from animal predators to evil native lizardfolk to indigenous diseases. Only the desperate flee into the Hool.

Lone Heath: The Lone Heath is a mix of marshland and scrub. It is a traditional sanctuary for outlaws and refugees from Aerdi tyrants, whether it be the Overking or the Lord Mayor of Rel Astra. Rangers and druids of the Grandwood are known to ward the place. Little true menace is in these lowlands, save at the heart of the trackless marsh where glowing lights frighten away even the heartiest folk.

Mistmarsh: This broad, shallow swamp teems with life. Lizardfolk claim certain areas of the deep marsh, and wandering ghoulish packs are a danger.

Pelisso Swamps: Few explorers brave these fetid bogs, particularly considering the Scarlet Brotherhood's blockade. Intrepid souls who make the trip speak of the melodious cries of tropical birds, and the choral din of poisonous, stinging insects in the evenings. Giant crocodiles and amphibians abound among carnivorous plants and towering ferns. A small family of black dragons is also reputed to lair here. Many ships have stuck fast in the quag, and some wealth is thought to rest here for the taking.

Rushmoors: These expansive moors separate Keoland from the Dim Forest. The region is fed by an outflow of the Javan river and is an unclaimed hinterland, filled with monsters. Lizardfolk and kobold bands roam the perimeter of the moors. Farmers in the western moors cultivate the tall, thick rushes that grow all over the land and work to drain swampy areas for farmland.

Troll Fens: In the shadows of the Griff mountains, this swamp is covered in cold, swirling mists. This fell place has menaced the northern borders of the Pale and the Tenh since humanity first migrated to the region. While home to many monsters, it is most notable for its namesake trolls. The Pale has numerous keeps to prevent their incursions.

Vast Swamp: This hot, brackish, deep-watered swamp forms the southern border of Sunndi and drains the entire region to the south. While it has protected southern Sunndi for centuries, the swamp also proves to be a bane. It has long been home to monsters and outlaws who frequently raid Sunndi for their needs.

Wastelands

This section describes desolate areas including deserts and other areas generally devoid of life.

Barren Wastes: Often simply called the Wastes, this tract of desolate rock covers most of the southern shore of the Icy Sea and continues inland for a hundred miles or more. Tradition says that this area was laid waste in some magical calamity. Only moss and lichen grow here now, together with a few sparse grasses and stunted trees in sheltered locations. Cold winds blow incessantly, making it possibly the least hospitable location in the Flanaess.

A notable feature of the Wastes is the Burning Cliffs, a huge region of broken slate covered with unquenchable fire and dense smoke.

Black Ice, Land of: In the far north, at the furthest edge of the known lands of the Flanaess, is a seemingly endless landscape of deep blue-black ice. It fills the horizon beyond the Burneal Forest and the land of Blackmoor. The source of these rolling fields of ebony ice is unknown. Strange arctic monsters prowl this place, and the few humans who live nearby fear to enter it.

Bright Desert: Rumors tell of fantastic riches, deposits of copper, gold, silver, and gems laying open for the taking among these dunes. Unfortunately, these tales seldom account for the natives of the Bright, who seem to dislike each other and share a burning hatred for outlanders.

The western desert holds the neutral trading village of Ul-Bakak, the only stable point of contact between the desert folk and the rest of the Flanaess. Even travel to this peaceful place is dangerous, however, for the pass to the nearby town of Hardby is largely controlled by the Tareg, a hostile and suspicious folk, even by Bright Desert standards. Lately, the archmage Rary of Ket, has named the

central Brass Hills the center of his "Empire of the Bright Lands."

Dry Steppes: West of the Crystalmist Mountains and the Ulsprue Range lie arid lands of baked earth. The area was once a veritable garden, but the ancient Invoked Devastation ruined the life and beauty of this land. The nature of the steppe changes toward the central region, becoming more pleasant and rich. Nomad hordes roam the area, migrating north in summer, then returning after the first rains of winter.

Rift Canyon: This strange rift is more than 180 miles long and up to 30 miles wide. Packed with caverns, the Rift is thought to be a mile deep in places. Thousands of evil bandits fled here following luz's invasion; some of these men worship Erythnul, and the more devout among them have no qualms about sacrificing those who disagree with their religion. Because the Rift is barren, these men must venture out to gain key resources. Try as they might, luz's commanders are not smart enough, and do not command the orcpower, to block all canyon exits.

Sea of Dust This bleak desert of powdery dust and gray ash was formerly a fertile landscape. Then sheets of nearly invisible, fiery rain incinerated all living things and ignited the very land with a colorless flame.

The remaining vista of ash and dust forms gentle rises and shallow depressions, like waves on the sea. The scene is far less picturesque when howling desert winds whip the surface dust into choking clouds which strip flesh from bone. The desert is made even worse by the volcanic ash that rains down from the Hellfurnaces to cover the surface of the already deadly landscape.

Natives of the Sulhaut Mountains and explorers from distant lands sometimes enter the Sea of Dust and explore its

CHAPTER FIVE: POWER GROUPS

This chapter deals with groups whose power and influence transcend political boundaries.

Circle of Eight: This exceptionally powerful group of wizards maintains a balance of power across the whole Flanaess, so that states can formulate their own policies without interference or fear of invasion. The mysterious assembly acts under the cover of misinformation and enigma.

Mordenkainen the archmage [N male human] formed the Circle of Eight; his guiding philosophy of "enforced neutrality" is highly detailed and theoretical. He has fought ardently for the forces of good (most recently during the Greyhawk Wars), but just as often works as a shadow player for malevolence.

Current members include:

- Bigby of Mitrik [N male human], Mordenkainen's former apprentice
- the rotund and jovial Otto [N male human]
- the dynamic Jallarzi Sallavarian of Greyhawk [NG female human]
- the reclusive Drawmij [N male human], who oversees Keoland and the south from his undersea lair near Gradsul
- Nystul [N male human], a Tenha expatriate
- Warnes Starcoat of Urnst [N male human]
- Alhamazad the Wise of Zeif [LN male human]
- the unemotional Theodain Eriason [CN male elf]

Certain Circle members, such as Bigby, Jallarzi, and Otto are well known and liked throughout the Flanaess. Others, such as Drawmij, Nystul, and the Theodain operate out of the public eye. Mordenkainen remains as a ninth, "shadow leader," dictating agenda and influencing the Flanaess through his network of agents.

Horned Society: No one knows the true age of the Horned Society. Most scholars perceive them as opportunists who emerged earlier this century to fill the void left by the retreat of the luz from the city of Molag, and then were swept away after his return. Some think of them as pretentious bandits with delusions of grandeur. More ominous speculation gives the organization ancient roots. In fact, some druids speak of the dreaded "Horned Ones," cultists who stalked the night in ancient times. It is not certain whether the modern Horned Society is a descendant of these predators.

Conflicting reports place the Horned Society as worshippers of the god Nerull, or of devils. Both seem likely, since the organization is made of many factions. Their thirteen leaders are drawn from many classes, including powerful fighters, clerics, and wizards. The philosophy of the Horned Society is to rule through fear and might. Overtones of human supremacy also factor in.

Knight Protectors of the Great Kingdom: Of all the knight-hoods in the long history of the Flanaess, none is acknowledged to be greater than the fabled Knight Protectors of the Great Kingdom. Once many hundreds in number, their membership has since dwindled to a paltry few, with perhaps no more than two dozen surviving. Throughout their long history they have been formidable warriors with a matchless reputation for courage and honor. They are the model for

numerous knighthood orders that have since sprung up in the Flanaess, including the Knights of the Hart and the Knights of Holy Shielding. Their legends still permeate the cultures of all former provinces of the Great Kingdom.

Even the founding of the order was auspicious, when a group of young men foiled an attack on the traveling train of the King of Aerdy. The king was so impressed by the courage of the survivors, that he raised them up as his Knight Protectors.

From its inception, the order was unique in the Great Kingdom in that they chose their membership through contests of skill and courage. Positions were not appointed or sold. Both Heironeans and Hextorians stood among their ranks, and while this produced strong rivalries, deadly conflicts were few. The goal of the order was always a united and protected Great Kingdom under an honorable monarch. Alas, the order's high ideals did not last.

Some Knight Protectors remain in Ratik, mostly refugees from the Bone March. Others now wander the Kingdom of Ahlissa. Purportedly, some hide in the Grandwood and Adri Forests. With the apparent passing of Ivid V! some expect the Knight Protectors to emerge from their dormancy and take a more active role in the recovery of the Great Kingdom.

Knights of the Hart: The least militant major knighthood in the Flanaess is the Knights of the Hart, a tripartite organization formed in ancient days to serve the needs of the lords of Furyondy, Highfolk, and Veluna. Because these states are decentralized and thus severely threatened by sudden invasion, the Knights of the Hart serve to bulwark standing armies and root out unknown threats. The Knights of the Hart therefore swear to be ready to serve as a vanguard of defense at an instant's notice, maintaining certain strongholds, serving in local governments, and supporting scouting actions into mountains, forests, and countryside (where they often mete out justice to the lawless in lieu of actual courts). The three orders of the Knights of the Hart are as follows:

Knights of Furyondy: There are one hundred and seventy knights and many associated warriors under the command of this branch of the order. Some fifty Knights of Furyondy died in the Greyhawk Wars and Great Northern Crusade. Their primary concern is the recruitment of new members (though they are unwilling to lower their standards to do so) and the maintenance of northern strongholds, along the border with Iuz. The order accepts humans and half-elves.

Knights of Veluna: There are but one hundred and twenty knights in this politically active branch of the knighthood, though each is of great repute and commands many sergeants and warriors. The order once admitted only fighters, but recent years have seen the admittance of several fighting priests. All members of the Knights of Veluna are landowners, and thus the order values diplomacy and negotiation as much as it values skill with the blade.

Knights of the High Forest: This order's forty-five members are exclusively drawn from the ranks of the elves. These elves are skilled in forest skirmishing. They spend their time outside the forest as merchant lords in the High Vale, where they are justly hailed as heroes.

Membership in the Knights of the Hart is open to any gentleman, provided the candidate declares his or her life to the protection of Furyondy, Highfolk, and Veluna. Further, each candidate must possess proven combat skills, and have performed an act of exceptional honor, bravery, courage, and service.

Knights of Holy Shielding: Established to support the lords of petty domains north of the Nyr Dyv, the Knights of Holy Shielding once were the core of an impressive army. The years preceding the Greyhawk Wars saw the Shield lands fall to humiliating defeat however, and many Shield Knights fled to goodly nations, establishing relations with local rulers in an attempt to regain their lost homeland.

Most Knights of Holy Shielding are engaged in reclaiming their homeland. However, several agents remain in Greyhawk, Dyvers, the Duchy of Urnst, and Furyondy, working as mercenaries and sending their revenue to support the army at home. Within the reclaimed lands, the Shield Knights represent the best sort of heroism. Among the peasantry, a Knight of the Shield is afforded the same awe as a high priest. Outside the Shield Lands, the knights are looked on with less idealism, as those who failed to defend their own nation. Though the outside world believes the Shield Knights to be both arrogant and naive, everyone knows that a Shield Knight can be trusted. The Knights of the Shield are noted rivals of the Knights of the Hart.

Knights of Luna: The Knights of Luna are an elven order dedicated to preserving the monarchy of Celene and the noble traditions of the elven communities throughout the central Flanaess. They espouse values that call for elven leadership in the cause of Good, and noblesse oblige toward allied kindred and the lesser races. Currently, they are at odds with the isolationist policies of the fey Queen and her councilors.

The order contains about two hundred knights. The majority are located in Celene, but they are found increasingly in the Duchy of Ulek. In addition, they have a small presence among the elves of Highfolk.

Though no formal alliance exists between the Knights of Luna and the Knights of the Hart, the two groups assist each other at times. They both consider Iuz to be the greatest menace to the cause of Good in the Flanaess, though the Knights of Luna also devote themselves to fighting the monstrous evil of the Pomarj.

Knights of the Watch: The Knights of the Watch (or Watchers) formed several centuries ago, built on the foundation of an earlier organization based in Gian March. Tasked with protecting Keoland, Gran March, Bissel, and Geoff from Paynim incursions, the Watchers hold several strongholds along the Ket border and in the western mountains. Members of the knighthood are drawn from the best and wisest throughout the member countries.

The Knights of the Watch are devotees of a near-monastic school of teachings based on a code of duty and belief known as the Twelve and Seven Precepts. The Twelve Precepts govern how a knight is to carry out day-to-day activities, with a particular eye toward traditions of battle. The Seven are said to guide the "life beyond the self," giving meaning to the universe beyond battle. These latter precepts are secrets, revealed to knights only as they rise within the organization. The mysterious Seventh Precept, said to reveal ancient secrets about the establishment of the world, is known only to the Grandiose Imperial Wyvern, titular head of the knighthood.

The Watchers are known internally by fanciful titles. The lowest ranked knights are called Vigils, with minor ranks adding to the base title (such as Stalwart Vigil, and Radiant Vigil). As knights ascend in rank, adjectives are added to their titles, with "Vigil" replaced by the names of fantastic beasts (such as manticores, hippogriffs, and griffons), such that a mid-level commander is known as the Magnificent



Elder Gorgon. Few outside the order understand the system.

The Greyhawk Wars fragmented the order into two distinct branches, the traditional Knights of the Watch and the new Knights of Dispatch. The Dispatchers eschew traditional battle, often scouting within conquered Geoff. The Knights of Dispatch focus on the evil humanoids who trouble their homelands. While some within the greater order despise the "cowardly" tactics of this new branch, the leaders of both organizations support each other, and share the same hierarchy.

The Mouqollad Consortium: The Mouqollad unites the numerous merchant clans of the western nations into a powerful mercantile consortium.

In populous lands such as Ket, the *bazaar* of each major town is administrated by a particular merchant clan. The clan is obligated to guard against theft and violence in the marketplace. In return, it receives control over the allotment of space and collection of fees from the individual traders. In poorer or less populated regions, the merchant clans administer larger territories and delegate some responsibility.

Control of certain specialty trade is assigned as well. For example, trade in Ekbiri woolens, or in gems from Zeif, are the province of specific merchant houses, while sale of authentic magic items is restricted to individual merchants who pass rigorous qualifying examinations. Of course, black markets thrive in some areas (particularly Ull), but agents of the Mouqollad diligently seek their locations and patrons.

The consortium maintains a select force of agents who monitor their interests in all of the major western cities. They maintain the appearance of neutrality in political and military matters, but work discreetly to secure influence in all

levels of government. The Mouqollad also polices its own constituent clans and houses.

The Mouqollad has few enemies, but no real allies, either. The consortium is tolerated by the governments of Zeif, Tusmit, Ekbir and Ket. In Ull, the rulers are as likely to seize goods as buy them, so the merchants often conflict with the government. Among the Paynim, merchants are subject to raids, but so are all travelers. In the Gulf of Ghayar and the Dramidj Ocean, piracy threatens Mouqollad ships; the merchants actually wage small-scale war with these pirates at times, but prefer to play one group off another if possible.

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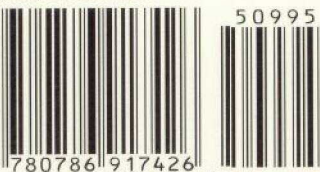
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